

High Level Vision Canvas			
Game Code Name: <i>trick_tower</i>			
Target Platform(s): <i>PC</i>			
1. Genre <small>(1st person shooter, Puzzle, Sidescroller, etc.)</small>	3. Player Types <small>(ranked by importance)</small>	Core Pillars <small>(in the form "User can...")</small>	Core System Breakdown <small>(ex: Combat has Melee/Range)</small>
Puzzle	Player Character	Solve Puzzles	Puzzle Solving
3rd person		Move Rooms	Text-based clues
		Collect Clues	
2. IP/World/Environment <small>(high level of environment, characters, style, history, etc.)</small>	4. Player Experience <small>(in the form "User will feel... when they ...")</small>		
Mostly screen-based (puzzles, text)	User will feel challenged when they are solving a puzzle		
Fantasy	Users will feel accomplished when they solve a puzzle		
			Required Hidden Systems <small>(ex: AI, Save/Load, Navmesh)</small>
			Save/Load
			Puzzle Randomization
			Clue placement AI (simple decision trees)
5. Inspirations			
<small>(Use movies, games, comics, etc. to describe key elements of the game, remember to include what is targeted - ex: UI inspired by LoZ: Breath of the Wild)</small>			
Genre inspired by The Witness			
Setting inspired by <i>Trick Tower</i> in the Anime <i>Hunter x Hunter</i>			
Color Coded Grading Elements			

<i>Inspirations (#5)</i>	<i>Genre (#1)</i>	<i>User Types (#3)</i>	<i>Core Pillars (#6)</i>	<i>Core Systems (#7)</i>
Inspirations should state what element of the project they are inspiring. <i>Example: Red Dead 2 (UI)</i>	Look for things that don't belong. <i>Example: World descriptions, Features, Systems.</i>	User types should be tied to User Experiences and	These should be in the form of "User Can..." The items don't need that phrase but should flow from it. <i>Example: Explore a vast world of differing climates.</i>	Core systems must support a core pillar or key functionality. <i>Example: Load/Save is not a pillar but is a key functionality.</i>
Inspirations should have other elements like Genre	Look for missing elements: <i>Example: 3rd person but no genre like RPG or Action.</i>	Check the Core Pillars and Experiences to ensure	Each element should be related to a specific user	Think of elements that support key project infrastructure or system that are inferred by Core Pillars. <i>Examples: Travel app that visits various sites in a Country needs a transit system between sites.</i>
	Think about Camera and Genre/Class mainly	The Type should be followed by a short description	Each element must describe a core element of the project, remove it and the project cannot deliver the expected experience.	
			The pillars should include the key elements, review the player experience, World Description, and Core systems to see if they describe something that is key but not listed in the Pillars. An example might be multiplayer for a game or activity driven for a travel app.	Remember Core Systems is a means of informing the team what systems need to be developed/architected.
	<i>IP/World (#2)</i>	<i>User Experience (#4)</i>	Don't let the core pillars get too low level or you are taking away decision making from the team, keep the pillars high level, giving the game structure without too much detail.	<i>Hidden Systems (#8)</i>
	Each element should describe the background / World, giving context to the project. Review the other areas to ensure the correct elements are present. <i>Example: Genre says RPG and World says Post-Apocalyptic, missing near future or far future to help define the world/tech.</i>	These elements should describe the emotions elicited as users experience the key areas of the project.		These are your standard systems that don't make the game or the app the app (as in core systems) but they are needed for the project to function properly)
		The Core Pillars should tie to the Experiences, all of the experiences should be there, one experience can support multiple core pillars.		Examples include animation, AI, voice, cinematics. We can't name all but we should name those key systems that support the gap in general.
		This should only be for experiences, not other areas of the canvas. <i>Example: a core pillar, system or type is listed in this area</i>		