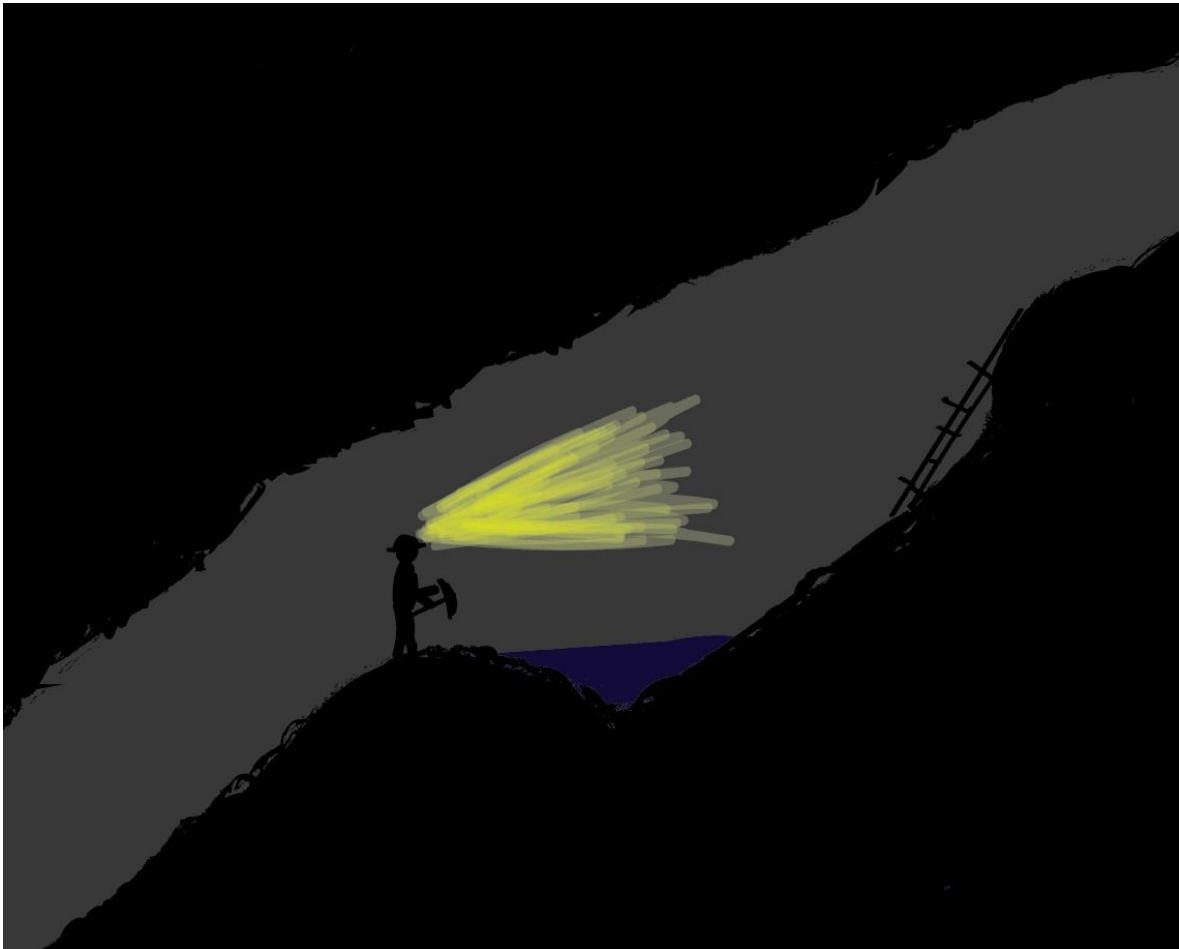


# The Great Escape

„The Pursuit of Freedom“



@Note: Each member should be assigned one or several roles according to the preferences and skills.

Respect these two rules: (1) Everyone is a Game Designer; (2) There is one Producer.

Simon Ringeisen – Producer, Programmer, Designer

Nicolas Mesot – Programmer, Designer, Visual Artist

Andreea Radoescu – Programmer, Designer, Visual Artist

Petur Helgi Einarsson – Programmer, Designer, Sound Effects

## Chapter 1. Formal Project Proposal

(Max 10 pages)

@Note: Use this chapter for Rough Draft Proposal/Final Proposal

@Note: A formal game proposal makes up the first chapter of your project notebook. The game proposal describes your game idea, provides a detailed development schedule, and gives a qualitative assessment of your project. The proposal should be professionally prepared, expressive, grammatically sound, illustrative of your efforts and process, and easy to understand. A good design effort can easily be hampered by a poor communication of what was done.

