

GAME DESIGN DOCUMENT



Desktop Alice in WONDERLAND HD backgrounds with cartoon - Thomas Kinkade Disney Alice in Wonderland - 1954X1301 WALLPAPER. teahub.io. (n.d.). https://www.teahub.io/viewwp/mTJR_desktop-alice-in-wonderland-hd-backgrounds-with-cartoon/.

The Mad House

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High Concept

The game's genres are puzzle, mystery, and fantasy as we envisioned "The Mad House" as a 3D "Alice in Wonderland" themed escape room. Alice in Wonderland is very whimsical and mysterious as nothing really makes perfect sense. The player plays as Alice, who must figure out how to escape the Queen of Hearts or the Red Queen's castle safely without causing attention to herself by alerting the guards and the Queen. If the Queen is alerted, a timer will start, giving Alice only 30 minutes to exit the castle. However, if the guards catch Alice, they will send her back to her cell; the game will not end, and the player is able to try again.

Mission Statement

The mission of "The Mad House" is to bring awareness to escape rooms and excite the player with a challenge in a healthy, yet "mad" way.

Player Hook

If you love Alice in Wonderland and escape rooms, this is the game for you. The Mad House is the type of game that soothes the insatiable and provides a sense of relief after beat the Queen of Hearts at her "own game".

Game Vision

Unique Selling Points

Alice in Wonderland is a timeless classic in Disney history. The game plays to the player's strengths, tugs at the heartstrings, and fills them with suspense and satisfaction.

Audience

The ideal audience is everyone ages ten and up. This demographic was chosen because of how spontaneous the original Alice in Wonderland movies and books can be. In the audience breakdown, three personas or individuals were identified as part of the demographic. First was Alexander Davis, a middle-aged, non-binary person who identifies as he and him, who currently works as a fashion designer. Mr. Davis is typically busy working on fashion designs during the week, however, he makes more time for fun things on the weekend. Second and third

are sisters Gabrielle and Katie Diamond, two teenage females who identify as she and her, that are currently full-time high and middle school students. Both girls are busy with school and extracurriculars but will take any chance to avoid doing homework. This game requires a bit of critical thinking and determination as it is up to the player to figure out the game.

Genre

The genre for the game is fantasy, mystery, and puzzle. These genres were chosen because the main topic(s) of the game are Alice in Wonderland and escape room puzzles.

Rating

The game will be rated E 10+ or T because mild language may not be suitable for small children.

Platform

The game will be released on Windows for personal computing devices or PCs. However, later iterations could be made for Macintosh (MacOS) devices, iOS, and Android. Minimum requirements for the user's computer are to have roughly 20 GB of memory and enough RAM available. The game will not use this much space, however, to ensure quality and space issues are at a minimum, this is requested.

Software

The following list consist of the different software that will be used by working in the pipeline.

- Concept art
 - o Photoshop
 - o Clip Studio
- Assets
 - o Maya
 - o Z-brush
 - o Store (Unity or UE4 Optional)
- Textures
 - o Substance Designer
 - o Substance Painter
- Game Engine
 - o Unity or Unreal Engine 4

Gameplay & Mechanics

Overview of Gameplay

The game starts at the main menu where there will be five buttons to select from. Those five buttons are the new game button, continue game button, settings button, credits button, and the exit button. From the new game button, a cinematic will play before taking the player on to the beginning of the game, then on to the main mission of escaping the Queen of Hearts' castle before reaching a saving point. Once you've reached a saving point, this information is saved under the continue game button. From the continue game button, the player can next come back to their previous save and finish where they left off. The next button is the settings button which houses five buttons of its own: sound, display, controls, credits, and exit.

