

DAVINCI CRAFT

DESIGN DOCUMENT



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VERSION HISTORY

Version 0.1 – November 1, 2021

- First version of the document. Template based on link noted in “Links” section
- Removed “Mods” and replaced a few sections are based on the template in *Game Design Workshop* by Tracy Fullerton.
- Removed “Game genre,” “Is this single-player or multiplayer game?,” “Is this 2D or 3D?,” “Where does the game take place? (world)”, “What do I control?,” “How many characters?,” “Can I use vehicles?,” “What is the main focus?,” “How long the game lasts? Or how long game matches last?,” and replaced them with the “Quick Information” section.
- Removed “Water,” and “Other Elements” sections.
- Removed “Singleplayer Game” section.
- Removed “Extra Miscellaneous Stuff” section.

Version 0.2 – November 7, 2021

- Added graphics showing work done over past week
- Responded to feedback
- Explained current prototype systems
- Added “Side Note” section to Object section
- Added game logo

Version 1.0 – November 15, 2021

- Added “Simple User Journey” section to Game Overview
- Added art images to the scene model
- Added UI descriptions with GIFs
- Added the pixelified building materials sprites and weapon sprites (page 25~27)
- Added the weapon and building food chain chart (page 29)
- Added the images of alien ship, artifacts, building blocks, weapons to the “Art” section
- Modified the feature comparison (page 12)
- Removed “Weather” section (page 17)
- Added GIFs to comparison (page 8)
- Added list of weapon sound effects (page 32)

GAME OVERVIEW

Game logline

Aliens have come to earth, and they really love art.

Gameplay synopsis

The DaVinci Craft is a one-on-one point-based game, where a winner is declared after a set number of rounds have been played. You can play as a human or an alien.

As a human, you must defend centuries of art history using your architectural knowledge. As an alien, you must retrieve valuable art assets from Earth.

The amount of rounds played is chosen by the user. There are three round length options to choose from:

- Short: 3 rounds
- Standard: 5 rounds
- Long: 7 rounds

A round is scored for humanity if the artifacts are preserved. A round is scored for the aliens if the artifacts are destroyed. The amount of points awarded depends on the quality of the artifact wagered.

The game allows humans and aliens to buy materials (humans), and weapons (aliens) before a round starts. A round is divided into 3 phases: the buying phase, the building phase, and the destroy phase. Each round, except the buying phase, is limited to 60 seconds. The buying phase is limited to 30 seconds.

The DaVinci Craft aims to provide quick-paced entertainment.

Simple User Journey

1. Run the game
2. One of the players clicks “Start” button to start the game length and player setting
3. Players choose game length (shows the best of 3, 5, 7 rounds total)
 - o Short
 - o Standard
 - o Long

4. Both players chooses their game character
 - o Players enter their names
5. One of the players clicks "Play" button to start playing the game
6. Human chose the "Arts" to protect (duration: 15 secs)
7. Human chose the building materials (duration: 30 Secs)
8. Alien chose the weapon (duration: 30 Secs)
9. Human builds the fortress to protect the art in 60 secs
10. Alien destroys the fortress in 60 secs to get the art
 - o If the alien player successfully destroys the fortress and retrieves the art, Alien earns one round point.
 - i. Art retrieval happens by the alien launching a grappling hook. The grappling hook attaches to the art and then retracts to the alien.
 - o Otherwise, the human player gets the one round point.
11. For the following rounds repeat from step 6 to step 10 for each round.
12. After rounds are completed, show results
 - o The Winner
 - o Scoreline
 - o Total points
 - o Credits
 - o Play Again button?
 - o exit

Note:

- point 1-2 will be implemented in Game Home Scene
- point 3-5 will be implemented in Player Setting Scene
- point 6-8 will be implemented in Buying Scene
- point 9-11 will be implemented in Game Play Scene
- point 12 will be implemented in Result Scene

GAME DETAILS

Description

Are you ready to defend Earth's most prized art? Or, are you ready to join the aliens and pull off the greatest galactic heist of all time? As a human architect, you'll take on constructing buildings with all sorts of materials to defend Earth's art against the aliens. As an alien heist member, you'll develop a plan by choosing your weapons to destroy the human buildings.

Enjoy The DaVinci Craft with friends. Spark new rivalries as you defend Earth's art, or attempt to steal the art. Up to two players can cozy up on the PC to argue over who's the better architect, or destroy. Test your skills AND your friendships!

As an Alien, experiment with all sorts of physics. The human-built a full metal building? Just blast through them with the physics of a magnet. Aim, curve, and smash the human buildings!

Don't wait! Grab your closest friend, or rival, and put your building and destroying skills to the test in The DaVinci Craft.

Quick Information

The DaVinci Craft is a 2D, fast-paced, Arcade-Action game. It requires two players to play on the same machine in order to achieve maximum enjoyment. The DaVinci Craft takes place in a city where you must defend the museums' art. Aliens have learned that night-time tends to be the least busy time of the day. They want art and they will get it one way or another. But as humans, you must preserve this art. Your goal is to protect the world's most sacred art.

In The DaVinci Craft, you can play as either a human or an alien. One player is the human and the other player is an alien. The main focus of the game depends on who you choose as your character. For humans, the goal is to preserve ancient art and prevent aliens from stealing it. For aliens, their goal is to steal the art for their recreational purpose. Whoever you choose to be, your goal is to win.

The DaVinci Craft is a time-based game. Each round lasts up to 120 seconds. Up to 60 seconds for the human and up to 60 seconds for the alien. Prior to each round,

both players are given the option to purchase materials/weapons to build/destroy the buildings. Users have the option to pick 3, 5, or 7 rounds per game set.

Comparison

The main inspiration for this game is Angry Birds. In Angry Birds, you must destroy the pig's houses. However, unlike Angry Birds, The DaVinci Craft allows you to put your building skills to the test. With The DaVinci Craft, you can showcase your building skills to your friends and get roasted when they destroy your building.



Angry Bird

Source: <https://www.youtube.com/watch?v=W05j2pfVnig&t=98s>

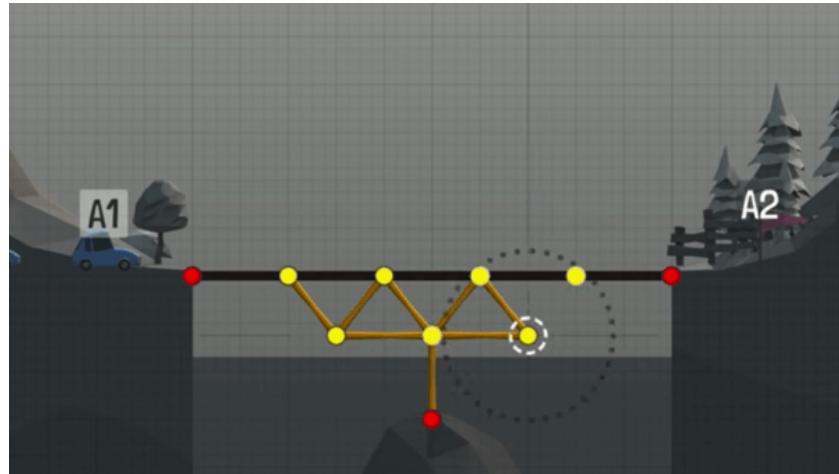
The multiplayer aspect is inspired by Worms. In Worms, you can shoot at each other. However, The DaVinci Craft goes beyond just shooting. It tests skill. You cannot win by simply shooting. You must plan out every move to ensure victory.



Worms

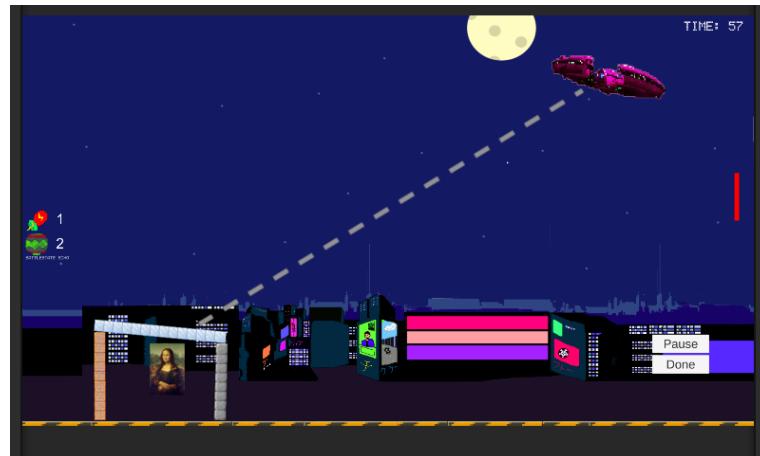
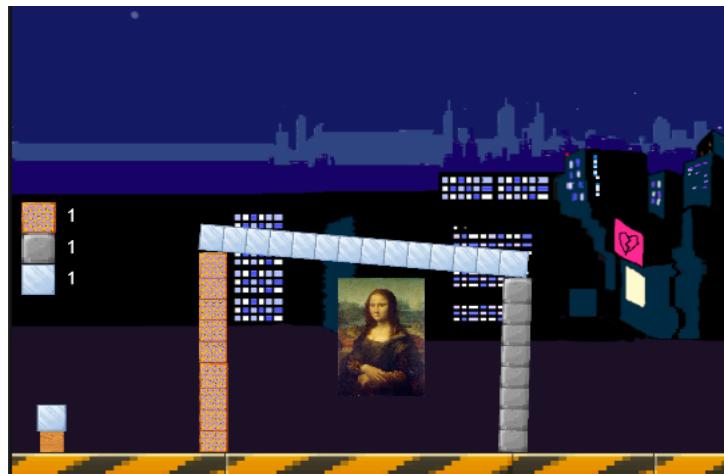
Source: <https://www.youtube.com/watch?v=E30R83zmCeY>

The building mechanics of this game are inspired by Poly Bridge. In Poly Bridge, the user can build bridges and put them to the test, and see how they hold up in the real world. Except, in The DaVinci Craft you are putting your building skills to the test against new alien machinery.