**>> This is only the draft: the final proposal will be handed in using the word-template**

### 1.1. Game Description

#### 1.1.1. Overview

Our game is a 2D-multiplayer platformer, where the players are supposed to escape from a dark cave within the Gotthard massiv. On their way out, the players need to solve puzzles and can collect points. To solve the puzzles, the players must interact with different fluids and 'flowing' materials like sand or gravel.

There are more miners than players. The players can therefore switch between miners. Miners can poses different tools, which will be needed to solve the puzzles. Miners can die and when there aren't any miners left, the game is lost. The game is won, as soon all players escape the cave.

*@Note: what is the genre of your game? Is it a 2D or 3D game? Is it a single player or multiplayer game? Explain the main goal of the game and/or the main purpose to be achieved by players.*

*@Important: You need to design a project whose complexity fits the timeline of the course and the skills of your group.*

*@Important: Your game needs to really stand out in one way, but not all ways. Doing one aspect of it well will get you a better grade than doing a mediocre job on a lot of things.*

#### 1.1.2. Background Story

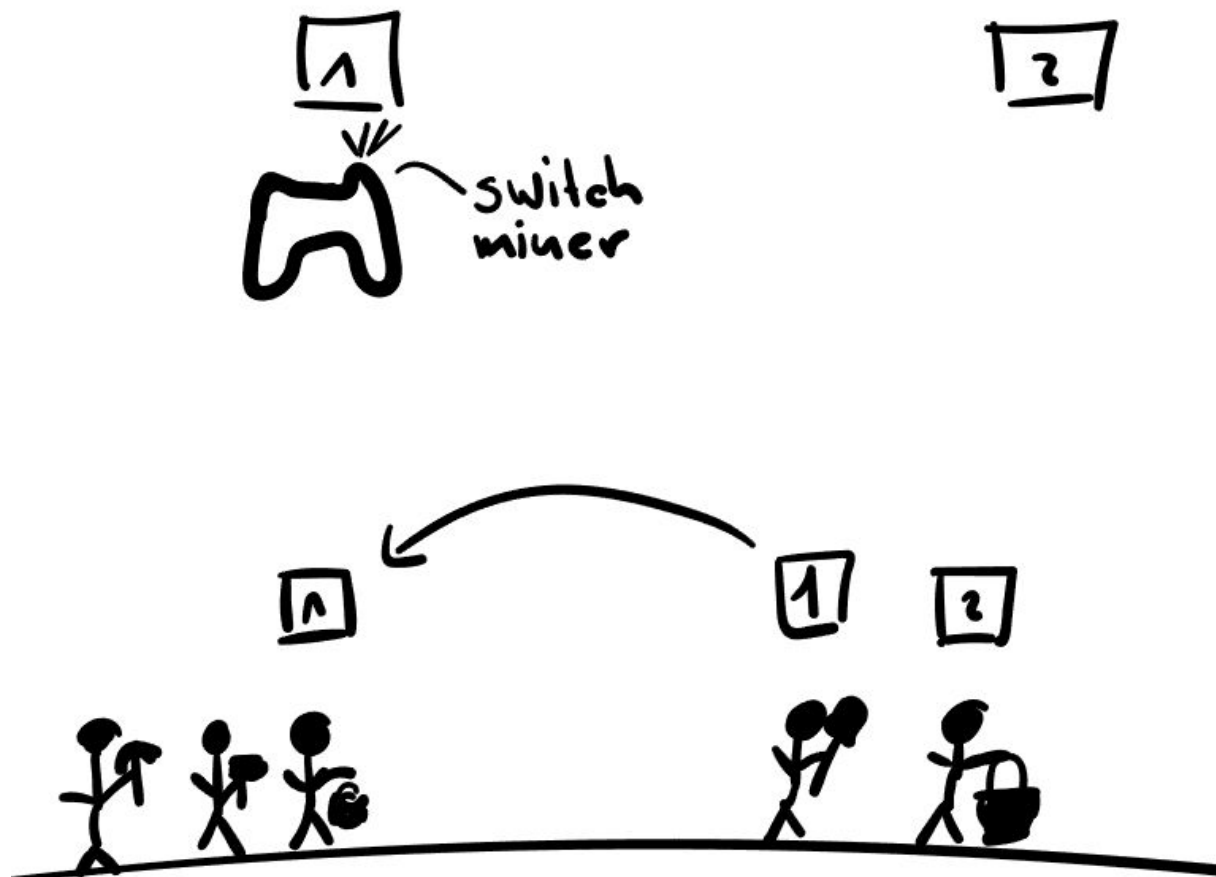
*@Note: Describe any background or storyline associated with the game.*