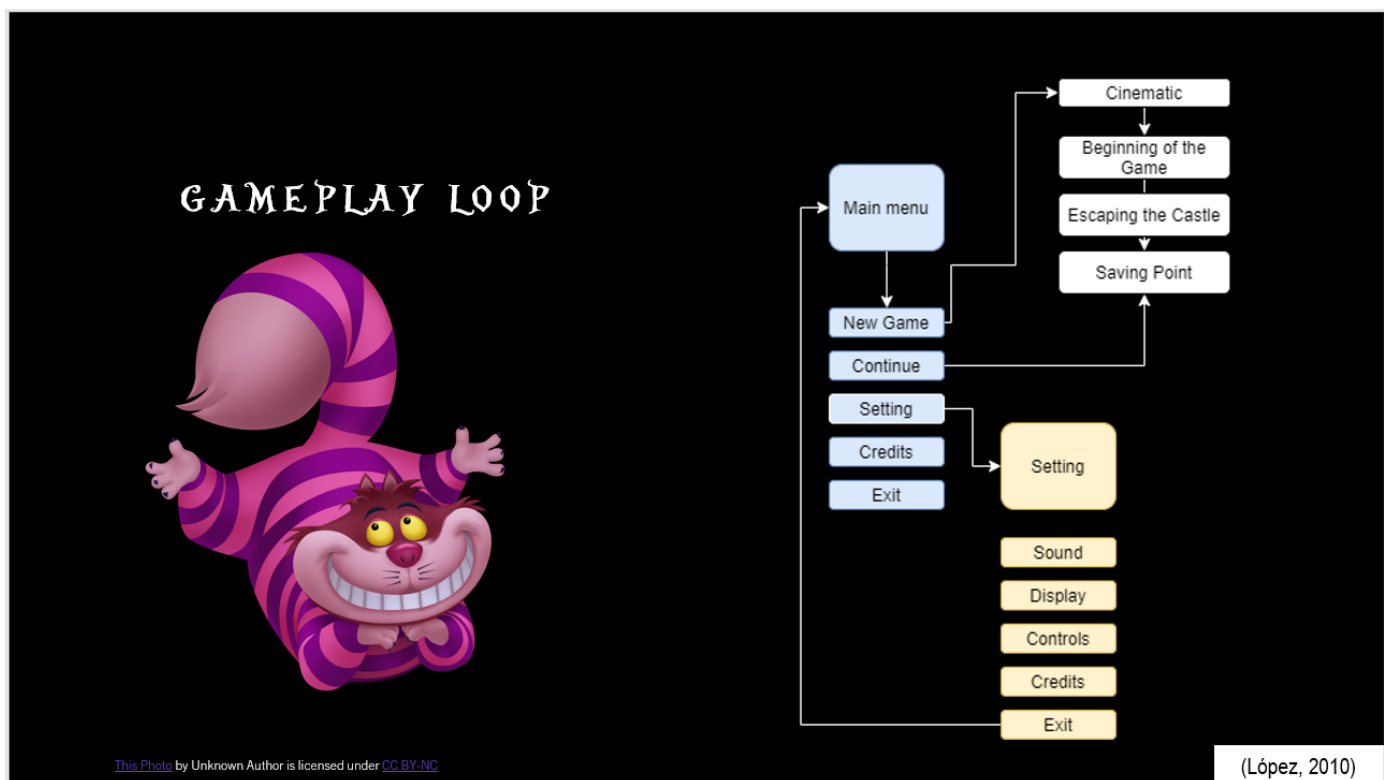


Figure 1 - Gameplay Loop

Gameplay Guidelines

The gameplay guidelines are very simple; **Do** follow the instructions as they will help the player be successful in the long run. **Don't** wake the Queen of Hearts as she will alert the guards to your escape by screaming "Off with her head!" **Do** pay attention to each and every riddle and clue. Each of the clues are a large part of the game and will give you a big "heads-up"

as to where the next clue will be. **Don't** alert the guards. By alerting the guards, the player is immediately sent back to the dungeon and is locked in their cell again. If you don't wish to start over, it's best to make sure to never be seen or heard.

Player Experience

The player will be playing as Alice, a quirky teenager who has just fallen down a rabbit hole and bumped her head. Waking up from her head injury, she finds herself locked in the dungeon of the Queen of Heart's castle. The character will have the ability to run, walk, hide, peek, jump, shrink, and grow in this action-packed game of mystery.

Core Player Actions

Alice is locked in the dungeon and must use the tools within her cell to unlock the door or find a better way out. Once freed from her prison, if she is small from drinking the "drink me" potion which changes her size, the soldiers guarding the dungeon will not notice her as she is shorter than they are. They will not be looking down; however, Alice still has the ability to make noise. If she makes any noise in the presence of a soldier or the Queen of Hearts, they will be alerted to her escape and will send her back to the dungeon or call for the rest of the soldiers respectfully. If Alice is at her regular or normal height or larger from eating the "eat me" treats which elevate her size, the soldiers will lock her back in her dungeon cell. She must follow the riddle left to her by the Mad Hatter to find the next five clues within the castle walls to get home safely.

