

In Control

Design Brief

Goal

To create a short sci-fi adventure game which resembles aspects of the popular app store game, Temple Run, with additional fun trails that exercise the users decision-making in a fun and relaxed way.

Final Product

It will be a game designed for the web

What Will be delivered

A zipped folder containing a sequence of HTML webpages, a CSS stylesheet, and linked images and GIFs.

Target Audience

Ages: 15-25

Specifically targeting fans of adventure and sci-fi, who want to pass time by focusing on short adventures.

Timeline (start date / finish date)

June 8th - June 17th

In Control

Game Brief

Stroy

Two scientists are attempting an experiment to control their dreams forever. To do so they must enter a part of their dreams and physically reach the lever in the dream, which unlocks the potential power to control your dreams. The dream where the lever is located takes place in a forest, which has premade trails that lead you to the lever. However, you have a limited time in the dream before the experiment fails.

Gameplay

A click through decision based game

There will be binary choices which lead to different trails and outcomes.

There will be different choices to make depending on the trail.

Characters

Scientist 1 (user): In charge of entering the dream and reaching the lever

Scientist 2: Conducting the experiment along with the user, never enters the dream.

Alligators: Live by the river in the dream

Visual Art Description

The Art-Style will be cartoon like to downplay the sci-fi horror aesthetic

The text will use Courier font-family to give a "modern text" feel

Images and gifs will resemble a sci-fi fantasy world

Title Page

picture

Text

Button

Trail Name

Map

picture

Text

Button

Button

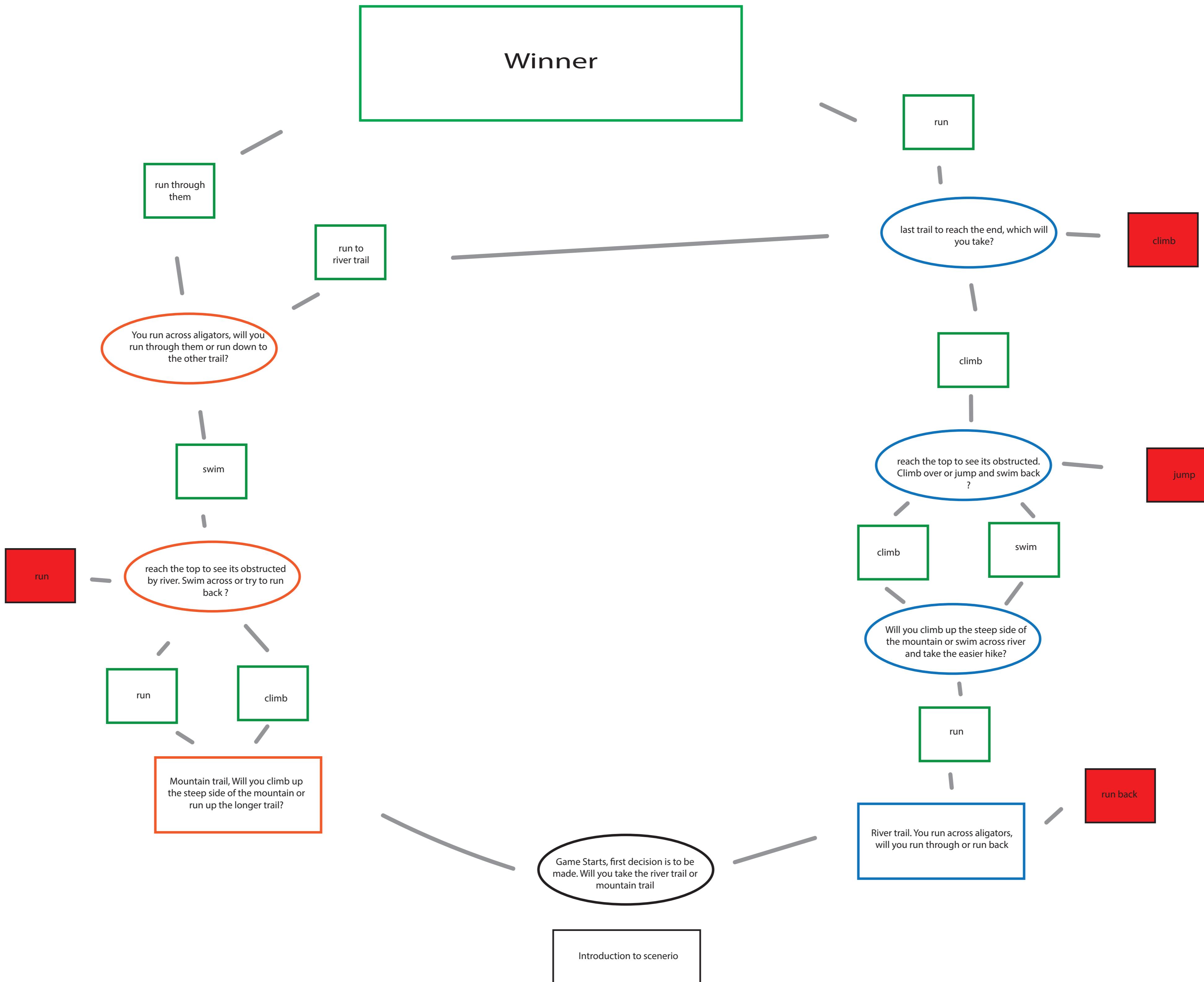
Loss/Win

Map

picture

Text

Try Again





Andrea, 27



Biography

Is a 27 year old program developer who lives in San Francisco, California. He enjoys playing games that entertain his mind while commuting to and from work. X only plays games from the app store on his phone, never from his computer. He easily gets distracted so he prefers quick adventures opposed to longer quests.

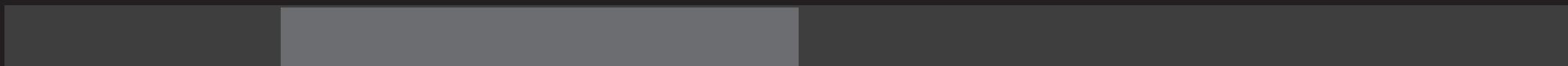
Personality

Extroversion



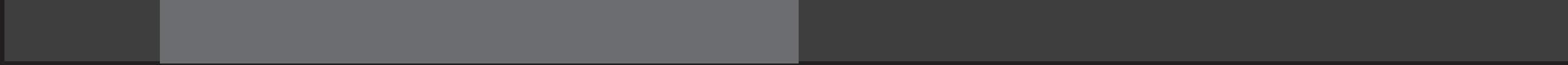
Introversion

Thinking



Feeling

Judging



Perceiving