Team UGSOFT

Project TWO Plan Presentation

The Team

Absent: Jared Young

Game Concept
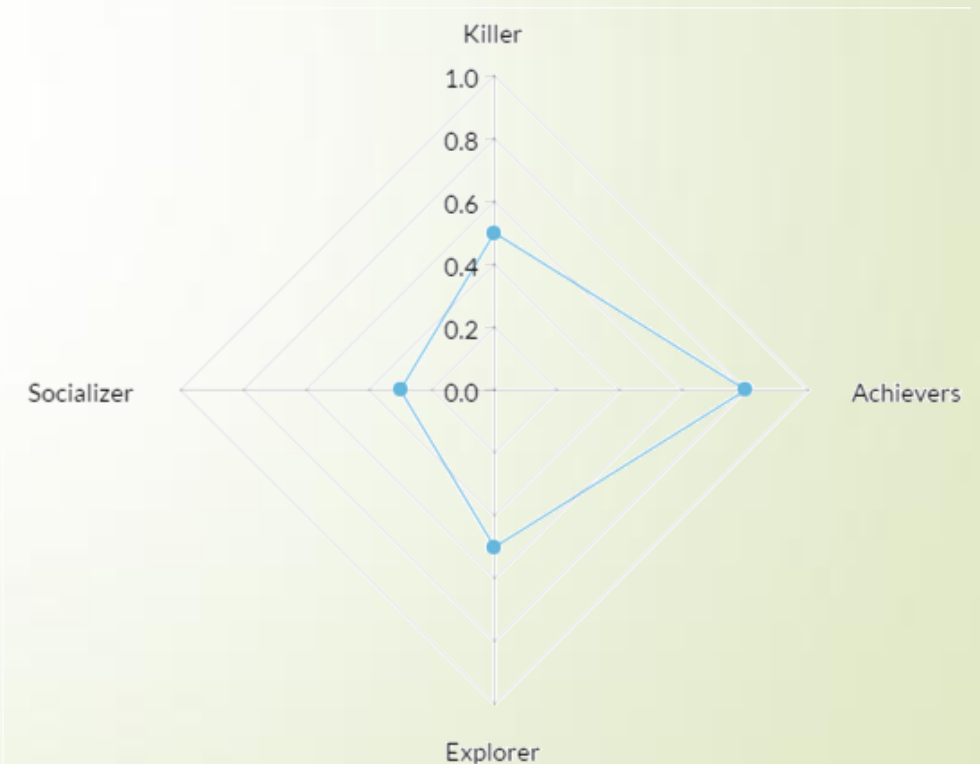
- **Santa simulator**

  The player is a Santa who tries to deliver presents to children without being detected. The Santa will need to figure out how to navigate around the house and deliver the presents while avoiding obstacles so he doesn't make noise and not seen by anyone.

- **Genre**
  - Type: Simulation
  - Genre: Stealth

- **Target audience**
  - High School(12-18), any gender

Goal and sub goals

- **Overall goal:**
  - Deliver correct presents without arising suspicion
- **Sub-goals:**
  - Get a good high score
  - Collect/eat cookies (bonus points)

Central Character (Santa)

Delivers present to certain location in household without raising suspicion

Skills and Functionality

- Unlockable/equips: Slippers, candy cane and tools

Actions

- Free movement (movement in any direction)
- Slow walking
- Faster movement
- Crouch
- Stick to wall

Other Characters

Human

- Entity which can move (random or patrol) or be stationary. Can get suspicious if it thinks Santa is nearby

Sleep walkers

- Patrols area and doesn't get suspicious unless disturbed

Animals

- Entities which also get suspicious. More easily suspicious because of acute senses

Elf

- Gives Santa additional information about present details

Game World

- House which is the stage/game world in the game

- Rooms within each house

- House lights. Light of different intensity depending on player location

- Randomly generated static elements

  - Obstacles: e.g. Creaky floorboards

  - Cookies and keys

- Santa spawn location

- Randomly selected present drop off location e.g. Christmas tree

Score system

- Scoring is based on these criterions:
  - Suspicion level, the lower the better
  - Time taken to deliver the present
  - Number of cookies collected

Level generation mechanic

- Fixed room and start location

- Locked door for some room

- Random NPC spawn with fixed patrolling movement and random cookie spawn

- As the level progress
  - More obstacle
  - More NPC
  - Bigger house

Tools and Technology

- Windows 7 or higher for operating system of developing environment

- Unity 5.2.0f3 for game development

- Microsoft visual studio for coding IDE

- Deploying onto android

- Azure web API

- GitHub

- Google doc / spreadsheet for plan and documentation draft

Design Features

- Game to be implemented in 2.5D

- Fixed level generation

- Game sound, to be triggered upon certain events.

- High score screen

Advanced Features

- One versus One time trial match.

- Play through a level at the same time as your opponent to see who can complete it in the quickest time.

- As you are playing, a "ghost" of your opponent's avatar will be visible which will show what they are doing in real time.