Game Plan Team Janus

## Background Story

As training for his job as a railroad engineer,Jim is put through a series of tests by his boss. These

There is a mysterious old saying that the only way to save this town is to repair the ancient rails road that connect to the outside world and then seek help and transport resources from the strong Viking tribe. With the spirit of saving the town, Jim ventures out into a secret mission to repair the rails and search for the Viking.

## Action

The game is a puzzle game. In the game, player will plays as Jim and take on the mission to repair the rails. Since the ancients rails are damaged, the path connecting two stations are untraceable . Player will need to rebuild the path such that the train could go from the one train station to another. There will different segments of rail road track to choose from, player will move around in a first­-person view and select the correct track to be place on the ground. The game will be level based. In one level, the map will have a start point and a destination, and it might contains various obstacles or slopes that the track needs to get around. In the later stage , the game could implement dragons AI that tries to disrupt the construction while Jim is working, player needs to fence out the AI by aiming and attacking, and work through the level as soon as possible to avoid attacks.

The game is fun because it is mentally challenging to rebuild the tracks correctly , there could be multiple paths that complete the mission and player could be creative about how to build the path. The game also tries to add in small amount physical actions with AI. The game could be social because friends could compare how many levels they completed in the game.

## Technical

The game will use Unreal engine. The player will provide input through the keyboard to select the correct tracks and the mouse to select where to place the track in the grid map. 3D models , audio and images will be obtained online or use what's provided with unreal editor. Levels and maps will be created with unreal editor. Unreal engine also provides nice features such as cut scene movie, physic, lighting, particle system, and animation that our game could incorporate.