Poly Bridge

source: https://www.youtube.com/watch?v=_CVt-u-bwWw



The Da Vinci Craft

Uniqueness

With a combination of fun features like one-on-one, building, destroying, etc., we have built a unique product which bears resemblance to no other game our team can think of. Our mechanics set us apart from other similar products. No game has ever integrated alien art heists into a 2D game. Fewer and fewer games support local multiplayer every day. We are revolutionizing the couch co-op genre by creating a game that people can play with friends.

Why create this game?

We are creating this game because we think people will have fun competing against their friends with the interaction of creativity, physics, and big explosions! This game combines player competition with angry bird's structure destruction and worm's weapon aiming system with an economic system.

AUDIENCE, PLATFORM, AND MARKETING

Target Audience

Players who want a fast-paced game to play with friends and have friendly banter.

Platform

Can't tell if this game is right for you? Here are FIVE reasons why you must buy The DaVinci Craft now:

Local Couch Co-op

Long gone are the days where you could grab a game and play it with a friend without having to buy another copy of the game, let alone an entire console. The DaVinci Craft aims to bring fun enjoyment with minimal prices. No need to make your friend buy a PC, you can share the same machine and start having fun!

Competitive Nature

The DaVinci Craft requires that you play with a friend for maximum enjoyment. It sparks a short rivalry between you and your friend as you try to put your architectural skills to the test. And, if you're an alien, it puts your destruction skills to the test. Either way, somebody is losing and you'll be wanting revenge.

Showcase Your Architect Skills

When you play as a human, you can live out your dreams of building your own house. Instead of having to pull out a 700k mortgage, you can use The DaVinci Craft to create your dream house. But be careful! Your dream house might not withstand the alien forces. So, put your architect skills to the test and start building!

Oldschoold Graphics with Modern Physics

Relive your childhood with the pixel art graphics that we aim to provide. But, instead of having outdated physics, we aim to give you more modern physics. Start building and destroying to see how each material interacts with each weapon.

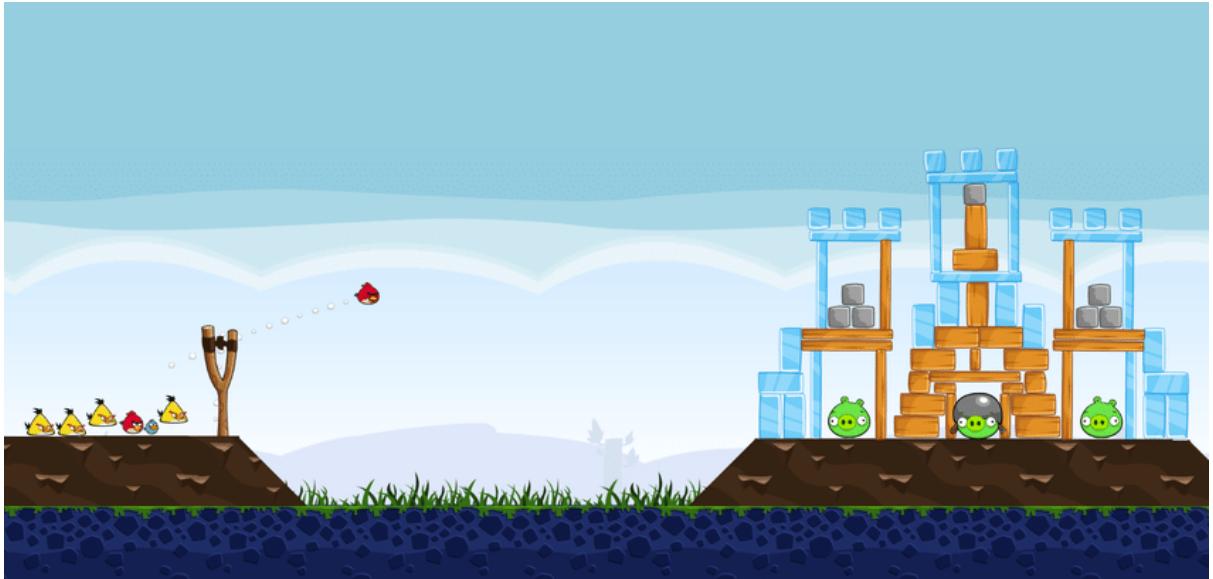
Endless Possibilities

The possibilities are endless with The DaVinci Craft. Opt to build skyscrapers, or simply lay down one piece of wood and hope it's good enough. Whatever you choose to do, your options are infinite. As for aliens, choose any combination of weapons and see how you manage to destroy every building. Pick different combinations, and get different results. The possibilities are endless.

Top Performers

Best Selling Games in our market:

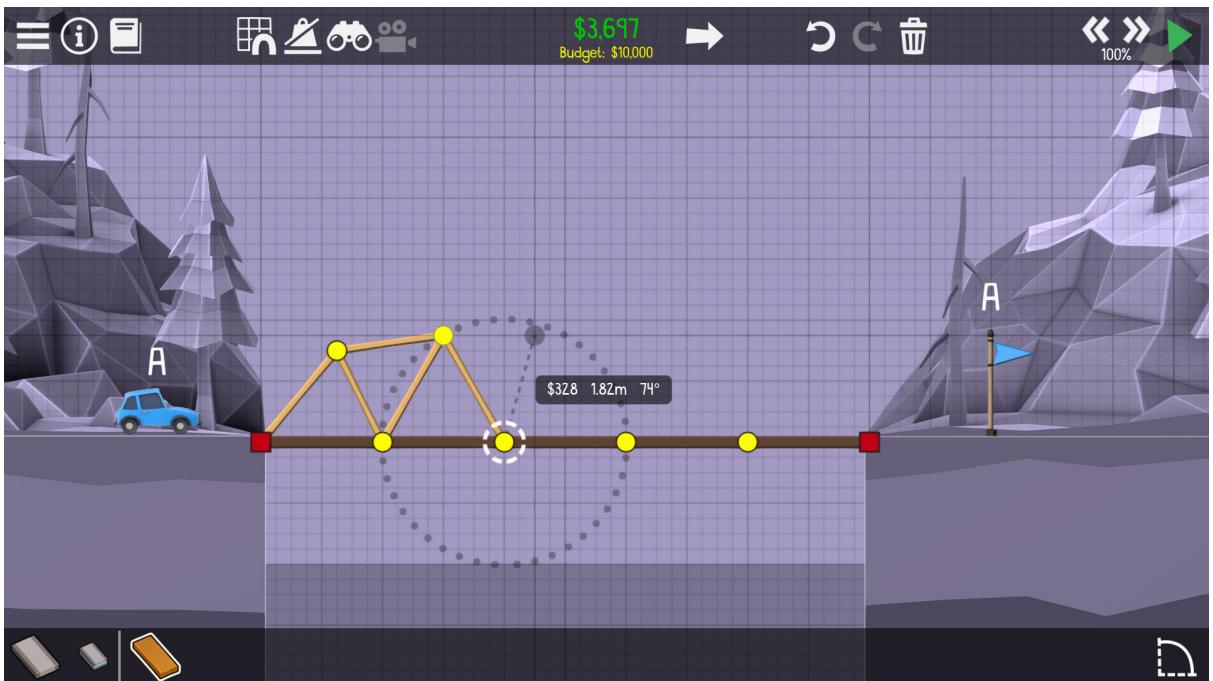
- Angry Birds



Source:

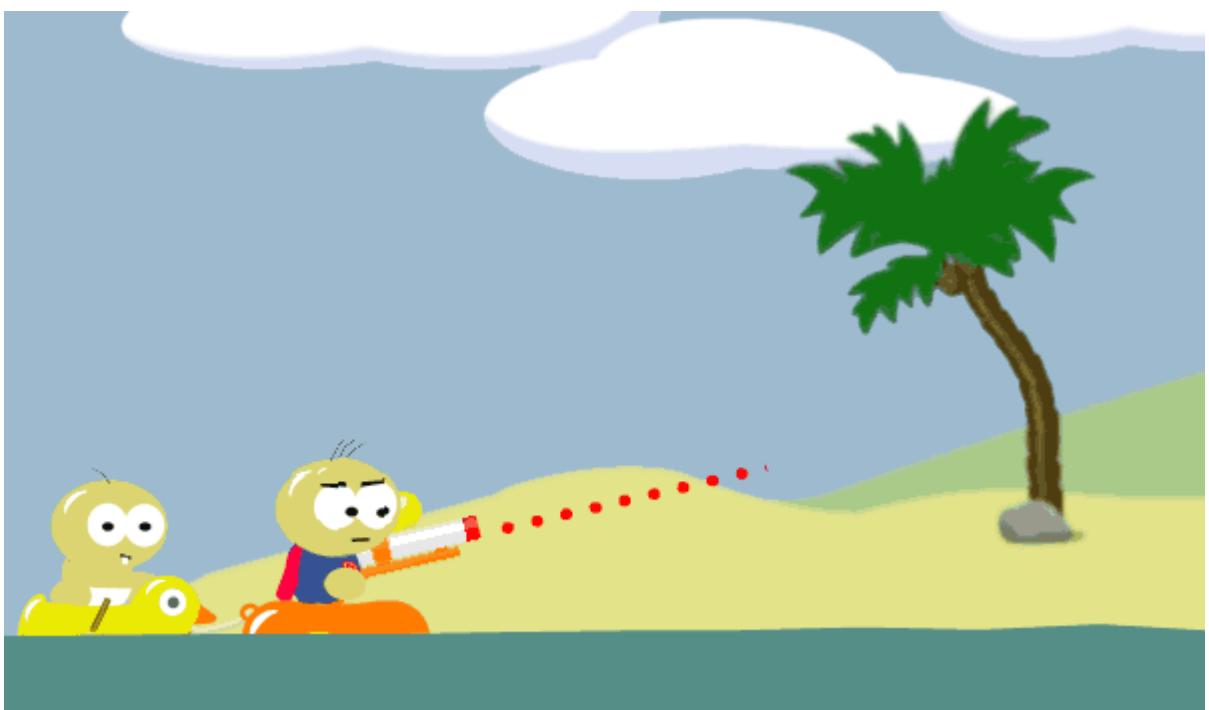
<https://www.researchgate.net/profile/Matthew-Stephenson-4/publication/313953177/figure/fig1/AS:670615300218914@1536898555996/Screenshot-of-a-level-from-the-Angry-Birds-game.ppm>

- Poly Bridge



Source: Poly Bridge Steam Page (https://store.steampowered.com/app/1062160/Poly_Bridge_2/)

- Raft Wars



Source: <https://www.coolmathgames.com/sites/default/files/raft-wars.png>

- Worms



Source: <https://unrealbyfusilade.files.wordpress.com/2018/01/untitled-2.jpg>

Feature comparison

The DaVinci Craft is an amalgamation of game features taken from a multitude of childhood classics. In this, though it might feature mechanics similar to other games, it combines them into an experience that our team believes to be unique. Our game utilizes popular features from other games while creating a unique experience.

Features we take from the existing game to create our game features:

- Destruction concept
 - Draw inspiration from the game Angry Birds
 - launch the birds to destroy the buildings
 - Our feature
 - Human player builds the structures and your friend, the Alien player, will destroy them.
- Building Concept
 - Draw inspiration from the game Poly Bridge
 - Players put their architect skills to the test using bridges.
 - Our feature
 - As a human player, you put your architect skills to the test against alien weaponry.
- weaponry selection and the turn-based system
 - Draw inspiration from the game Worms.
 - The goal is to destroy your friends.
 - Our feature
 - The goal of the Alien player in The DaVinci Craft is to steal art or to protect that art. The stakes are higher.

FEATURE SET

General features

The DaVinci Craft offers five key features. One of the most important features is the physics involved in creating the fun experience. The DaVinci Craft requires an in-depth physics collider system that varies by weapon and material interactions. In essence, different combinations of weapon vs material offer different physics. Another key feature that The DaVinci Craft offers is an accurate object travel system. This travel system must adhere to a semi-realistic movement. Although you can go up against aliens, you're still on Earth and therefore must adhere to the laws of physics and gravity. Another important feature is the turn-based system that we provide. The DaVinci Craft heavily relies on the turn-based system. Without it, players would be able to interrupt each other. However, the turn-based system in The DaVinci Craft is well developed in that it accommodates flawless player switching. We also provide a stacking system. In The DaVinci Craft, players can build structures; however, these structures must adhere to the stacking system that The DaVinci Craft provides. The DaVinci Craft is split up into multiple phases. One of the phases is the Buying phase. In this buying phase, The DaVinci Craft provides the players with a robust UI menu system that allows them to easily pick what items they wish to purchase.

Multiplayer features

The DaVinci Craft relies heavily on the multiplayer aspect. However, this multiplayer aspect is not an online multiplayer. Instead, it relies on local couch co-op multiplayer. This means that The DaVinci Craft does not need to provide communication features such as chatting because it assumes that the person you are playing against is sitting right next to you. However, The DaVinci Craft still offers one multiplayer feature and that is the Turn-Based System. Without the turn-based system, the game cannot exist. The turn-based system allows The DaVinci Craft to determine what player is up. It determines who gets to buy, who gets to build, and who gets to destroy.

Level Editor

The DaVinci Craft does not provide you with the levels. You provide The DaVinci Craft with levels. Therefore, there is no actual level editor in this game. You create the structures, you create the destruction. It is up to you to determine what happens in each round.

Gameplay

The DaVinci Craft offers two different perspectives in the lore of the game. The human and alien players battle each other trying to win in the best-of-# format. Both players will be subjected to three different phases every round.

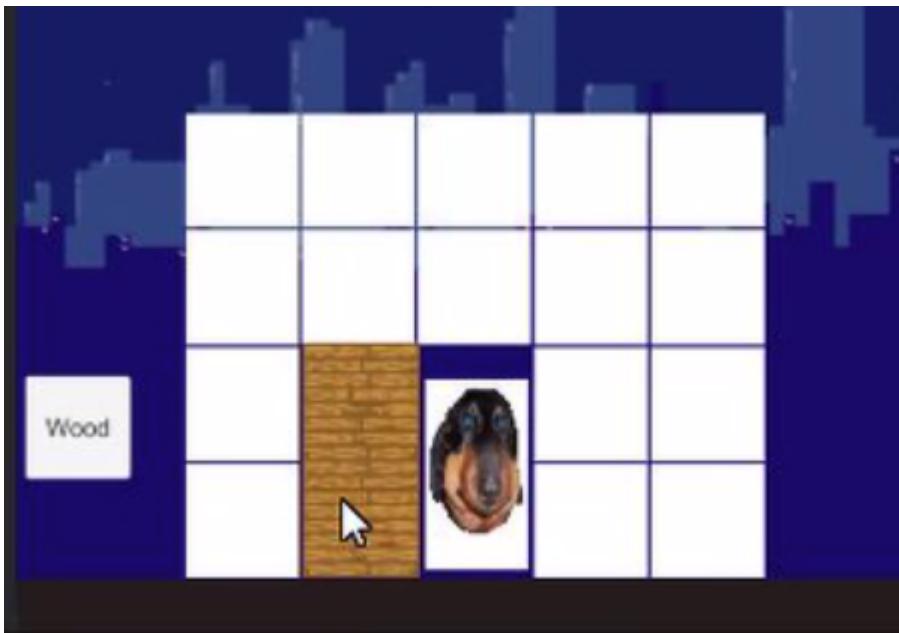
Buying Phases (2): The first phase in which the human player purchases building materials to build their structure while the alien player can buy materials to contest the human's structure - using weapons. The human player will first be able to buy the materials for 30 seconds. Afterward, the alien player will be able to buy the weapons



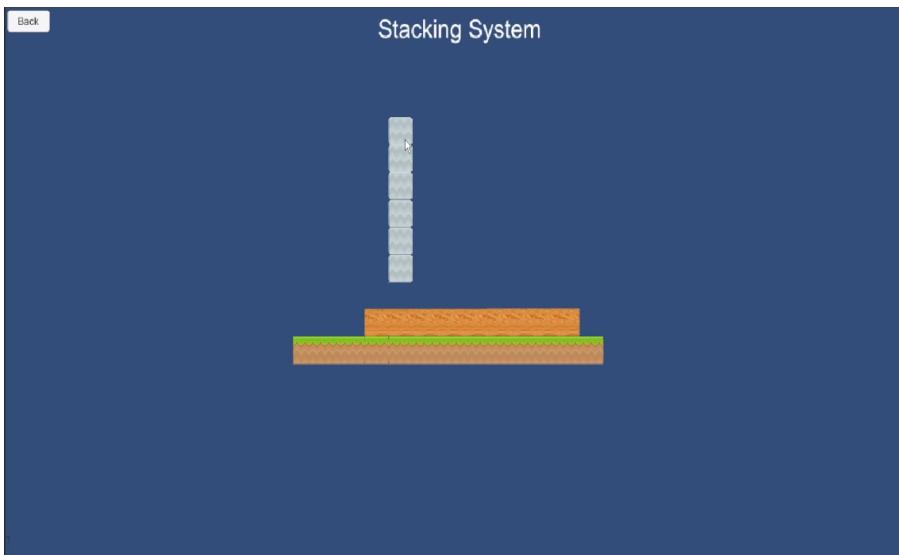
Example Buy Menu Popup during HUman Player's Buy Phase

Building Phase: The second phase is guided by the human player as they're tested in both creativity and in architectural design to build a structure that can withstand Alien military technology. The player has a one-minute timer before the next phase begins. The player builds by clicking and dragging an X amount of a selected material. This material is then dynamically dropped in the game. The

player continues to build until they run out of materials or choose to end their build phase early. They are limited to building in a given section of the map.



