

Deliverable 2: Pre-production

Team Kiwi Birdies

Intro to Game Development COAR 463/CMSC 391, 2023 Fall

Zara (CA), Hannah (CA), Fiona (CA), & Javeria (CS)

DESIGN

- **TEAM**

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- **HIGH LEVEL CONCEPT**

- Name: Fashionable Feline
- Genre and Number of Players: Single-Player Point and Click
- Project Summary: A cute, low-stakes game where the player chooses an outfit for a fashionable feline friend. The outfit should adhere to a predetermined theme, and the player will be judged based on adherence to the theme.
- Unique Selling Point: The judges of our game: Clawdon Ramsey, Cat Fieri, and Kitty Flay, seem to never be satisfied with the player's outfit, inspiring them to try harder to earn their approval.

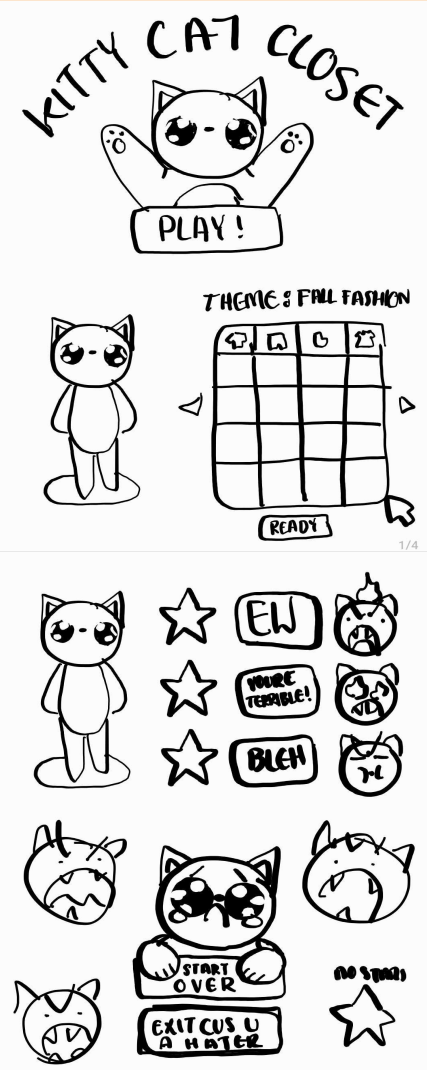
- **DESIGN SPECIFICS**

- Platform and Input Type: PC & keyboard/mouse
- Audience / Age range: All ages
- Visual Style: Cats & Soup, Cat Castle - simple, cute, and clean, with minimal shading.
- MVP Game Loops: Start the game, basic point & click functionality, repeat game
- Monetization: Free



VISUALS

- “KEY MOMENT” STORYBOARDS (shown on the right)
- GAMEPLAY
 - Start screen
 - Play button
 - Dress up screen, with closet on the right.
 - The theme will be listed at the top of the screen.
 - Players will have infinite time to dress up their cat.
 - The clothes will be listed in a grid with arrows on the sides between pages.
 - Players can equip clothes by simply clicking on the item in the grid (and can click a second time to unequip).
 - Once ready, players can click the Ready button at the bottom of the screen.
 - Judge screen
 - Clawdon Ramsey, Cat Fieri, and Kitty Flay will judge the player out of three stars depending on how well they adhered to the theme.
 - After a minute, the scene will automatically transition to the end screen.
 - End Screen:
 - Will be positive or negative depending on how player scored
 - Play Again button



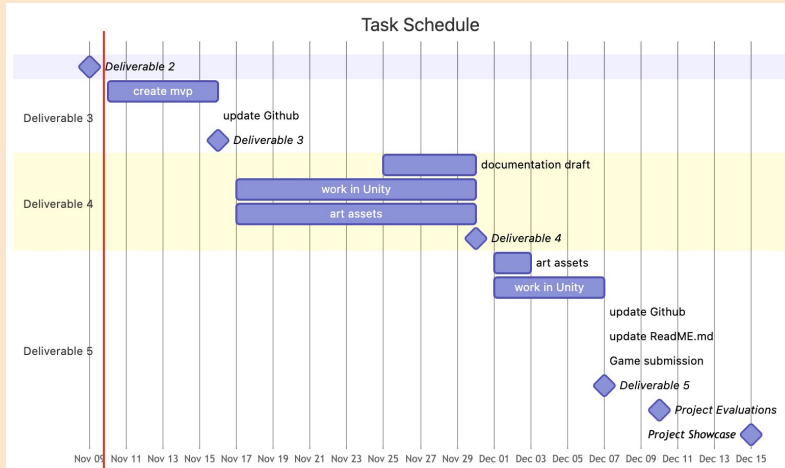
ASSETS

- All assets will be Custom Made, except for Fonts, Music, and Sound Effects
- **List of Assets** (Hero assets in bold)
 - Start Screen
 - Title
 - Start button
 - Background
 - **Wardrobe Screen**
 - **Closet menu- clothing items**, icons, background, buttons
 - **Cat Character**
 - Judging Screen
 - 3 judges: Clawdon Ramsey, Kitty Flay, Cat Fieri- 2 expressions each
 - Star Rating Icons
 - Background
 - Speech Bubbles
 - End Screen
 - Play again Button
 - Background
 - Cursor
 - Font
 - Music
 - Sound Effects
 - Button Click
 - Hooray
 - Sad Music



CALENDAR - Spreadsheet.

- **Who does what?** (specific assets are listed on the right)
 - Zara - Player Character Design, Cursor
 - Fiona - Start/End Screens, Logo, Stars
 - Hannah - Backgrounds
 - Javeria - Coding
- **When?**
 - For MVP (Nov 17th) - player character design, a 1-2 pieces of clothing, basic point & click functionality
- **Calendar**



	Hannah	Zara	Fiona
Start Screen (and title)			:)
Character Select Background	:)		
Characters		:)	
• GORDON		:)	
• BOBBY	:)		
• GUY			:)
Wardrobe Background	:)		
Judging Background	:)		
Play Again Background			:)
Cursor		:)	
Stars			:)
Buttons		:)	
Clothing Icons			:)
		:)	
Star Rating Icons		:)	
Clothing themes			
• Elegant			:)
• Fantasy			:)
• Idiot Sandwich		:)	
• Spooky	:)		

https://docs.google.com/document/d/1u4_-Mcq0JqVAiYwKr4NW8lgieiQkc7TU_yEraTvR0yA/edit?pli=1

REFERENCES - Document / Slide.

- **RISKS:**

- Because most of our team consists of artists, a lot of work will be put on our programmer.
 - We're keeping our game relatively simple - most of the "gameplay" will be point/click.
- Artists will have to coordinate to make sure all assets are the same size, style, etc.
 - Our first step will be creating a "base" asset that all artists will use as a template.
- The "judging" component of the game may feel unfair to players.
 - We'll add "variables" to each clothing item. Players will be judged based on how many of these "variables" align, so they'll have more flexibility.

- **RESOURCES:**

- Adobe suite (Illustrator, Photoshop)
- Clip Studio
- Blender, Maya
- Youtube tutorials