



THE PINE BARRENS

# HIGH LEVEL GAME DECONSTRUCTION

# TEAM ANTIQUE CHRIST

## 1. William Manning

Lead Programmer

Github Manager

## 2. Michael-Vincent Espanol

Lead UI Designer

Illustrator

## 3. William Wolff Herbert

Narrative Designer

Producer

## 4. Stuart Ramgolam

Programmer

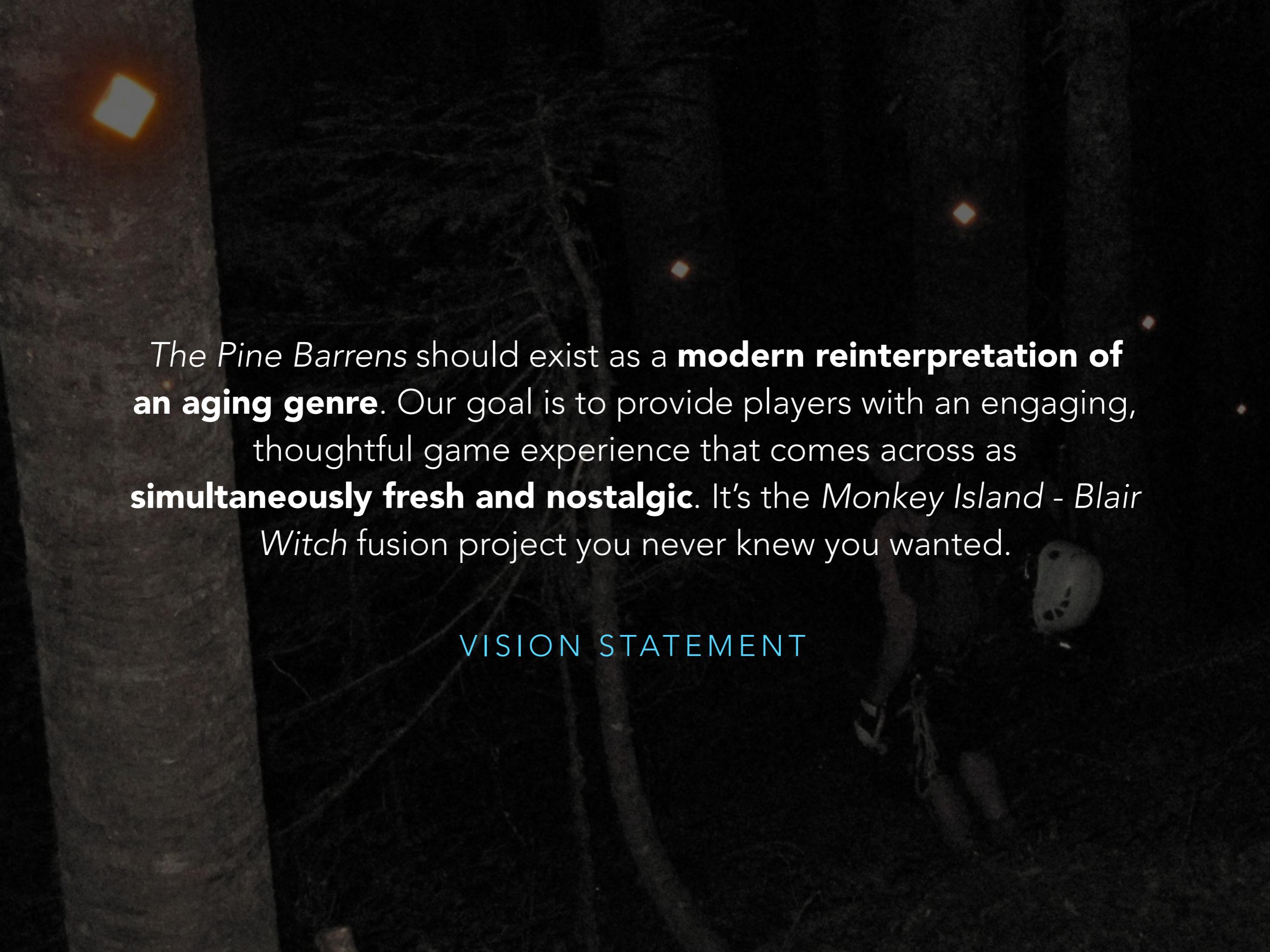
Quality Assurance

## 5. Nolan Manning

Art Director

UI Designer





The Pine Barrens should exist as a **modern reinterpretation of an aging genre**. Our goal is to provide players with an engaging, thoughtful game experience that comes across as **simultaneously fresh and nostalgic**. It's the *Monkey Island - Blair Witch* fusion project you never knew you wanted.

