Course Project #6
Jesus Otteson

1- The game will require a pointing device, the D-pad could be used to change direction of perspective while observing the scene.
2- The game will use the same controls since there will only be one difficulty mode. The gameplay is super simplistic so there shouldn't be any need to change the controls.
3- The player will interact with a room at any given time rather than navigating the protagonist through an environment.
4- There will be prompts for interaction within the game, however there will not be any elements that will be displayed besides subtitles at the bottom of the screen in an opaque overlay.
5- The camera will be in a Third-Person perspective from an overview of the environment. Since the game will be played on room at a time within chapters, the camera will show an overview of the room for the player to observe the interactions.
6- The games genre has a vast amount of gameplay from game to game. When playing a narrative type game the player can not really know what kind of gameplay to expect besides just observing a story.
7- The game will have an opening menu and a pause menu with a save/load function and an exit function.
8- The game will use subtitles on the screen, the text will change based on the language.
9- The game will use mostly text rather than Icons. There may be a floppy disk for the save option.
10- The game will only use numeric values to identify what chapter the player is on at the beginning of the chapter.
11- There will not be any symbolic values within the game.
12- The games camera can be controlled with the D-Pad, the camera will change to 4 different perspectives around a cube shaped room.
13- The game will have a super simplistic almost polygon based aesthetic. The UI will have simple text.
14- There will be a bell audio queue that will signal to the player to find an interaction for them on screen.
15- The audio in the game will signal to the player to find interaction, it will allow the player to know they are hovering over an option, it will signal to the player when a new chapter starts, and the audio will grow more complex as the game proceeds.