Selective Detective

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Github Link: https://github.com/jusjustin/cs426_MacDonald_Justin_Asgn-7-
Bug Tracker: Github

Overview and vision statement

A massive cooperative multiplayer game where players collectively try to find a thief in an ever changing city. What's unique about Selective Detective is that it can be played by 2 or as many people who can fit in the cave. A game is played like this. One player acts as a criminal trying to steal objects without getting caught by another group of players called detectives. Since the city is ever changing, this is not a simple task. The city will have NPC citizens walking around as well as moving vehicles for the thief to cloak himself behind. Aboveall, it is important for our team to create something simplistic so that anyone can play. Whether you are young or elderly, you can play. Our team intends on keeping the mechanics and controls to accomplish this. To add on this theme, our team envisions a cartoon/kid friendly theme to keep things in a fantasy.

Audience, platform, and marketing

- Target Audience: Free to play for everyone
- Platform: Pc/Cave2. The reason we chose this platform is to use the full capability of the cave 320 degree view.
- System Requirements: Two monitors are required so that the thief can conceal his identity.

Gameplay

- Detectives look around the scene and try to find the thief that is stealing random objects that appear. The thief can steal objects by pressing the 'A' button. And use the analog stick to move the thief around the map. At the end of the game, the detectives will be able to vote for who they believe the thief is. If the thief is identified, then the detetives win. Otherwise, the thief fooled all the detectives and they win.

Characters:

Playable Characters

- Thief

  The thief's job is to steal.
- Detective

  The detectives are in charge of figuring out which character stole.

Non Playable Characters

- Civilians roam around the map, the thief's task is to blend in with the civilians and steal undetected.

Story:

- Although we don't have a definitive story. We'd have been playing around with the idea that the detectives collectively are working at an agency that's located in a glass dome above the city. We'd use the tutorial to tell the players that they were hired onto this special task force and only they have the capacity to figure out the thief.

World:

The game will be based in a city environment. The world will be built with skyscrapers, vehicles, streets, lights, city themed props, ect...

Level Design:

Our level is city themed. So, we plan on creating a simple grid to populate buildings and eventually add streets. This simple design will make path finding easier. We also want the map to be simple to navigate so that detectives have a fair chance of identifying the thief.

Character Design:

In our game there are twenty characters with rigged bodies. Some characters are able to walk throughout the scene in a random order, while others remain idle. This was developed by using navigation, pathfinding,and walking/idle finite state machines with our animations.

Physics:

The Thief moves around the map attempting to steal. To create this we placed a box collider on the Thief to detect when the object is stolen. Additionally, we gave the Thief jump mechanics to move around the environment with ease.

Since the Cave uses the wand as a controller, we got inspired by a demo in which the player can grab blocks. We decided to demo a building that Detectives can grab and drop in search of the thief.

Media list

Interface Assets

- Tutorial
- Menu
- Thief Selection

Environments

- City layout
- Space
- Western

Players/Characters

- Citizens
- Thieves
- Detectives

Animation

- Walking
- Idel

Music and sound effects

- Footstep sound effect
- Sirens
- Plane sound effect
- Citizen talking
- Water sound effect
- Bird noises
- Honking

List detailing the following level components (short and sweet):

List of Level Geometry

- 3D Plane
- Buildings
- Characters
- NPCs (citizens)

List of Characters and Topology for animation (what paths they will follow)

- Walking state
- Going to a building state
- Idel State

List of Character Animations necessary (e.g, idle, walk, run, pull-lever and death.)

- Walk
- Idle
- Thinking

- Waving
- Bobbing Head
- Sitting
- Running
- Dancing
- Exercising

List of Animations necessary for Door, Puzzle & Artifact.

- Spinning stolen object

Specified Tools:

- Repositor and Bug Tracking: Github
- Scheduling: Trello
- Communication: Text, Discord
- Game Engine: Unity

Calendar/Schedule