Goals

The main goal of the game is to escape from the Queen of Heart's Castle and return home. The sub goal is to not wake the Queen of Hearts. The moment-to-moment goals are to collect all six deliverables and to stay hidden and quiet, so the guards or deck of card soldiers are not alerted to your escape.

Rules

1. If Alice wakes the Queen of Hearts, she will scream "Off with her head!" as a timer is set leaving her with 30 seconds to find a way out of the castle. However, this will be significantly harder as the card soldiers have now been alerted and will be trying to capture her when in the same vicinity. Therefore, the player must be careful not to make too much noise.
2. "Drink Me" potions and "Eat Me" treats are in various locations throughout the castle to help the player succeed. Drink the potions to shrink or become smaller and eat the treats to grow or become larger. You can use these to help you on your journey, however, the player must make sure they do not drink or eat too much. Each potion and treat only has up to five uses before it is gone. The potion and treats also only work for about twenty-five seconds before you revert to normal.

3. If you are regular sized or larger, Card soldiers will send you back to your cell. However, if you are small, they will not see you. However, they can still catch you if they hear you. You can use this knowledge to sneak past them to the locations you need to go to.
4. There are 6 total deliverables scattered throughout the castle that can help you piece together a way to exit the castle. You must find all six before you can exit as the door will not unlock until you do so.
5. The game will take roughly forty to sixty minutes to complete in one sitting depending on the user's level of expertise. The Queen of Hearts' slumber is timed and after a certain time frame, she will wake up and begin to move around. Things will get harder so you must work quickly. The timeframe is not a fixed interval, but a variable one; this means that the duration that the Queen of Hearts is asleep is different every time the player plays.
6. All the 6 deliverables and clues are "Alice in Wonderland" themed. This includes the animated and live-action films. Although not required, we suggest brushing up on your "Alice in Wonderland" knowledge to better understand the game.
7. There are three floors total with guards on every floor. The queen will be located in her bedroom on the third floor and should be asleep for most of the game, however, there's a chance she will wake up early or walk downstairs because of the variable interval. Be vigilant.
8. You will be given two items that will start off your journey. These two items will be in plain sight and located somewhere in Alice's cell; these items are your first clue.
9. Alice's cell is the only one that is locked. The others are open and can be searched for clues.