Example Grid-Locked Stacking System V1



Example Dynamic Click-Drag Stacking System V2

Destroy Phase: The third and last phase is where the alien can now test their weapons on the human's structure, hence called the "destroy phase". The Alien can drop weapons and, depending on the weapon, may require additional aim and geometrical knowledge to arc their shots. Most weapons have their projectile direction computed based on the player's mouse position and their projectile velocity on drag duration. Some weapons (Boomerang and Eraser Ray) have

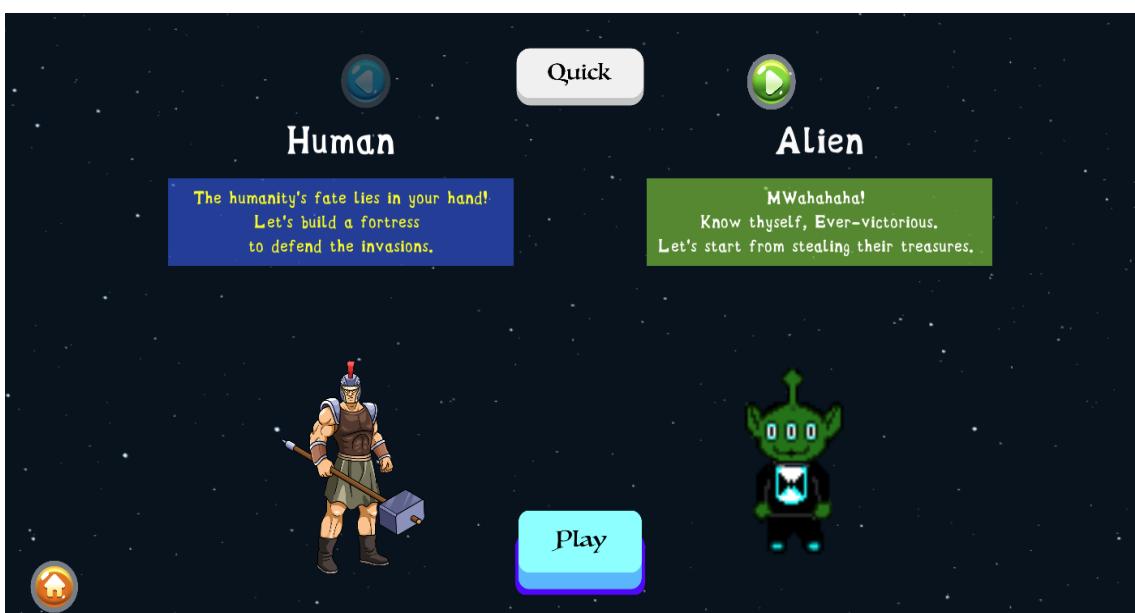
unique projectile mechanics. In those cases, a different targeting system is given to the player so that they may accurately gauge their shot.

Game Length

Each round will consist of a maximum length of 180 seconds each. Players during the game setup can choose between three game lengths: quick (best of 2, 3 rounds total), standard (best of 3, 5 rounds total), long (best of 5, 7 rounds total).

Starting the Game

Each player will have to choose to be the Alien or the Human for the rest of the game until one loses. This decision is reached by the players outside of the game and is kept by verbal agreement. Resources for both players will at first be given selectively and begin to increase as rounds go by.



THE GAME WORLD

Overview

The DaVinci Craft takes place in your local city. We all know that Aliens come at night that's why The DaVinci Craft takes place at night. In popular culture, most bank heists take place at night. The DaVinci Craft aims to replicate that feeling. The game sets up the alien invasion vibe and it sets up the heist vibe.

Key locations

In The DaVinci Craft, there is only one key location and that is the human building area. The building area is essential to the success of the human, and it is also essential to the success of the alien because that is the place that the alien has to destroy.

Travel

The DaVinci Craft is not big on moving players. Instead, it relies on Click-and-drag mechanics, as well as the stacking system that The DaVinci Craft provides. These mechanics allow the player to simulate movement without actually moving.

Scale

The DaVinci Craft takes place in the city. Therefore, the scale of the game is rather large. It encompasses enough space for a building to be constructed and also enough space for the alien destruction phase to be challenging. Thus, the DaVinci Craft limits itself to a large, single space that allows both aforementioned phases to comfortably complete.

Objects

The DaVinci craft offers multiple objects. On the human side, you have the following building materials: wood, rock, metal, glass, and fabric. On the alien side, you have the following weapons: bombs, magnets, deforesters, bowling bowls, mineral extractors, boomerangs, arrows, eraser rays, and alien grenades.

Day and night

The DaVinci Craft does not currently offer a day cycle. However, it offers a beautiful night cityscape in the background to where both players can feel at ease to battle each other.

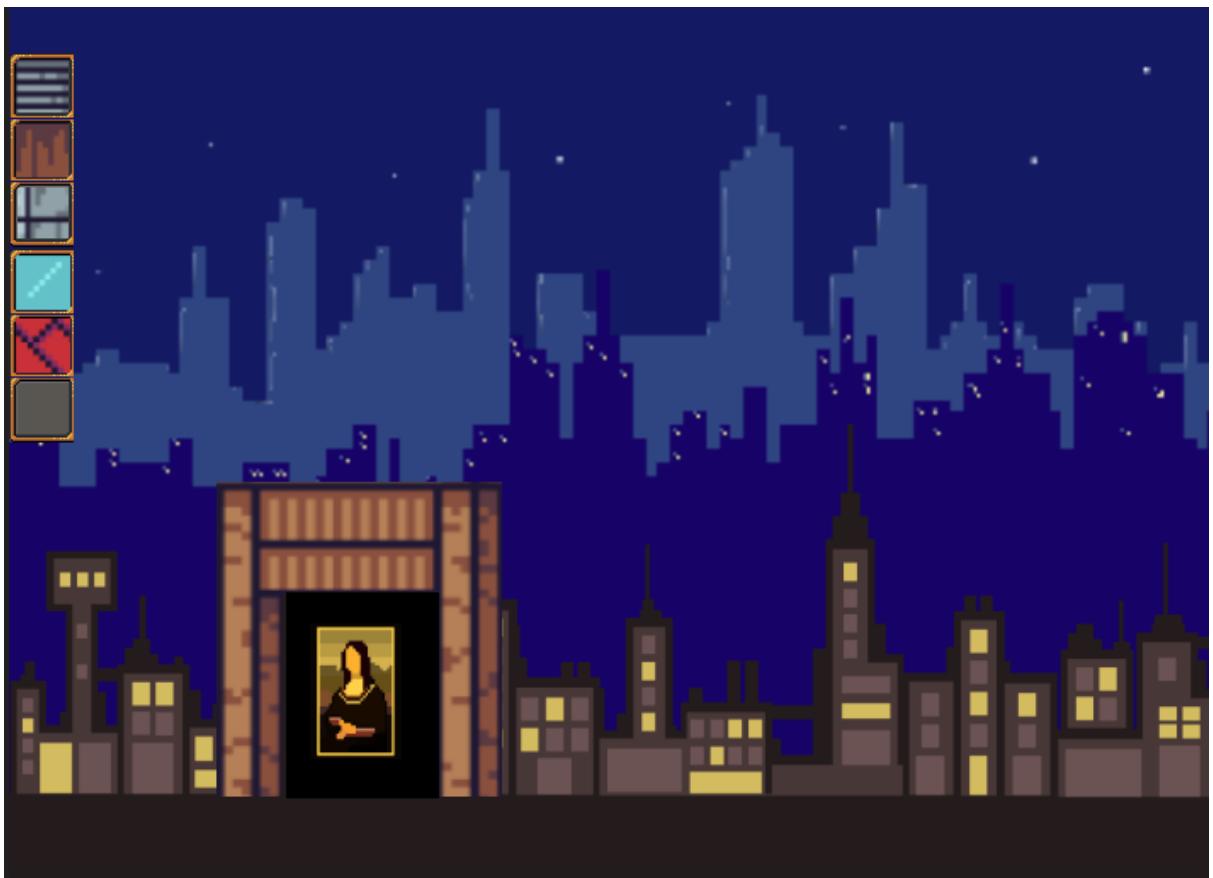
Time

Popular culture tends to say that aliens like to visit Earth from 10 pm to 4 am. So, the time in The DaVinci Craft is somewhere around those hours. In essence, The DaVinci Craft takes place in the night.