## VISION STATEMENT

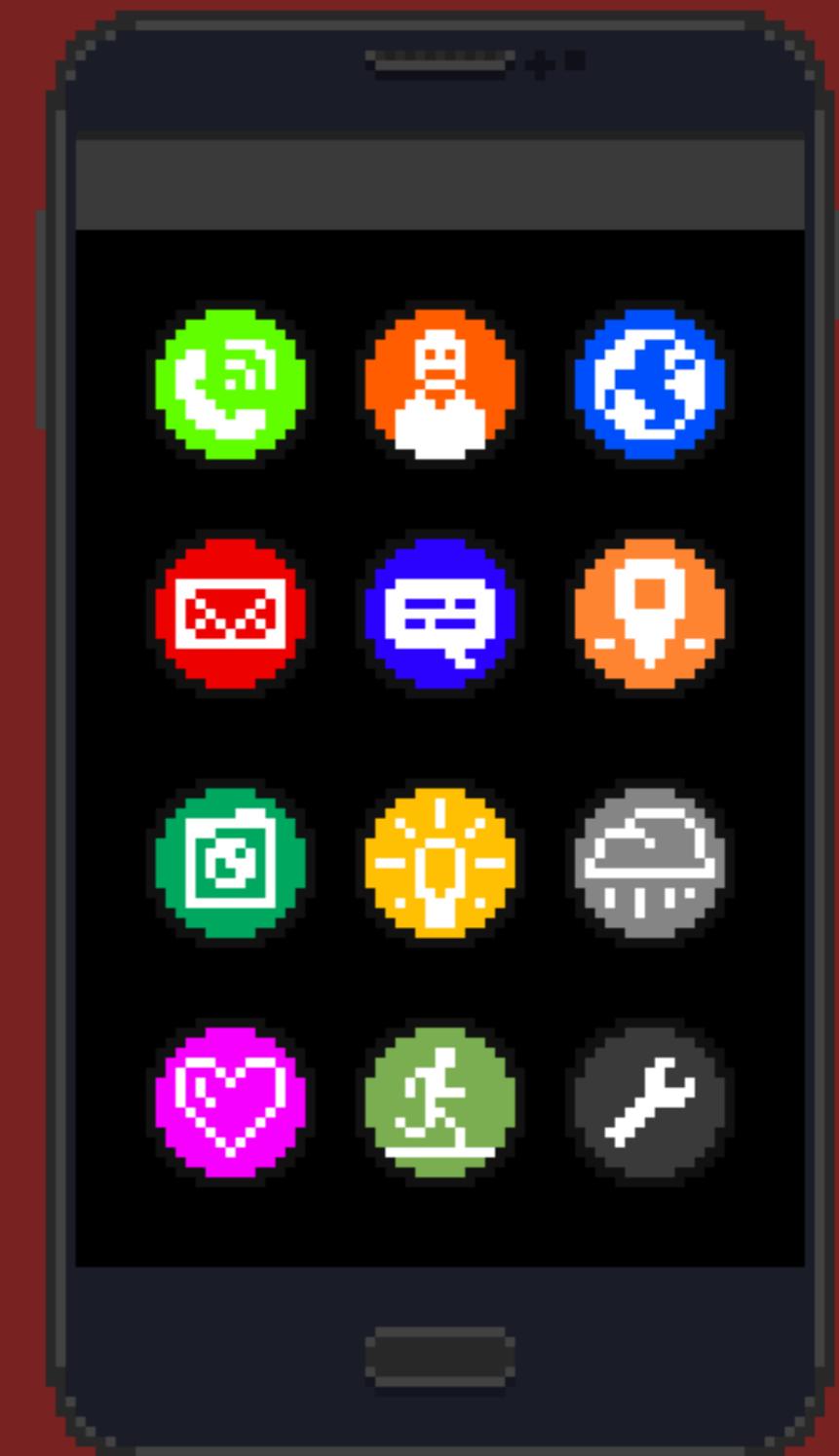
# CORE GAMEPLAY: POINT & CLICK

- explore the haunted environs of the New Jersey Pine Barrens
- collect items for your inventory
- communicate with the locals
- use logic and lateral thinking to solve rudimentary puzzles
- investigate and analyze strange phenomena