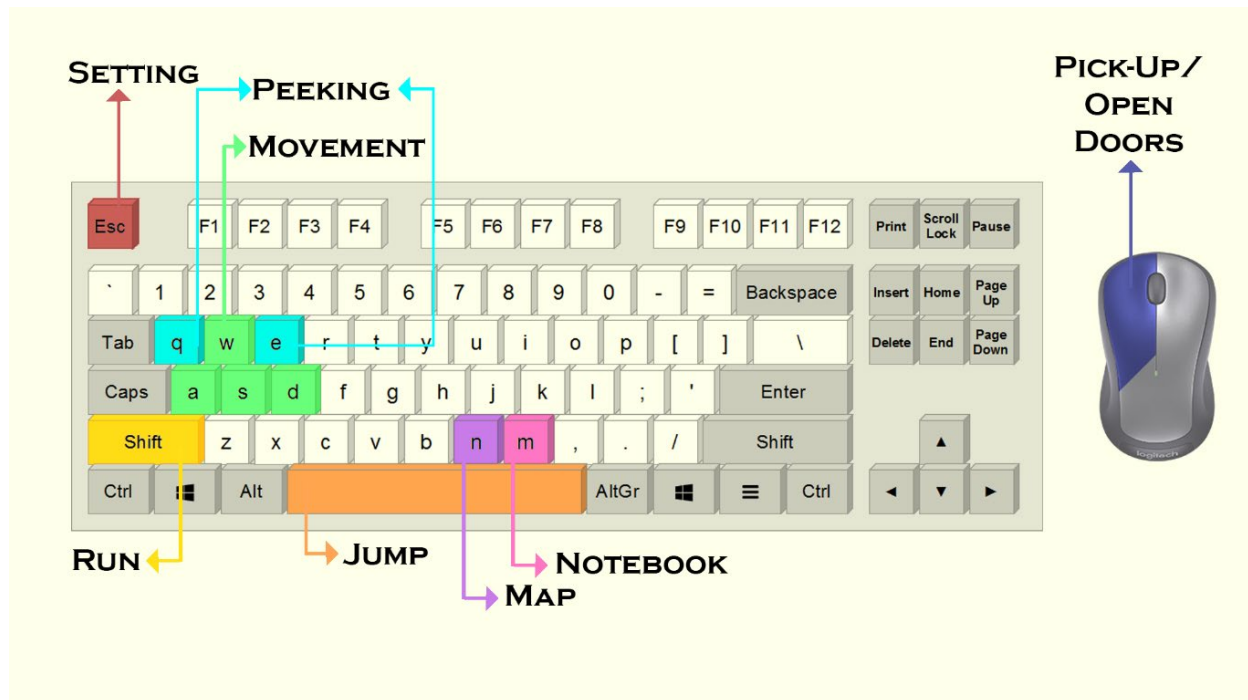
Control Scheme

Keyboard

W	Move Forward
S	Move Backwards
A	Move Left
D	Move Right
SPACE	Jump
Q	Peek Left Corner
E	Peek Right Corner
N	Notebook
M	Map
SHIFT	Run
ESC	Settings

Mouse

Left Click	Pick-up Items / Open Doors
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Systems

The necessary systems for the game are puzzles, walking, running, jumping, drinking, eating, and peeking. As the game is an escape room, there are puzzles and riddles involved in gameplay. There are six deliverables, and as a result, there will be 6 total clues scattered throughout the castle to help the player exit the escape room. They will have the ability to walk, run, jump, and peek around corners within the three-dimensional environment to avoid the deck of card soldiers and/or reach the stairs if the player is too short to reach them. Peeking can be used to check locations from a safe, unseen distance. For example, if the player is peeking around a corner into the throne room and sees the deck of card soldiers, they soldiers do not see Alice. It is possible for them to still hear her; however, they will not be able to figure out where the sound came from. Below, is the feedback the game has received thus far in the creation process.

