**ECS657U / ECS7003P Multi-platform Game Development**

**Coursework 1: Prototype**

**Game Design Questionnaire**

Your group should complete this questionnaire. **One person** from your group should submit it via QMPlus.

# Group

Group Identifier: C

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# Prototype

Git repository URL:

Gameplay video URL:

# Concept

Working Title: Drones Up

Concept Statement *(A couple of sentences that say what the game is and why it will be fun.)*[140 words max.]

The game revolves around the use of a drone to move through the city with the intention to collect packages as fast as possible and deliver them to the indicated location. A timer is present in the game which will make it fast paced, with obstacles that the player must avoid in order to get to his objectives.

Also, because of the highest score system it will be a competitive game to play between friends, colleagues, family.

Genre *(Relate to one or more established genres.)* [50 words max.]

The game will combine the racing and the simulator genres, as the objective of the game is to collect packages and deliver them while controlling a drone through the streets of a city.

Target audience *(Who will play this and why?)* [100 words max.]

The main target audience is young people who are looking to get the highest score possible, but also measure up with their friends. The game will be played as the duration of a single game is not long, which will help not to burnout the players.

# Design Overview

Player experience & POV *(What is the intended player POV (point-of-view) and experience? What will they see, encounter and feel?)* [100 words max.]

The player point-of-view is a third person one, which will allow the player to not only see the drone, but will make exploring the city map more enjoyable, with building, traffic lights, birds, and other obstacles being available to observe.

Visual and audio style. *(What will it look and sound like? How will this support the experience? Can you cite architecture, books, movies, etc. to suggest the style of the game?)* [100 words max.]

Temple Run , Flight Simulator

Game world fiction *(Briefly describe the game world and narrative as presented to the player.)* [200 words max.]

The player is a drone pilot, and he is instructed to collect the packages from a certain location and then deliver them to another location throughout the urban setting. Also, he is told to do so in the shortest time possible for the maximum amount of points available.

From the beginning of the journey, the player encounters obstacles in the city such as trees, cars, traffic lights, buildings and others.

Core gameplay *(How will game objects and the player’s actions form gameplay? Why is this engaging?)* [200 words max.]

The drone object will be the only object that the player controls. The third person point of view camera will follow the player as he makes his journey through the city.

The drone will interact with the package objects, being able to pick them up and then drop them when at the required location to do so. The obstacles listed above will also be object which will slow down the player if the drone hits them on the way.

In this way, the player will have to focus on all the elements at the same time which will make the player be engaged with the gameplay.

Objectives & progression *(How will the player progress through the game from start to end? What are their short-term and long-term goals (explicit or implicit)?)* [200 words max.]

Collect package and deliver it.

The player’s score will increase with each package delivered on time.

As short-term goals, the player will need to be careful and manage his movement to make sure he interacts with as less obstacles as possible. Also, he will be required to check his altitude but also his mini map, which will allow for easier tracking of the desired location that he has to move to.

Long term - Collect package and deliver it, scores

When talking about long-term goals of the player, he needs to collect the packages and deliver them to the location necessary for completing the delivery task.

Also, an implicit long-term goal is accumulating as many points as possible through completion of the task above(delivery).

Game systems. *(What systems will you need to code to make this game, in addition to standard systems provided by Unity? E.g. procedural level generation, RPG-style character progression. Which ones are internal and which does the player interact with?)* [200 words max.]

Interaction *(Player controls and the primary game UI.)* [200 words max.]

The player will be able to control the drone movement using the arrow keys or the keys W, A,S,D, with the Space key being used to control its altitude.

Also, the shift key will be used to increase the drone’s speed.

The score and the timer of the player will be visible in the top left corner, with a mini map that the player can use to guide himself which will be found in the bottom right corner of the screen.