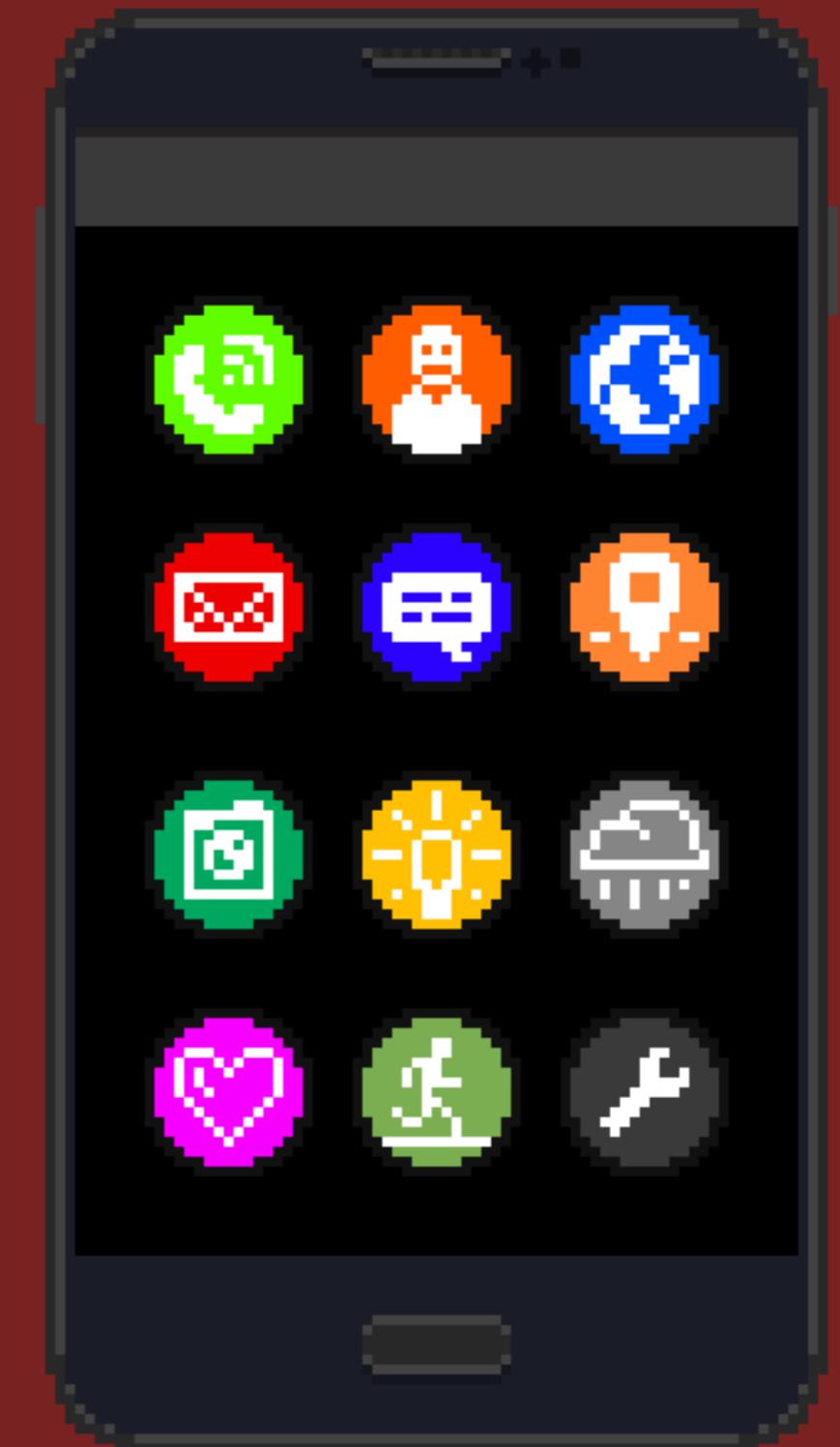
# CORE GAMEPLAY: SMARTPHONE

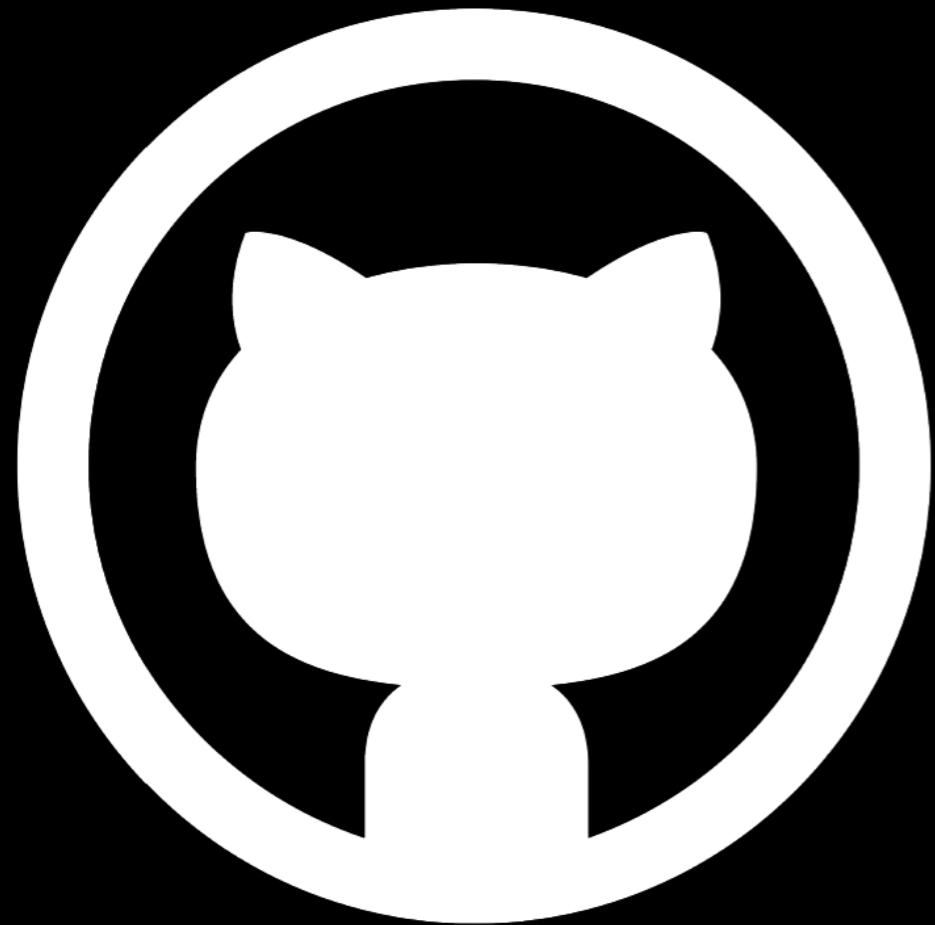
- employs a smartphone as graphical user interface
- mechanically essential apps include: texting, camera, flashlight, dating profile and game settings
- utilities like the flashlight and camera allow player to interact with the environment



# TERTIARY GAMEPLAY: SMARTPHONE

- employs a smartphone as graphical user interface
- tertiary apps include: phone, contacts, internet browser, email, maps, photos, and weather
- these apps will provide secondary and tertiary elements, including storytelling and optional functionality