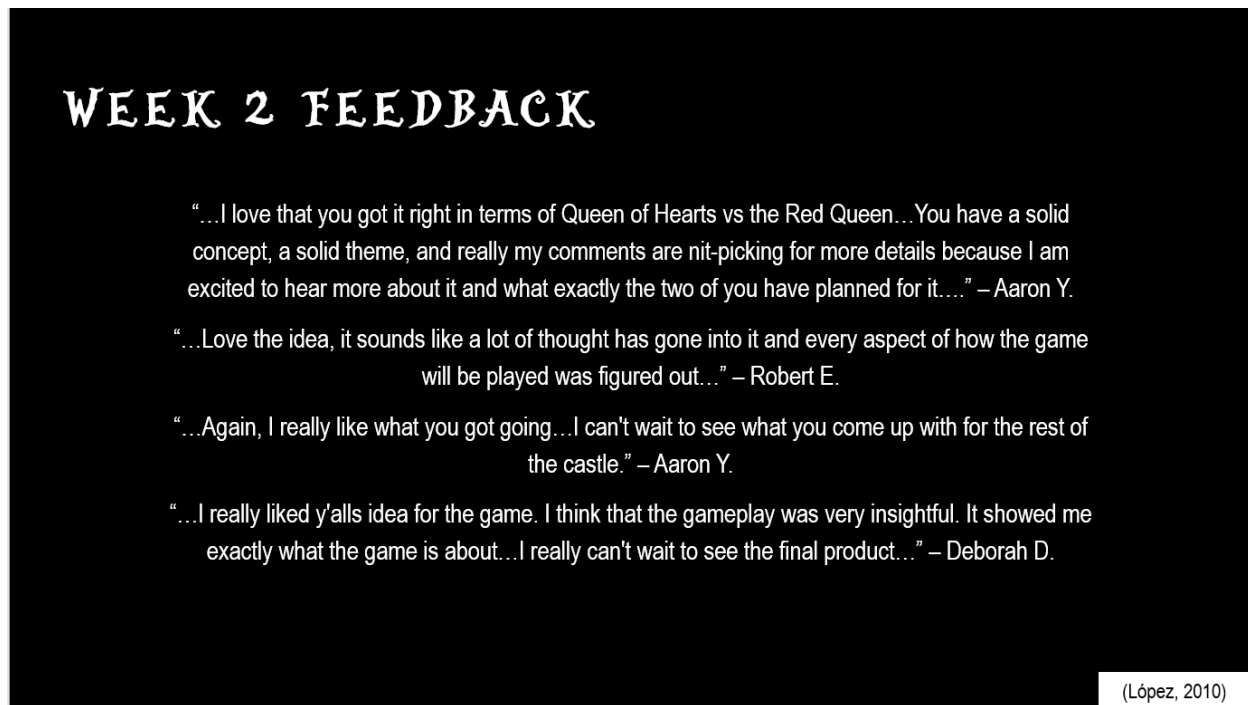


Figure 2 - Feedback from Peers

Object Breakdown

- **Props/Objects**
 - Drink Me!
 - A potion of sorts that allows Alice to get smaller when she drinks
 - Eat Me!
 - A cookie that helps Alice get bigger when she eats it.
 - Leather Book
 - An old brown leather book with a heart carving.
 - Letter
 - There are letters all around the map that has riddles or advice.
 - Notebook
 - Normal looking notebook, look good for taking notes
 - Paper
 - There are paper all around the map that has riddles, map, hidden treasure, or advice.
 - Picture
 - There are picture that help tell a story
 - Pocket Watch
 - Tells what time it is in the game and helps player move around the castle.

Level Design

Setting Overview

The land of Wonderland is a very whimsical, colorful place filled with lush greenery and eccentric landmarks. From the chess board floors, decadent maze, white roses adorned with red paint, and sassy plant life, nothing is ever right or wrong, up, or down, and this way or that way. In a castle fit for a Queen, especially of Hearts, nothing is too much, and no expense is spared for this entitled woman who reigns supreme. The castle sits on a flat-like terrain and on the outskirts of the castle's location is the outside world filled with sassy singing flowers, a caterpillar with a dangerous smoking habit, a Mad Hatter and Hare who love tea parties, Rabbit who's constantly late, and a disappearing cat named Cheshire. The weather is fairly sunny in Wonderland, however, if one is not careful, the environment can change within an instant from lush and fruitful to an unforgiving sea and its unwilling inhabitants. The architecture of the castle layout is of a simple medieval castle layout where there are four cylinders in each corner, and the center is shaped like a rectangle. The Queen of Heart's castle is three floors of perilous fights for freedom. In each room, there is something Alice in Wonderland themed. This could be a portrait or object.

Level Overview

The full game is one large level starting from the first floor, known as the dungeon. The dungeon is comprised of prison cells, the guard's eating area, the guard's living quarters which houses a few guards sleeping or getting ready for their shifts, and a closet. There are also two roaming guards in the hallway that monitor for danger or in this case, Alice, our escape artist. In the corners, there are stairwells that either lead to the second floor or to a hidden location. There are three total hidden rooms on the first floor. In the spirit of the theme, if the correct staircase is chosen, the player will have entered the throne room which is located on the second floor. The throne room consists of two main rooms: the throne room and a waiting area on the outskirts of the throne room. There is a hallway with two staircases each on either side of the throne room and located inside are several guards, the throne, and queenly regalia. In the waiting room, there are display tables that hold the Queen's decorated possessions and a bookshelf. After taking the correct staircase, the last and final floor is the chambers floor. On this floor, is the heavily guarded Queen's bedroom where she is asleep for most of the gameplay.

All the levels are connected and depend on each other to function. For example, if Alice is being chased by guards because she was seen or heard, she can continue to move from floor to floor. However, if the guards on the first floor see her and chase after her, they will not follow her to the second floor. Only the guards on the floor you are on, will follow you.