Our Game is playing in the Gotthard massiv. During the excavation-works, a group of builders gets locked in the mountain after a part of the tunnel collapses. They discover a cavity and try to get out of their misery by following the cave. On their way

out, they need to interact with different materials like sand, gravel and water to find their way out.

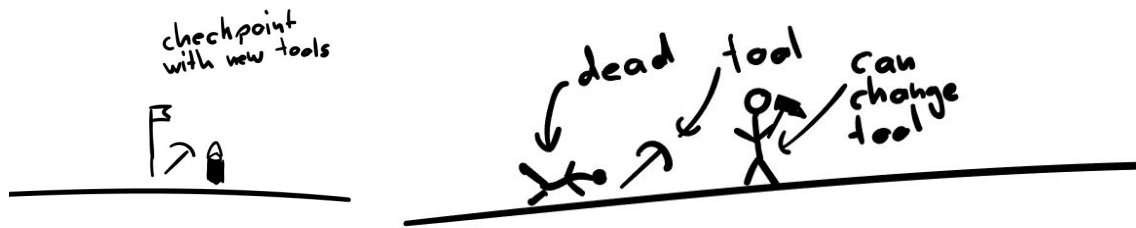
### 1.1.3. Design Decisions

There are more miners than players in the cave. When the miners spawn, they get tools (e.g. pick-axes, hammers, buckets, shovels, ...). The players can switch between the miners. Miners can be killed in different ways (e.g. drown, being hit by a stone, ...). When killed, they drop their tools, which can be collected by the other players. The player which miner has been killed then switches to one of the remaining miners. If there aren't any left, the game is lost.



The route is a continuous cave, which is divided by checkpoints (e.g. separated by doors), at which the miners can re-equip themselves with tools.

There is a fixed number of two players: this makes it easier to create interesting puzzles.



The style of the game will be very dark, as there is basically no light in the cave.

Other ideas:

- gas leaks which make players dizzy, hallucinate, become weak or powerless
- Add a treasure-hunt
- Naming the sections and possibly including local stories

*@Note: Here describe the core mechanics of your game, gameplay features, and visual style. What makes the game interesting and fun? While writing your design choices, don't forget to explain the reasons behind and how they follow the theme. Put mocked-up screenshots and/or sketches. Pencil sketches are fine. You don't need beautiful artwork at this point. Since your game will be ported to an Xbox, you can also discuss how you will set the controls on an Xbox controller.*

## 1.2. 'Big Idea' Bullseye

Frightening puzzles in a deep, dark cave with soothing water/lightning effects.

The technical component is achieved through the implementation of fluid mechanics and lightning interactions with the medium.

*@Note: highlight the primary, central, most important conceptual idea of your game, as well as the central, supporting, extra-special and impressive technical component. Your entire team should agree upon and buy into these two concepts during the design phase so that everything that goes into the project is focused and aligned around a common and unified goal. It sounds a bit obvious, but it's a powerful tool.*

*@Note: Include a graphic big idea bullseye in your game proposal. The primary and secondary drives should be short, direct, and to the point.*

### 1.3. Technical Achievement

#### Fluid simulation

We want to include puzzles which are solved by interacting with water and other 'fluid-like' materials like sand, gravel oder stones.

@Note: Your game should include at least one core technical item. This technical element should help your game stand out in an innovative way by providing an element that goes beyond the normal functionalities. This is your chance to select a concept from another course or something that you have always been interested in and implement it in the context of your game. Try to impress us, while still ensuring that the concepts you target fit within the scope of the course.

@Note: This section should detail the core technical item you plan to include. You are free to present more than one idea, but remember that it's better to be super successful at one item than to try to include many and fail.

### 1.4. Development Schedule

@Note: The development schedule is crucial and should contain two basic parts. First, you must provide a layered development description of your game that divides the development schedule into five categories based on how crucial each element is. Second, you must provide a timeline for the course including major milestones and deliverables.

@Note: Structure your development so that you complete each layer before going on to the next. Plan exactly what is entailed in each layer, and which team member is going to do each component. Include this layered description in your proposal.