IMPLEMENTATION STRATEGIES

# CABAL PROCESS



IMPLEMENTATION STRATEGIES

# ITERATIVE DESIGN

**DESIGN IS A PROCESS  
TO SOLVE CHALLENGES**



DEFINE



IDEATE



SELECT



MAKE



ANALYZE



REPEAT

# TASK ALLOCATION

## 1. William Manning

Basic Game Infrastructure  
GUI Programming  
Phone-based Mechanics

## 2. Michael-Vincent Espanol

User Interface Assets  
Phone Apps/Design  
Minor Illustration

## 3. William Wolff Herbert

Team Management  
Documentation  
Narrative Design

## 4. Stuart Ramgolam

Scene-based Programming  
Core Game Mechanics  
Quality Assurance

## 5. Nolan Manning

Environmental Assets  
Character Design & Animation  
Minor UI Design

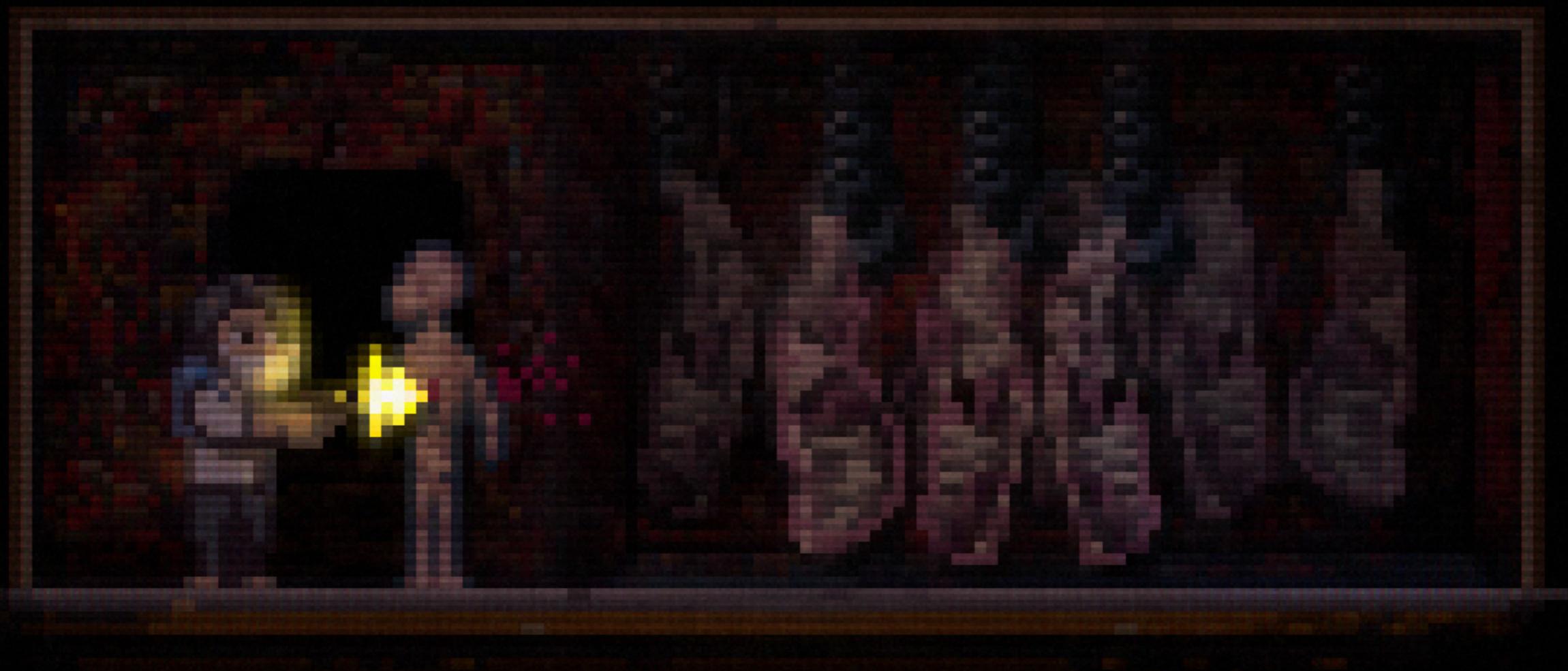


# PRODUCTION SCHEDULE

- **09/30:** High Level Design
- **10/02:** First Scene Playable
- **10/09:** Second Scene Playable
- **10/16:** Third Scene Playable, Scene 1 Finalized
- **10/23:** Fourth Scene Playable; Scenes 2 & 3 Finalized
- **10/30:** All Scenes Playable: Scenes 4 & 5 Finalized

