Team: Team 5

Members: Kodiak Shepard, Matthew Satterfield, & Rebecca Tester

Project Name: Bark of the 90’s

Development Platform: Unity

**High Concept Statement**

*20 words or so that captures the: Who, What, Where, Why, and How of the game project.*

A skater needs to rescue their dog from criminal Ella McDogH’tor by skating through a 90’s-inspired city and shooting enemies.

**Genre**

*Parent and sub-genre>Reference to comparable arcade game(s).*

Our game combines three genres: shoot ‘em up, like Galaga, rail shooter, like Star Fox, and bullet hell, like the Touhou Project series.

**Story Summary**

*Characters>Conflict>Setting*

The main character is a skater trying to get their dog back from a band of cartoonish criminals run by Ella McDogH’tor. The story takes place in the future during the 2090’s, where the 1990’s aesthetic has made a comeback.

**Target Audience**

*Age>Sex>Market sector>*

Our target audience is millennials, people who grew up in the 90’s and are familiar with the aesthetic. We expect men to be more inclined to play our game. Casual gamers and arcade fanatics will also be drawn to our game.

**Target Platform**

*Platform>Why?*

Our target platform is PC, because using a reticle to aim will require some precision with the mouse.

**Development Platform**

*Framework> Why?*

Our game will be made using Unity due to its various tools and our good experiences with it, and we will use Github Desktop to help with version control.

**Target rating**

*ESRB> Why?*

Our game will have an ESRB rating of E / E10 due to its cartoony style and minimal violence.

**Length of Play**

*By level>total*

There will be 3 levels. The player is encouraged to replay levels to improve their highscore.

**World details**

*Setting> Details> Elements*

The game takes place during the 2090’s, a time period with futuristic technology like flying vehicles, but also with a nostalgic 1990’s aesthetic. Skateparks are staples in every city, skating being a very popular sport. The protagonist’s hometown is a bustling city with a bit of a crime problem. Many of the buildings of the city are very old and covered in graffiti, juxtaposed with the high-tech flying cars on the streets.

**Backstory**

*Synopsis> Salient details*

The protagonist of unspecified gender is a skater who owns a swaggering dog and enjoys innocently walking their dog through dark alleys.

Unfortunately, the protagonist’s city has a local band of criminals, run by Ella McDogH’tor, who stalk the alleys.

**Central Conflict**

*Game objective>*

Ella McDogH’tor has stolen the main character’s dog and has sent goons to prevent them from getting their dog back.

**Motivation**

*Game tension> driving reward*

The player needs to rescue their dog and must survive the criminals sent to stop them.

**Gameplay**

*Tactics> Structure> Rules*

Always keep moving

Enemies spawn and shoot bullets

Use a reticle to aim

Space to dodge

Shift/Ctrl to perform a trick

**Gameplay Elements**

*Features>Unique Attributes*

While on their journey the player can pick up Power Up’s and health items.

There is a point system. The player gains points whenever they defeat an enemy, pick up an item, or perform a trick.

**Summary**

*Who>What>Where>When>How> of the project, production, and delivery*

The designer for our game is Kodiak and the programmers are Rebecca and Matthew.

We are creating a bullet hell / rail shooter / shoot em’ up game about a skater rescuing their dog in a 90’s-inspired city, using Unity with the help of Github Desktop.

Our production will follow the week 3, 6, and 9 milestones.