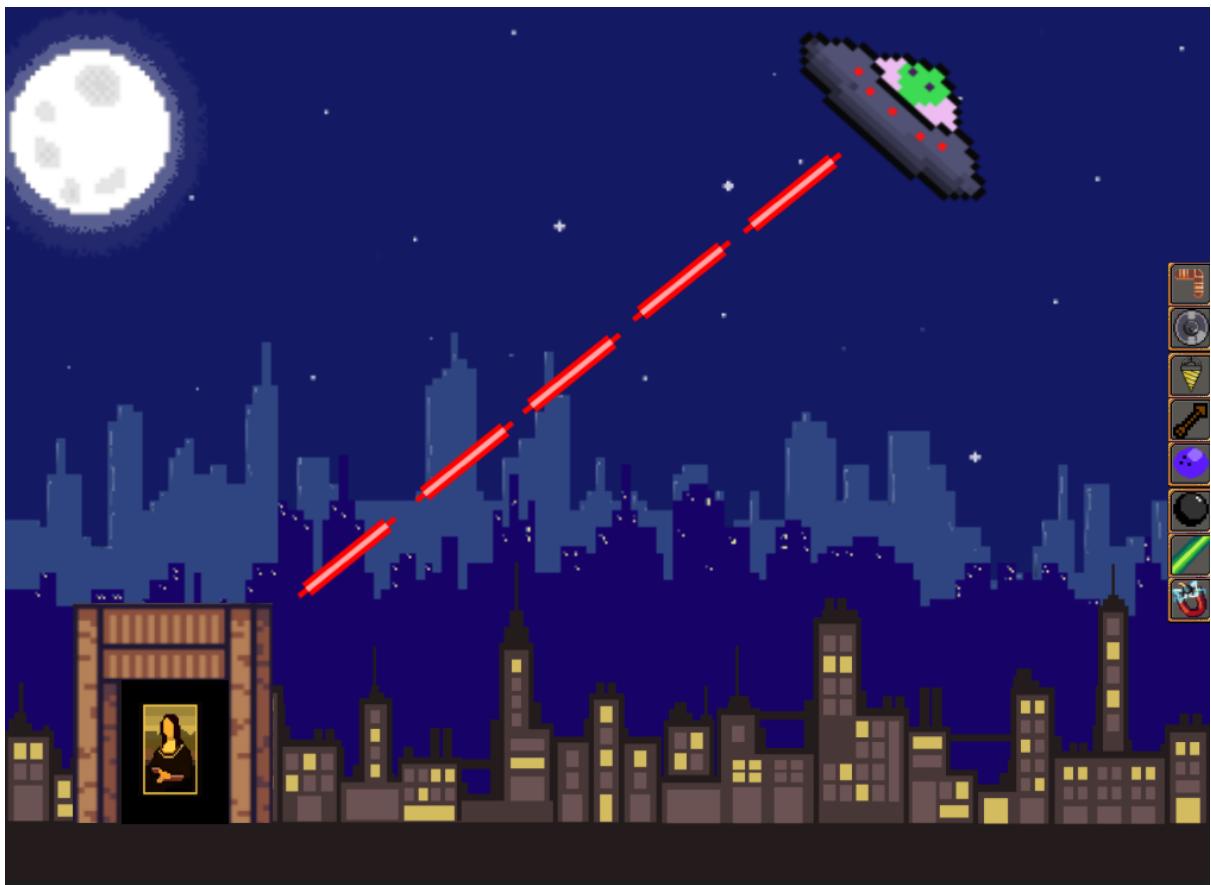
CAMERA

Overview

For each round, the camera is going to alternate focus between the human and the alien. First, the camera will focus on the human during the buy phase. Then the camera is going to switch to the alien for his buy phase. Then the camera will focus on the defense area to allow the human player to build the fort. Lastly, the camera will zoom out to contain both the alien ship and the build area to allow the alien to use his weapons to destroy the defenses. This will be done through a single camera which slightly shifts its perspective on the scene so that the current player has the optimal angle of play. This may be seen in the images below. For the buy menu, see the building phase in the *Gameplay* section.



Example Human Build Camera Focus



Example Alien Cam Focus

GAME CHARACTERS

Overview

The DaVinci Craft has two main characters - the human and the alien. Their names belong to either you or your friend. The game aims to reach a personal enough level where you feel committed to your role. Since this is a one-on-one game, The DaVinci Craft allows players to insert their names for the human and alien characters.

Character Customization

The DaVinci craft does not provide many options for character customization. The furthest the game goes is by allowing players to set custom names for the alien and the human.



Human Side Sprite



Alien Side Sprite

Enemies

Whether you choose to be a human or an alien, there is only one enemy. Your friend.

USER INTERFACE

Overview

The User Interface has three different styles.

Home Page and PlayerSetting:

Using simple UI buttons to present the options for players to select and press.

Buying Phase:

During the buying phase, the player is presented with options to buy either materials or weapons, depending on if you are an alien or a human.

These options are equipped with the add and remove buttons for player to select the quantity of their building materials or weapon

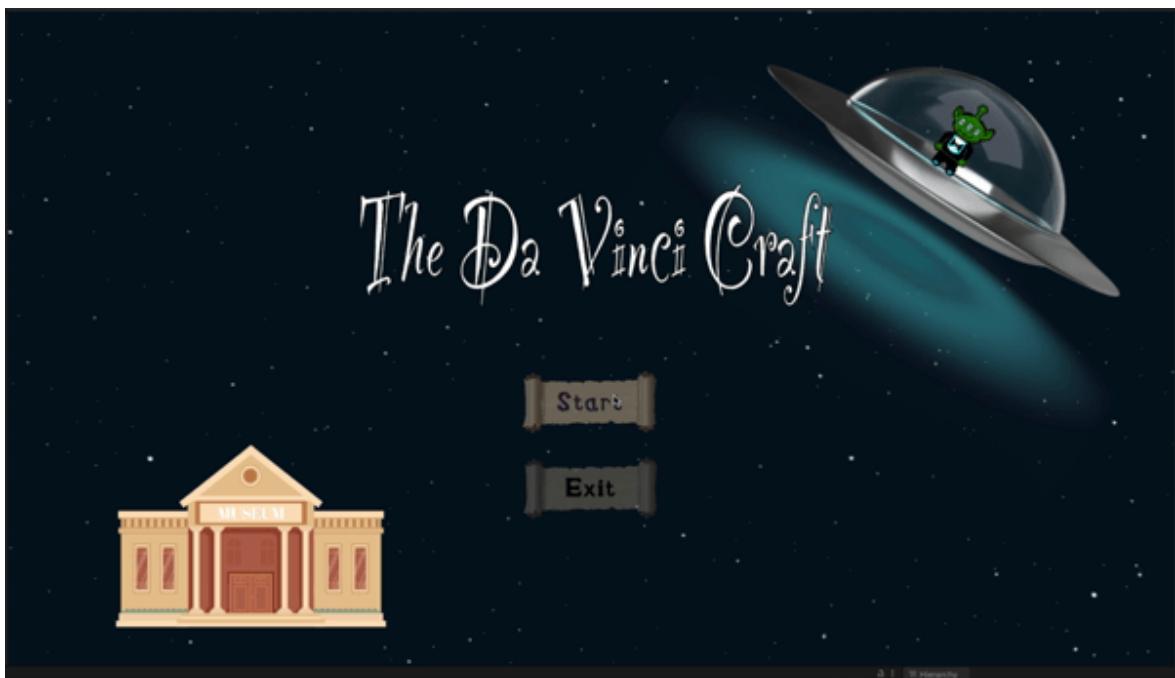
Building/Destroying Phase:

These phases provide the player with a HUD of all of their available building materials or weapons. This is similar to the HUD available in Minecraft. With the drag-and-drop or click selection, the items can be used.