ART DIRECTION OVERVIEW

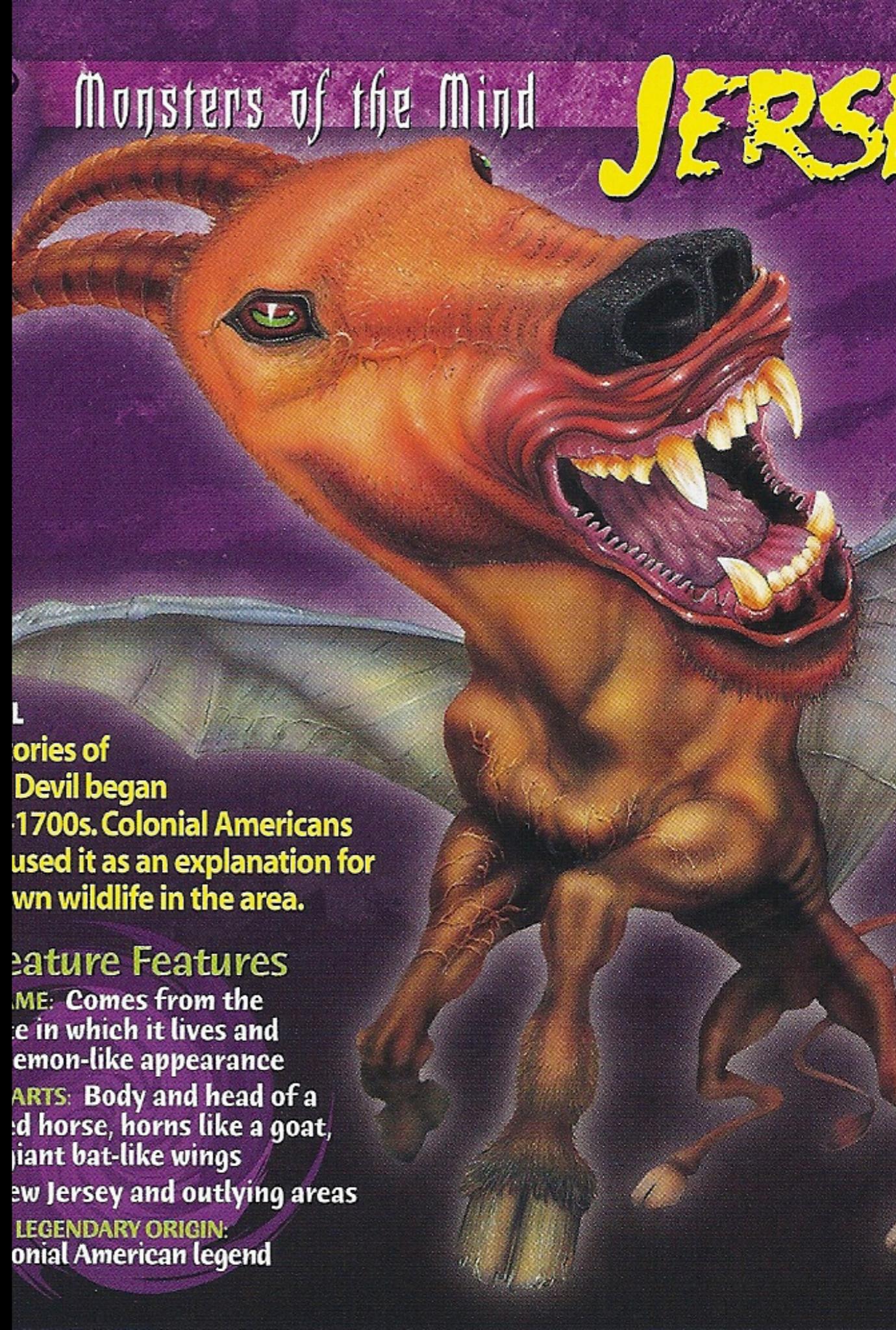
# DARK PIXEL ART AESTHETIC





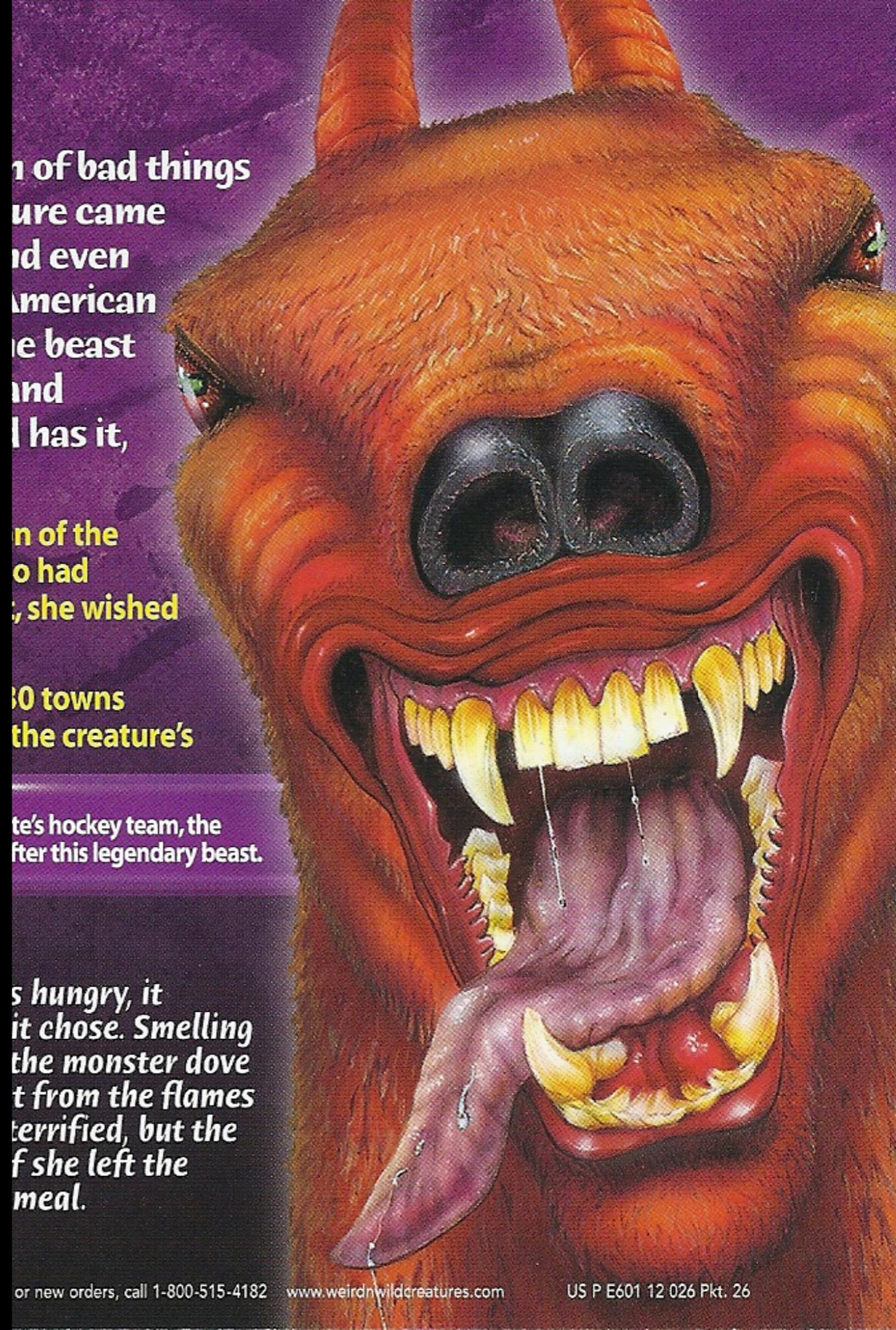
# RISK MANAGEMENT: THE ISSUES

1. Timely Asset Completion
  1. Feature Creep
  2. Story Creep
  3. Bad Management
2. Unity Pro License
  1. Parallax
  2. Lighting
  3. Mobile Work



# RISK MANAGEMENT: SOLUTIONS

1. Timely Asset Completion
  1. Only Essential Features
  2. -1 Development Plan
  3. 3x Weekly Check-Ins
2. Unity Pro License
  1. Monthly Trial Period
  2. Pro features in-class
  3. Other features outside



TEAM ANTIQUE CHRIST

**QUESTIONS?**