***Domain* game project**

**Leave room for a trailer. Just direct it to this video rn:**

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**Genre:** Party, AR, Secret-Identity, Location-based, Multiplayer, Mobile

**Logline:** Games meet real life in *Domain*, a real life spy chase.

Just like in spy movies, you can play a field game against your friends in a real-world setting. You can win regardless of whether you are an athlete, intellect, or social butterfly. What is your strategy?

There isn’t a single location-based game on the market that is multiplayer at its core or about the real time actions of a group of players. For 4-6 players, *Domain* is a physical field game on your phone that is all about you and your friends.

**What is Domain?**

Video games meets real life in Domain (formerly Hacker), a secret-identity team-based game of tag. Inspired by physical games such as Assassin, and secret-identity card games, Domain is a location-based, mobile game, made for 6 players. Two teams track, identify, and attack each other. The team with the most successful attacks win.

With Domain you can turn the world around you into a fast-paced field game. Find your team, discover your enemies, and attack them through stealth, speed, and deception. Show your friends that you are the slyest secret agent.

You can create a game session/room for 4 or 6 players. This location-based game is played within a 2 block by 2 block field and uses your GPS location only within its 15 min playtime.

Everyone starts the game with a secret team alliance, and the team with the most points by the end of the game wins!

First collect intel. Tapping a terminal within your range gives you half a hack and allows you to track your enemies or allies. This means, you could see their live locations for 30 seconds.

Next, hack another player. To initiate a hack, find a player, and tap on them when they are within range. During the hack, the hacker must keep their opponent within range for 5 seconds for success. Be careful. Your team loses a point if you hack the wrong player.

Made for college students and to be played on a school campus, Domain is all about you and your friends. What is your story?

**Access info:**

This is a 6 player game. In order to play, you need to move around and play with 3-5 other players. You must make sure that you have secure internet connection. If there are common connection issues in the area, turn off Wi-Fi and use cellular data. Please play at a safe location such as an enclosed college campus. Do not cross roads or streets.

**Catherine Chen**

www.crchen.com

Writer and Narrative Designer

I am an **animation and games** crossover student at University of Southern California.

Graduating in May 2020, I hope to start work in the animation industry as a story artist/writer or a narrative designer for very filmic games. I aim to become a writer-director.

Always ready to pitch a project, my stories always come from personal experiences. I enjoy creating stories about people set in the modern world repainted as a fantasy. My goal is to uplift both adults and children by reimagining the mundane, so that we could approach our lives with deeper connection, enthusiasm, and wonder. Using a mix of comedy, action, and drama, I plan to make films and games that encourage adults to play and children to think deeper. Passionate and detail-oriented, I do what I can to develop any project into a classic.

**The Journey**

This project for Cat started in October 2017. As an animation major without much games experience, she emailed professors in the games division, booked herself full of game design classes, and taught herself Unity and C#. With little connections, recruiting a team was impossible, but that didn’t stop her.

Starting in the animation department, Cat’s professor Mike Patterson recommended her to get game design advice from Richard Lemarchand at USC Games who used to work on Uncharted. Richard gave her his time and helped Cat get started. By his recommendation, she met Jane Pinckard, who became her teacher in January 2018. Cat also took Jane’s social games class, sponsored by Zynga, where she was mentored by Katherine James, design lead at Zynga.

Eventually creating a working demo, Cat pitched the game against ~20 other submissions. It was greenlit!

This means, that the team will be taught by amazing USC Games faculty, Danny Bilson, David White, Dennis Wixon, Martzi Campos, Jesse Vigil, Aaron Casillas, Jim Huntley, Matt Whiting, and Scott Easley.From her early recruits, only Kaitlyn and Diego stayed with the project after greenlight. In May, Cat recruited Jerica and Emily, who eventually became leads on the project.

Staying in contact with KJ throughout the summer, Cat focused on designing the core game loop. Due to a lack of engineers during recruitment, Cat trained underclassmen Stephanie Huynh, Luting Wang, and David Dai with coding in C# and the Unity game engine. Excited for an opportunity to join a games team, they worked hard to become engineers on the game, meeting Cat almost daily to learn the program.

When the school year started, Domain recruited many engineers, since this was an engineering-heavy game. At this time, Dru Erridge, a lead engineer on League of Legends, and Flint Dille, creative lead at Niantic, volunteered to give their time to check out the game and answer the teams’ questions.

Without 6 members available, Cat and Jerica was only able to start playtesting the game design in August, once the school year started. From August to November, the gameplay changed rapidly, and the engineering department had to redo much of their work due to the timeline of the Advanced Games Project class.