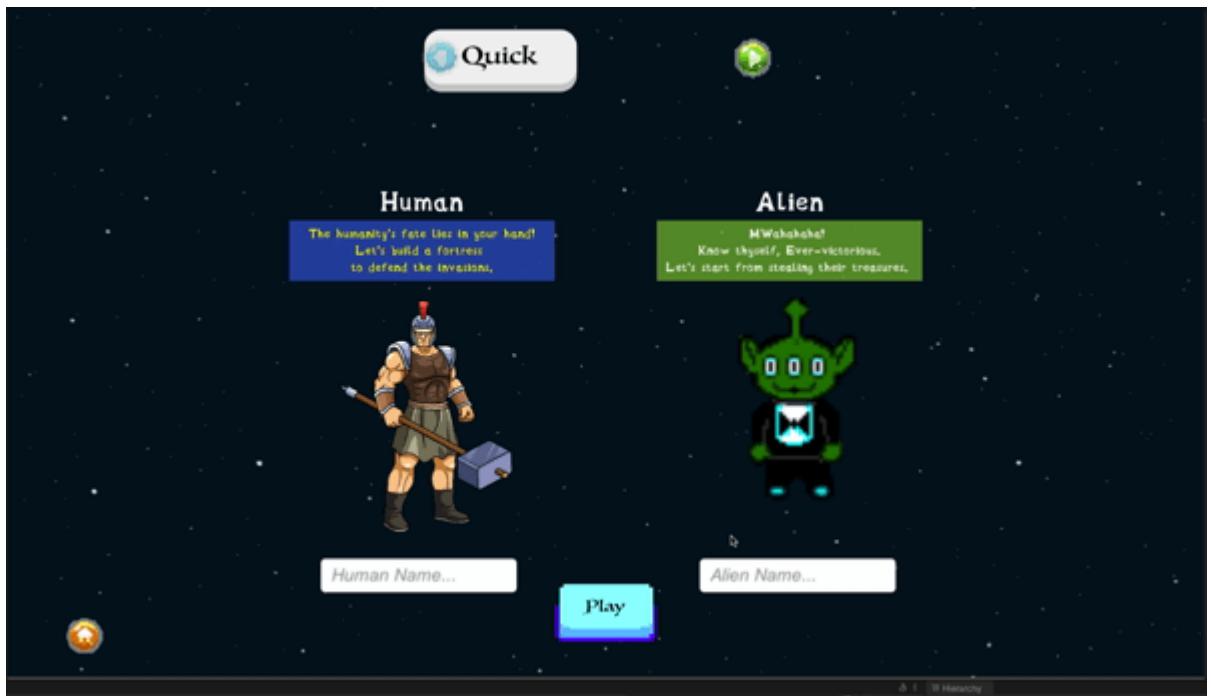
Details

Home Page and PlayerSetting:

- Highlight the buttons when the player selects the option.



- Inactivate the buttons if options meet the length of the item list.



Buying Phase:

- Popup text window to notify the player what happen next

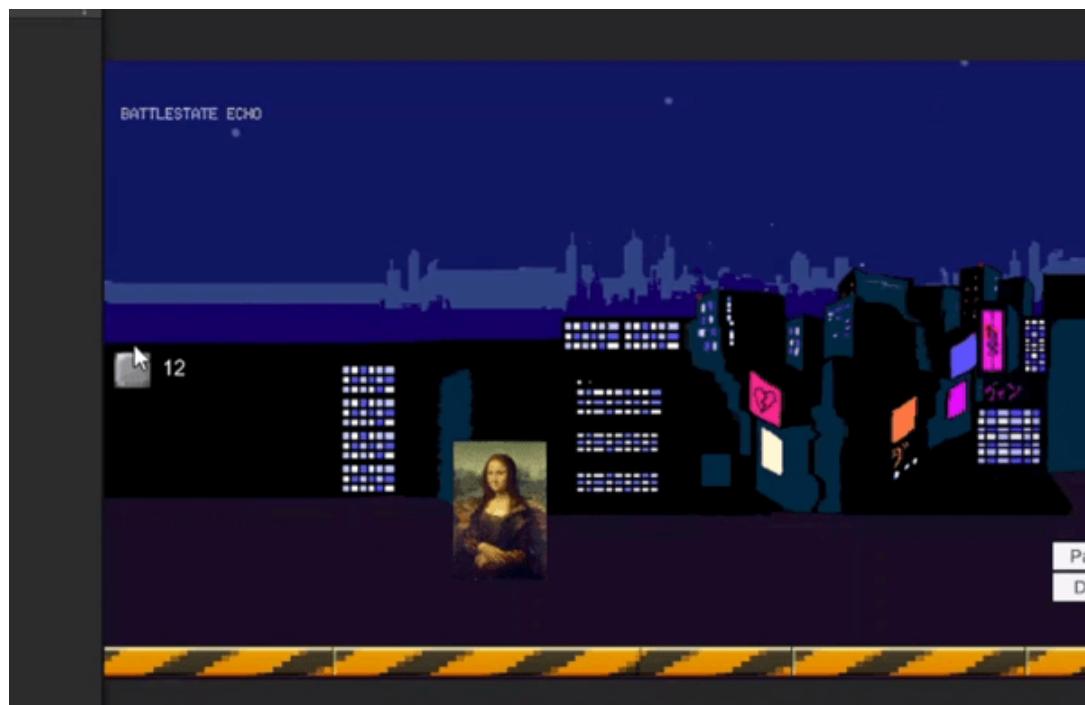
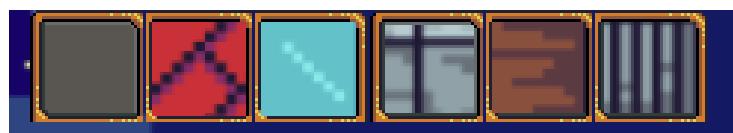


- Inactivate the buttons when time is up.
- Countdown timer turns to red when it is at one third of the total time.



Building/Destroying Phase:

This is what the HUD may look like.



OBJECTS

Overview

The objects in the game are of two main types: alien weapons and building materials. Alien weapons destroy different building materials. The skill in the game is to understand all the interactions between the weapons and the materials.

Note

All materials and weapons are concept ideas.

Weapons

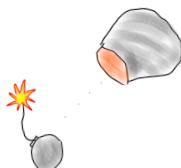
- Alien Grenade
 - Obliterates every known earthly substance
 - Original version
 - Pixelated version used in game



- Arrows
 - Rips through fabric
 - Original version
 - Pixelated version used in game



- Bomb
 - Desintegrates fabric, glass, rock, and metal
 - Original version
 - Pixelated version used in game



- Boomerang
 - Slashes through fabric

- Original version



- Pixelfied version used in game

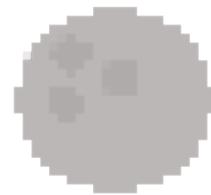
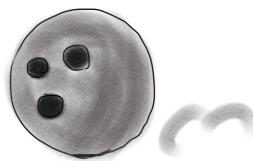


- Bowling Bowl

- Breaks glass

- Original version

- Pixelfied version used in game



- Deforester

- Tears down wood

- Original version

- Pixelfied version used in game

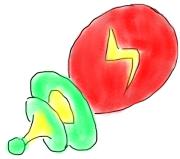


- Eraser Ray

- Vanishes every substance except glass

- Original version

- Pixelfied version used in game



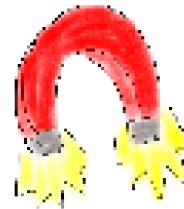
- Magnet

- Attracts metal

- Original version



- Pixelfied version used in game



- Mineral Extractor
 - Tears down rocks

- Original version



- Pixelfied version used in game



Building Materials

The human has a variety of building materials that he can use. Each material has a different interaction with the different weapons that the alien has.

- Wood

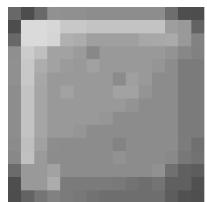
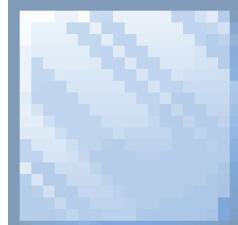
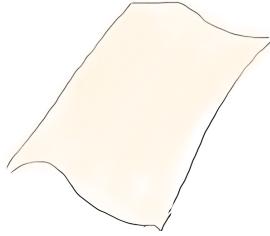
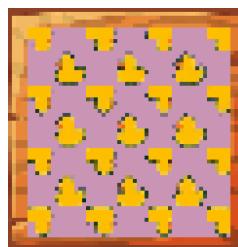
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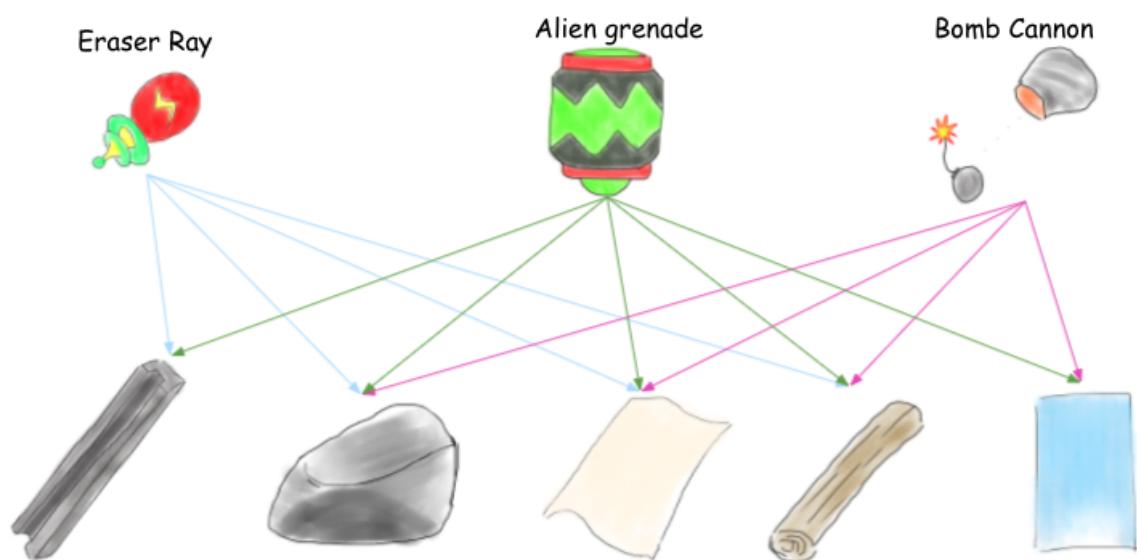
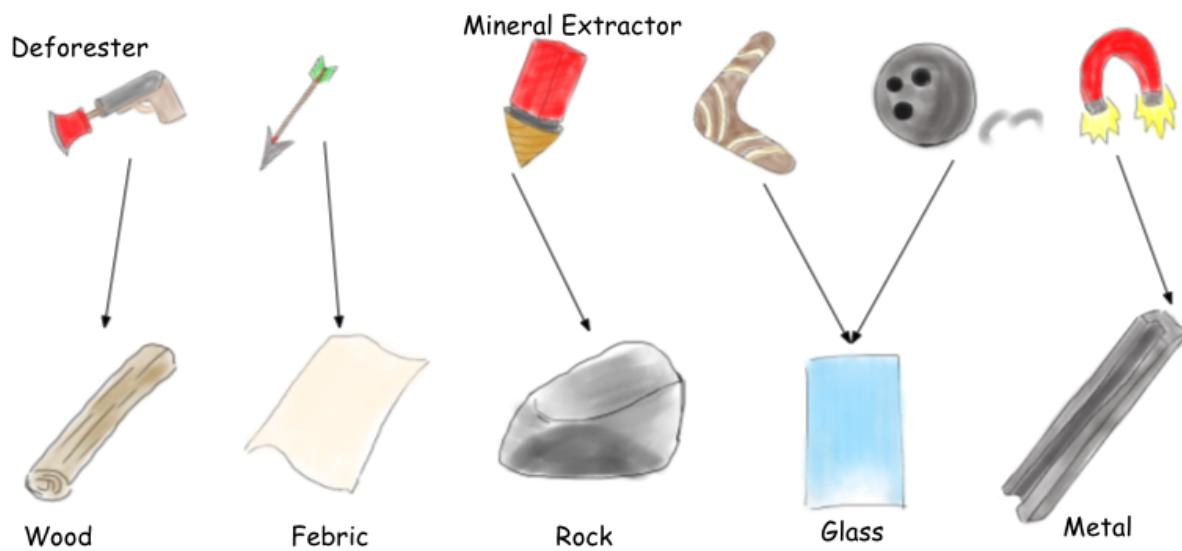
- Pixelfied wood block used in game



