

UNDERGRADUATE PROJECT PROPOSAL

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# Introduction

This project is a 2D horizontal mystery puzzle game. It is a local suspense puzzle game with Chinese theme. Players will control the characters (story participants and witnesses) and interact with the scene props in the game. As the story progresses, they will solve the interlocking puzzles and find out the truth of the events.

这个项目是一个2D水平谜题游戏。这是一款以中国为主题的本地悬疑解谜游戏。玩家将在游戏中控制角色(故事参与者和目击者)并与场景道具进行互动。随着故事的发展，他们将解决环环相扣的谜题，找出事件的真相。

## Background (overview of topic and motivation).

## In the game industry, there are already many games related to the horror and suspense genres, such as Silent Hill, The Evil Within, and The Forest. Some of these games have great graphics and great modeling, some have an exciting story pace, some have great game style, and most importantly, the atmospheres are so good that the players feel a sense of tension and pressure throughout the process. This has helped horror puzzle games gain popularity and support in the industry.

在游戏产业中，已经有许多与恐怖和悬疑题材相关的游戏，如《寂静岭》、《邪恶内在》和《森林》。这些游戏中有些拥有出色的图像和模型，有些拥有令人兴奋的故事节奏，有些拥有出色的游戏风格，最重要的是，氛围非常好，玩家在整个过程中都能感受到紧张和压力。这帮助恐怖谜题游戏在行业中获得了人气和支持。

## Aim

## Develop a 2D horizontal single player linear story game with solving mystery theme.

## 开发一款以解谜为主题的2D水平单人线性故事游戏。

## Objectives

## The objectives are as follows:

## Ob1. The game is a combination of narrative and puzzle solving, and the puzzles in the game correspond to the story.and the player needs to manipulate the characters in the game to interact with the scene, obtain important information about the plot, advance the story flow, and solve the truth behind the strange events themselves.

## Ob2.Design, construct and complete a mystery story set in the modern Chinese society.

Ob3.Design simple and easy to recognize human-computer interaction UI, so that players can easily interact with the game scene according to the guidance of the UI.

目标如下:

Ob1。（总体简介）这款游戏是叙述和谜题解决的结合，游戏中的谜题与故事相对应。玩家需要操纵游戏中的角色与场景互动，获取关于情节的重要信息，推进故事流程，并解决奇怪事件本身背后的真相。

Ob2。（故事）设计、建构并完成一个以中国现代社会为背景的中国神秘故事。

Ob3。（交互）设计简单易识别的人机交互UI，让玩家可以根据UI的引导轻松与游戏场景进行交互。

## Product Overview

### Scope (What will it do? How will it work?)

### Audience (Who is it for?)

# Background Review

## Summary of existing approaches (e.g., Competitive analysis, if appropriate)

## Brief summary of related literature (e.g., Annotated bibliography, or initial literature review, with a brief summary of sources)

# Methodology

## Approach (Description of the research and development methodology, e.g., Software development model, requirement gathering method, test, and evaluation process)

## (研究和开发方法的描述，例如，软件开发模型，需求收集方法，测试和评估过程)

## The project will use use waterfall with some of may steps. The first step is to determine the genre of the game's story. The developer will look at well-known games in the industry and analyze their stories to determine the best narrative style. Requirements analysis will be in the form of a table to analyze the images and art performance required by the game scene. Meanwhile, it will collect user requirements from different users, such as developers and users.The second step is to polish the story, which will also be done in the future development of the project.The third step is the design of the game UI. At the beginning of the game development, the existing UI materials in the development tools will be used to test whether the scene interaction works normally. In the subsequent development, the developer will design the UI according to the story plot and atmosphere. The graphics and scene art of the game will be drawn in parallel with the UI design, different scenes, characters, props will be designed according to the story content, and the characters, scenes and other graphics may change before and after some key events. Finally, the text content of the game story will be filled. The text content will appear in the scene, character dialogue, and prop description. Meanwhile, in order to ensure the correct display of the text, the text display of each part will be tested in the subsequent development.

## Technology (Implementation tools & resources such as hardware and software)

This project plan to use RPGMaker MV as development engine, developer will use this tool to script game, design game decryption and other technical work. Some Chinese elements (including but not limited to modern Chinese culture, scenes, characters, etc.) will be added to the game. Developer will use Baidu Academic, mendeley reference manager and other tools to search and manage relevant academic literature to make the elements in game more authentic and evidence-based.

## Version management plan (e.g., Git repository or shared drive)

# Project Management

## Activities: tasks required to complete each objective

## Schedule i.e., Gantt or other, showing activities, deadlines

## Data management plan (e.g., Google folder for project logs, reports, literature etc.)

## Deliverables

# References

## (Citations and references adhering to University guidelines or IEEE)

## Formatting Requirements:

## Your written assignments must be presented in the following format:

* It must be word-processed in 11-point Arial font
* It must be black text on a white or ivory background
* All pages must be numbered
* Margins must be as follows: Top: 1 inch, Bottom: 1 inch (2.5 cm), Left: 1.25 inches, Right:
* 1.25 inches (3.2 cm)
* Use a line spacing of 1.5
* Numbers and captions to figures and tables should be at the bottom of the figure or table. If the figure or table is mounted sideways into the report, then its bottom is on the right-hand side of the report.
* The report should not normally contain more than 80 tables/figures.

## Written Presentation

* The project proposal must have a concise written presentation and referencing style.
* It should also have a clear & logical presentation.