SFSU / DES 327.2

M/W 3:30 - 6:15 PM

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## **PROJECT 1: Design brief**

**Game Concept:** *What is the story you are trying to tell with this game?* (250 - 300 words)

The game is about the players night out drinking at a bar. The game shows the choices and decisions that the player decides to do to have a great night out but also be responsible enough to get back home. The general path for the player is to find ways and methods to get back home safe without causing or being involved in any accidents. There will be several scenarios that the player has to go through such as an alcohol overdose situation, an Uber miscommunication, and few other scenarios that are most likely to happen when an individual is drunk.

The purpose of the game is to make players be more aware of their actions and see the consequences of what they do while they are under the influence of alcohol. The game serves as a sort of PSA for the players and remind them to not make reckless decisions especially while they are intoxicated. The choices that they make will result to a few endings. There are some good endings and many unfortunate endings. The story of the game will be told with photos that will set the “mood” of the story while the user chooses their story.

**Audience:** *Who is this game for?* *What is their demographic, age, location?*

The game is suitable for mature audiences especially for those who are of legal drinking age. Age range would be those from 18 years old to those in their 30s are the general age range. The game is going to be in English, so any countries that uses or fluent in the language will be able to play and access the game.

**Tone:** *What is the tone of your game? Humorous? Dark? How does it relate to the game concept?*

The tone of the game is humorous but embedded with life lessons and reminders. The game concept of choosing your own story fits the purpose of the game as the choices you make in real life while you are intoxicated are permanent, so as the decisions the players make in the game.

**Goal:** *What is the user/player trying to accomplish?*

The goal of the game is for the player to get back home without getting into any trouble like being called in by the police and also worst-case scenario, dying. Throughout the night, the player has to make decisions that will affect the player and also the people they interact with in the game.