- Rock

- 
 - pixelfied rock block used in game
 - 
- Metal
 - 
 - Pixelfied metal block used in game
 - 
 -
- Glass
 - 
 - Pixelfied glass block used in game
 - 
 -
- Fabric
 - 
 - Pixelfied fabric block used in game
 - 
 -

Weapon and Building Materials Food Chain Chart



MUSIC AND SOUND EFFECTS

Overview

The game naturally takes from its arcade machine predecessors in gameplay and aesthetics. Namely, we seek to emulate the side-by-side competitive nature and janky/comedic ET representations used in those games. In this, we want our corresponding soundtrack to allow players to instantly connect to that era of gaming.

Details

The music aims to be comedic but at the same time provides the feeling of an alien invasion and a heist.

Music tracks

Retro and techno music similar to the OST of the game Faster Than Light (FTL).

Sound effects

Sound effects for each weapon type

- bomb and grenade → explosion sound
- deforestor → throwing/cutting wind sound
- arrow → arrow pass by sound
- raygun → similar to star wars blaster sound
- megant → alien ship landing sound
- boomerang → Sci Fi electric whoosh sound

3D sound

3D sound is not currently planned.

ART

What kind of style will be used in the game?

First, the tone of the game is light and humorous and we want our artstyle to be representative of that. As such, our focus is on making high-quality/high-res pixel art that evokes the feeling of older cartoons. The “animated” motif we are emulating can best be seen in our decision to characterize our alien players as the stereotypical green figures with large eyes. In this, the aliens are not only immediately recognizable but also provide a goofy and lighthearted representation of the player. Further, we wish to take the traditional alien saucer craft shape and break and dumb it down. We think an advanced technology ship visualized with junk parts would slot in well in our outlandish theme.

Second, movement is a crucial part of engaging the player with the game world. As such, we want our design to clearly communicate their movement capabilities. This can be done with passive particle effects and using sprites that show movement (i.e. adding velocity lines to our static objects) as representations for each object.

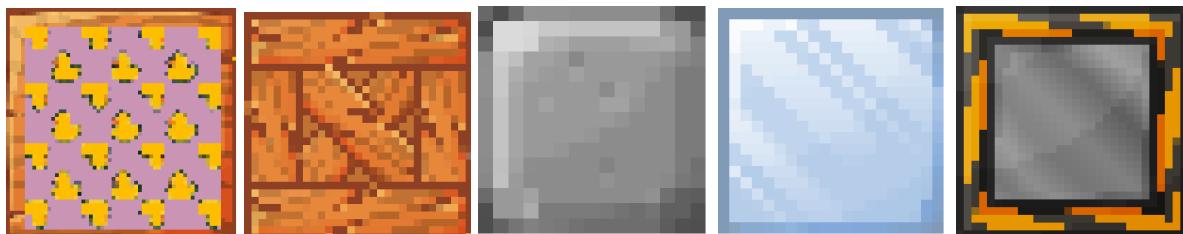
Third, clarity is required for our game to be immediately engaging and understandable. We want to emphasize the interactivity of our objects by making non-player entities (e.g. building materials and/or weapons) to be clear and immediately recognizable. Due to the short time allotted per round, we need the players to be instantly able to distinguish and utilize the tools we give them.

Lastly, uniformity between all art assets ensures the players are not taken out of the game experience.

For examples of in-game art see corresponding game sections.

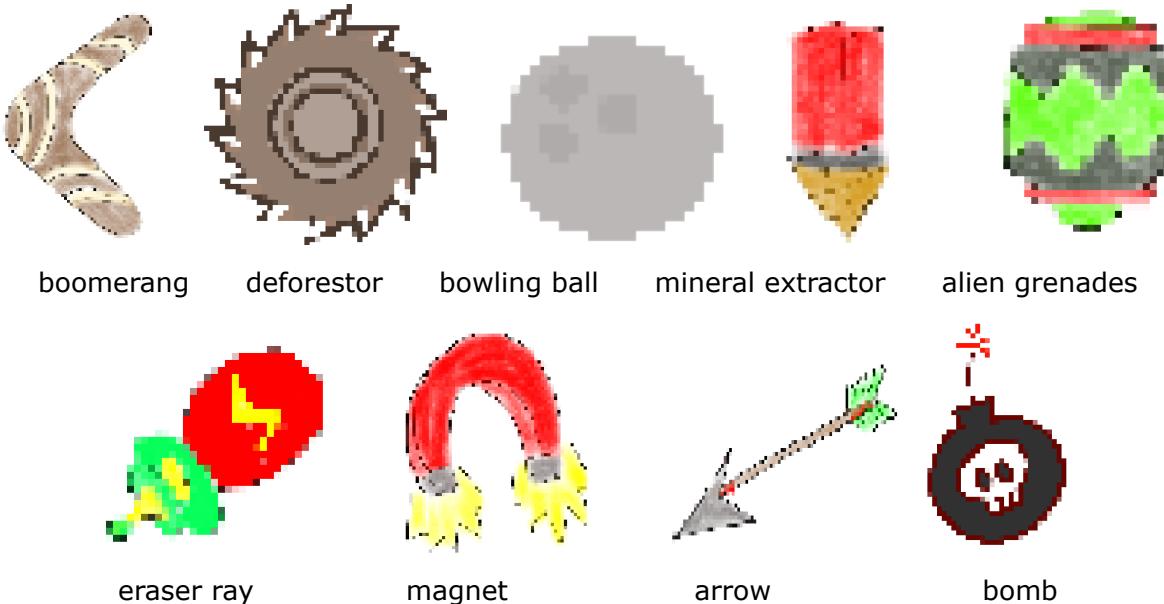
Needed material models

- Clear blocks representing fabric, wood, rock, glass, and metal.



Needed weapon models

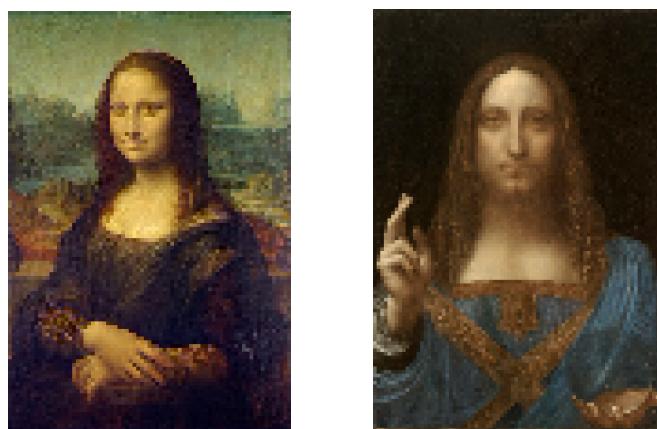
- Static and animated models for Boomerangs, deforesters, bowling balls, mineral extractors, alien grenades, eraser rays, magnets, bombs, and arrows.