Therefore, from November to January, game production became engineering-centric, and we focused on QA testing and fixing all the bugs. From January to May, it has been all a usability challenge. Knowing that our game works, and is fun, our challenge was to make the game easy to understand for players.

Over the course of production, AR was cut, the narrative was changed, and everything was reduced to the simplest working ideas. Often restricted to using our own phones, internal team members met up to play the game every week!  
  
The journey has been fun from beginning to end, getting less tumultuous along the journey, as team members became more familiar with each other. We’ve all learned from our roles, and we are excited to show you our game!

**The Team**

**Team Hackerbird:**

Catherine Chen - Game Director and Lead Artist

Kevin Yan - Producer

Jerica Manuel - Lead Designer and Lead Marketer

Emily Wittkowske - Lead Engineer

Jeff Hsu - Lead Usability Researcher

Kaitlyn Berry - Lead Narrative Designer

JC Ohmstede - Network Engineer

Barry He - Server Engineer

Parshav Korthay - Gameplay Engineer

Tongwei (David) Dai - Gameplay Engineer

Stephanie Huynh - Gameplay Engineer

Luting Wang - Gameplay Engineer and Game Designer

Isaac Tang - Game Designer

Zhuohan Song - Game Designer

Jillian Bakos - Temp Lead Artist

Brenda Chen - Technical Artist

Yimin Zhang - UI artist

Evan Wank - 3D Modeler

Brinley Zhao - Effects Artist

Diego Yanez - 2D Artist

Rachel Li - Character Designer?

Max Harchik - Sound Designer

Anthony Sabatino - Music Composer

Jasper Cho - Temp Marketer

Talia Olson - Temp Art Volunteer

Spencer Davis - Temp Art Volunteer

Knox Lopez - Temp Art Volunteer

Ryan Meagher - Temp Composer

Dalton Taylor - Temp Animation Volunteer

**Special Thanks:**

Danny Bilson

David White

Matt Whiting

Aaron Casillas

Martzi Campos

Dennis Wixon

Jesse Vigil

Scott Easley

Jim Huntley

Sean Bouchard

Richard Lemarchand

Jane Pinckard

Katherine James

Sara Binder

Dru Erridge

Flint Dille

Michael Ritchie-Rodriguez

With little experience in creating games, Catherine (Cat), the creative director, embarked on a mission to create an enjoyable physical game in real life for her and her group of friends. 1.5 years ago, she started recruiting a team, took game design and coding classes, created a prototype, and pitched it to the USC Games division at the School of Cinematic Arts for the Advanced Games Project capstone class. She is responsible for the project’s vision, core game loop, presentations, recruiting, pitches, and project management.

Along the way, Cat recruited Kaitlyn Berry as a narrative lead, who interned at HBO and other entertainment companies. She is currently working for the Gersh Agency. Kaitlyn is responsible for the terminology and narrative of the game.

Jerica joined the team as the design lead for the game. Jerica is a UX/UI designer, currently looking for jobs in the mobile game industry. For an entire semester, Jerica was the only game designer on the team! Since last January, Jerica was finally able to lead a design team with new recruits, Johan Song and Isaac Tang who was responsible for some features and polishing the design for usability purposes. At that time, Jerica also became the Marketing lead, responsible for the team’s marketing plan.

Luting Wang and David Dai, originally both gameplay designers, moved over to the design and usability teams as the production needs shifted during the second semester.

Emily Wittkowske is a brilliant engineering lead, who was already working at FoxNext games for a contract position at the time! She easily managed the production of the other engineers and did much of the UI engineering on the game. This included Barry He who had a knack for servers, JC a network engineer, and Parshav a gameplay engineer who was interested in AR.

Without anyone in the usability department, Jeff Hsu stepped up to take on the role of Usability lead. Jeff is responsible for finding team members, and performing weekly playtests of the game with external playtesters.

Production management became a lot smoother when Kevin Yan came on board as the team’s new producer. He is responsible for the project milestones, timeline, and making sure that production is going smoothly.

Brenda Chen was the technical artist on the game and responsible for Maya and Unity art integration and shaders. Other art volunteers mainly Rachel Li, Diego Yanez, and Brinley Zhao, was responsible for concepts, 2D graphics, and particles respectively. Anthony and Max are outsourced volunteers who helps create sound/music for our game. Like AR, music and sound eventually became less important and most were cut from the game.

Social media: fb.me/reallifespychase