#### 1.4.1. Layered Task Breakdown

@Note: You can't accurately anticipate how long each step in your project is going to take. Consequently, you need to make a detailed development schedule that is layered.

##### 1.4.1.1. Functional Minimum

Control over one player which has to go through only one checkpoint, solve one simple puzzle and escape the caves. The characters each have one single tool and the puzzle reflects that.

The game will be 2D, simplistic drawings and renderings.

@Note: minimal items to make something that you might call a game. You'd be embarrassed if you only got this far, but at least it'd be something.

#### 1.4.1.2. Low Target

Add a game menu (continue, start new game, simple settings).

Introduce more puzzles (water, gravel, etc).

Add shadows and torches.

@Note: Your target for what you want to get done--the least possible to feel sort-of OK about the result.

#### 1.4.1.3. Desired Target

Add voices and/or sound effects.

Implement basic fluid mechanics.

Possibility of choosing the tools for the characters in the game menu.

Multiplayer (two-player) mode.

Also add a background story, the introduction of the game and narration.

Add animations and more visual effects

@Note: This is what you're aiming for, if things go reasonably well.

#### 1.4.1.4. High Target

Add a possibility for the characters to go treasure hunting instead of a direct escape attempt.

Upgrade to advanced fluid mechanics.

Implement visualization for hallucinating effects due to gas exposure.

Puzzles that have to be solved while there is a rising water level and time constraint.

Demonic creatures guarding the treasures.

@Note: It might be possible to get this much done, if all goes extremely well.

#### 1.4.1.5. Extras

Level/puzzle editor.

Online mode.

Use higher dimension (2.5D or 3D) assets

@Note: Stuff that you know you can't get done this semester, but you might add later if you decide your game is cool enough to keep working on after the class is over, just for fun.

#### 1.4.2. Task List

Topic	What?	Who?	How long? *
Game proposal	Rough proposal	Everybody	15
	Final proposal	Everybody	10
	Physical prototype	Everybody	15
Functional minimum			
setup	Setup Mono-Game project, install tools etc.	Everybody	25
Player	Player entity	Andreea, Simon	10
	Basic Player controlling	Bjarni, Petur	15
	Tool (only one)	Nicolas	20
Map	Simple static map	Simon, Nicolas	30
	Interactive elements (checkpoints, escape, ...)	Simon, Petur	20
Technical	Camera	Bjarni, Petur	10
Mechanics	Collision detection	Andreea	15
Low target			
Technical	Game Menu	Nicolas	10
Mechanics	Basic fluid/gas mechanics.	Petur, Andreea	30
	Interaction of player with fluids	Petur, Andreea	15
Map	More puzzles!	Everyone	60
	Dynamic maps (load game map from file)	Simon, Bjarni	30
Desired Target			
Sound	Music	Petur	50

	Sound effects	Petur	50
Player	Add multiplayer (incl. Controlling, swapping players, ...)	Bjarni	25
Tools	More tools	Nicolas	20
Technical	Camera for multiplayer	Bjarni	20
Visuals	Use nice visuals / animations	Andreea, Simon	35
Storytelling	Narration	Andreea	20
	Tutorial	Nicolas, Simon	30
High Target			
Mechanical	More fancy fluid mechanics.	Petur, Andreea	40
	Gas (hallucination, distortion...)	Simon, Bjarni	40
Fun	Treasure hunting	Nicolas, Petur	30
Map	More puzzles (i.e. with time constraints)	Everybody	50
Extras			
Map	Map Editor	Simon	40
Fun	Online mode	Nicolas	1000
Visuals	2.5D / 3D assets	Andreea	25

\*hours, if multiple persons are assigned: the combined time

@ Note: provide a table showing who is responsible for each task, how many hours will each task require, etc.

#### 1.4.3. Timeline

@ Note: provide a Gantt chart when each task will be started and finished, etc.

**Gantt will follow, when timetable is finished**

#### 1.5. Assessment



The most fun part playing the game will be solving the puzzles together. Some competitive elements (like collecting treasures) could lead to interesting combinations, where the players want to 'kill' each other, while still escaping the cave.

The game might be played at parties or when meeting friends in other ways.

@Note: Tell us what the main strength of the game will be. What part is going to be the most cool? Who might want to play this game? What do they do in the game? What virtual world should the system simulate? Basically, you are setting up a world view for your subsequent design. What criteria should be used to judge if your design is a success or not?