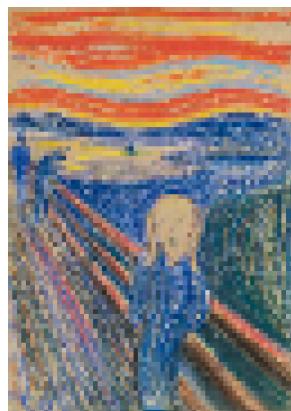
Scenery models

- **Human Artifacts:** recognizable pixel imitations of real-world art pieces.
Currently aiming to incorporate Da Vinci's Mona Lisa, Michelangelo's David, Van Gogh's Starry Night, Alexandros' Venus de Milo, Munch's The Scream, and Warhol's Campbell Soup Illustrations, among others.

Note: The Art images used in the game will be pixelfied to fit the art style.



Da Vinci's Mona Lisa and Salvator Mundi



Munch's The Scream



Picasso's Weeping Woman



Van Gogh's portrait, Gachet portrait and Starry Night



Michelangelo's David

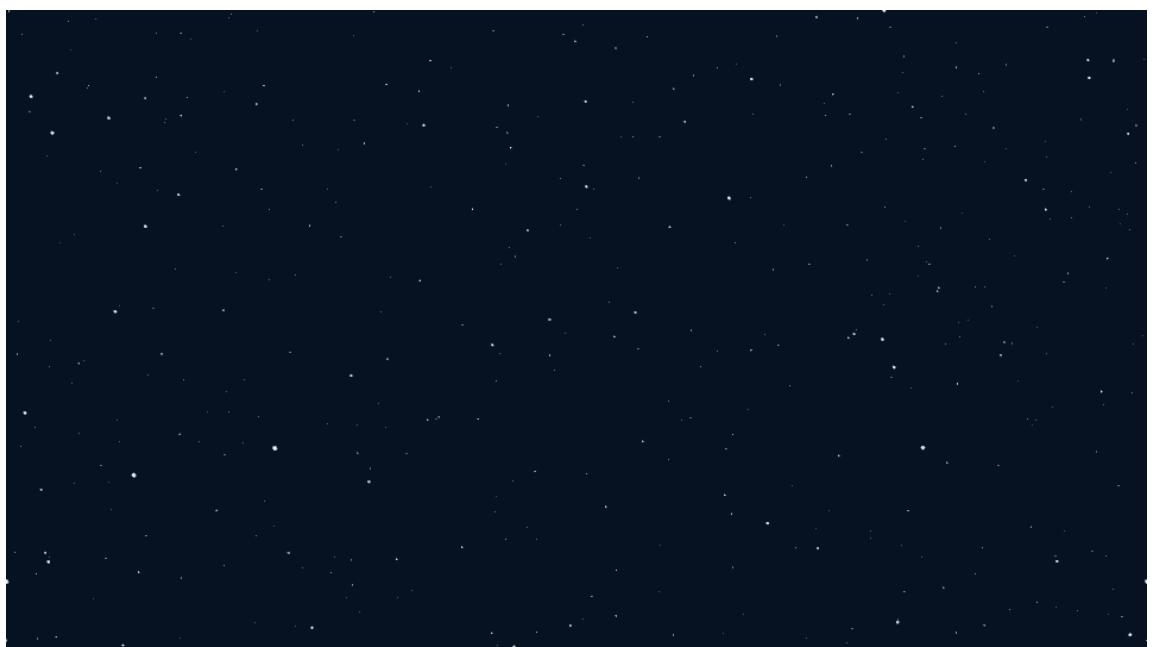


Alexandros' Venus de Milo

- Two different background settings to vary player experience round to round.



Night Cyberpunk Neo-Tokyo Background -- for Game Play Scene



space background -- for Menu Scenes

Character models

-Alien Ship: trope heavy/cliche alien representation

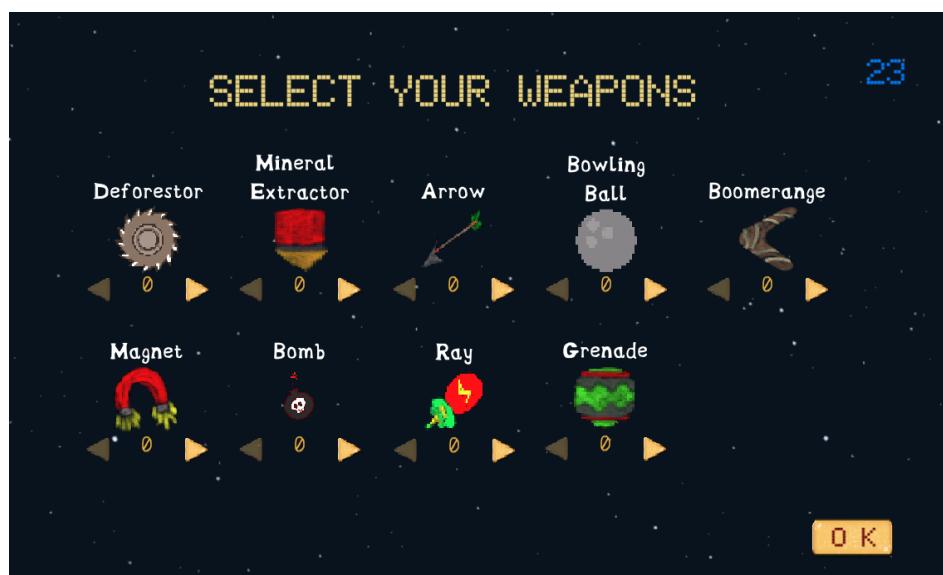


Particle effects

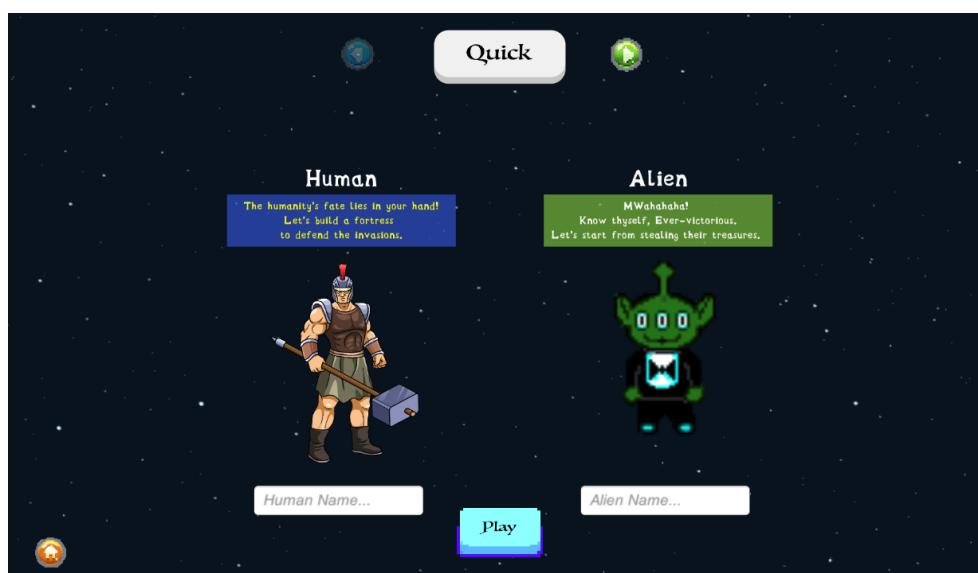
- Small animations for most material interactions (eg. wood splinter when hit by object)
- Big destruction animations for larger weapons
- Projectile traveling animations

Other

- Scene/Phase/Menu Transition animations
- GUI outline of models, economy, and selection options
- Clear menu scene



Buying menu scene



player setting scene

MULTIPLAYER GAME

Overview

The DaVinci Craft relies heavily on the multiplayer aspect. However, this multiplayer aspect is not an online multiplayer. Instead, it relies on local couch co-op multiplayer. This means that The DaVinci Craft does not need to provide communication features such as chatting because it assumes that the person you are playing against is sitting right next to you.

Max players

Up to two players can play this game.

Servers

No network multiplayer. Local co-op only.

Customization

Customization to the museum, alien ship, artifacts, and more are not part of MVP.
But they are planned.

Is the world persistent or not

The world is not persistent.

Saving and loading

Saving and loading not currently planned.

Scores

Round-based scoring system. Best of 3, 4, and 5 with corresponding round lengths.

Chatting

Since it's a local co-op game, a chat feature is not currently planned.

Clans

Clans are currently not planned.

RESOURCES & LINKS

Links to related resources

Design document based on this template:

<HTTP://FORUMS.XNA.COM/FORUMS/T/229.ASPX>

<HTTP://INDIEPATH.COM/PUBLIC/DESIGNDOCUMENTTEMPLATE01.DOC>

A few sections of the document are based on the design template in this book:

Fullerton, Tracy. Game Design Workshop, 2nd Edition: Elesvier Inc, 2008.

Images of arts:

https://en.wikipedia.org/wiki/List_of_most_expensive_paintings