Level Mockups

In the original level mock-up, the game is displayed in top-down format from left to right. In the far left is floor one or the dungeon. The original dungeon featured three prison cells which included either bunk beds or single beds, a desk or two depending on how many prisoners were to fit in the cell, and a small bathroom area which consisted of a toilet and a sink. Next to the last cell was a broom closet where one out of the six deliverables would be located. Alice, as seen below, is in the first cell. In the first cell, Alice has two items that are given to her: a book called "Following Your Heart" by L. with a riddle inside and within its pages is a heart-shaped key. Also located in the cell are "Eat Me!" treats and a "Drink Me!" potion which makes the player grow and shrink in size respectively. After the player successfully moves past the two roaming guards in the hallway, they will go up the stairs to the throne room which houses eight guards that oversee the room. There's a deliverable located near the throne, along with a box of "Eat Me!" treats. In the original mock-up, the treats and potion were unlimited and did not have a timeframe that they were active, therefore, the player would still be small when they made their way to the throne room, making the game easier for the younger branch of the age group. The exit is also located in this room; unfortunately, the door is locked until all six deliverables are found. Once the player successfully makes their way to the third floor, they would be greeted by three guards: two guarding a white door with a red heart in the center and one guarding what seems to be a watch tower. Inside of the Queen of Hearts' bedroom, the room is fully decorated with the thing the queen loves most, a desk, a chair or two, and her bed on which she is currently resting on. Also in her room, the player will find a deliverable, a "Drink Me!" potion, and "Eat Me!" treats; however, if the player is still short or smaller from the original potion, they may need to eat a treat to regain their height as the deliverable may not be located on the floor but on a desk or by a bookshelf. As a reminder, the player will be in proximity with the Queen of Hearts herself; although she will be asleep, there is a small but not impossible chance that she may wake up from her slumber while the player is in her presence. Therefore, the player must stay vigilant while pursuing their escape. Once they've collected their deliverable, they will then be directed to either explore the first or third floors for the remaining deliverables, finishing the game by exiting the game and returning home.

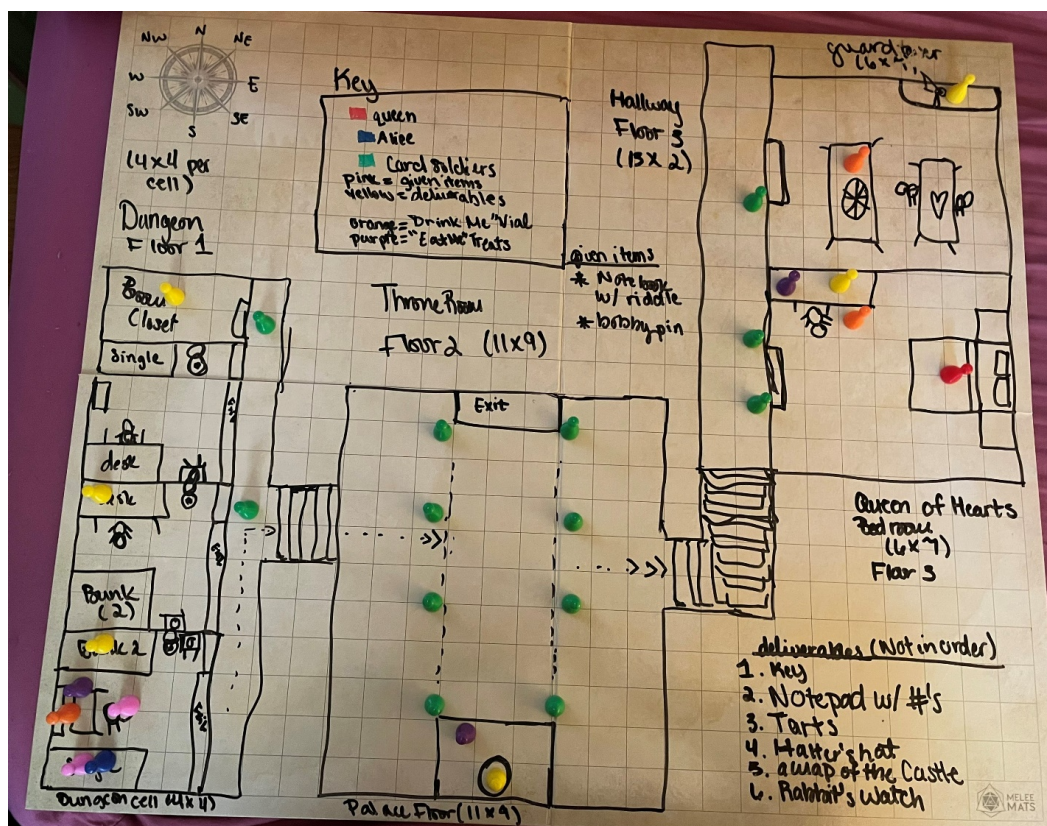
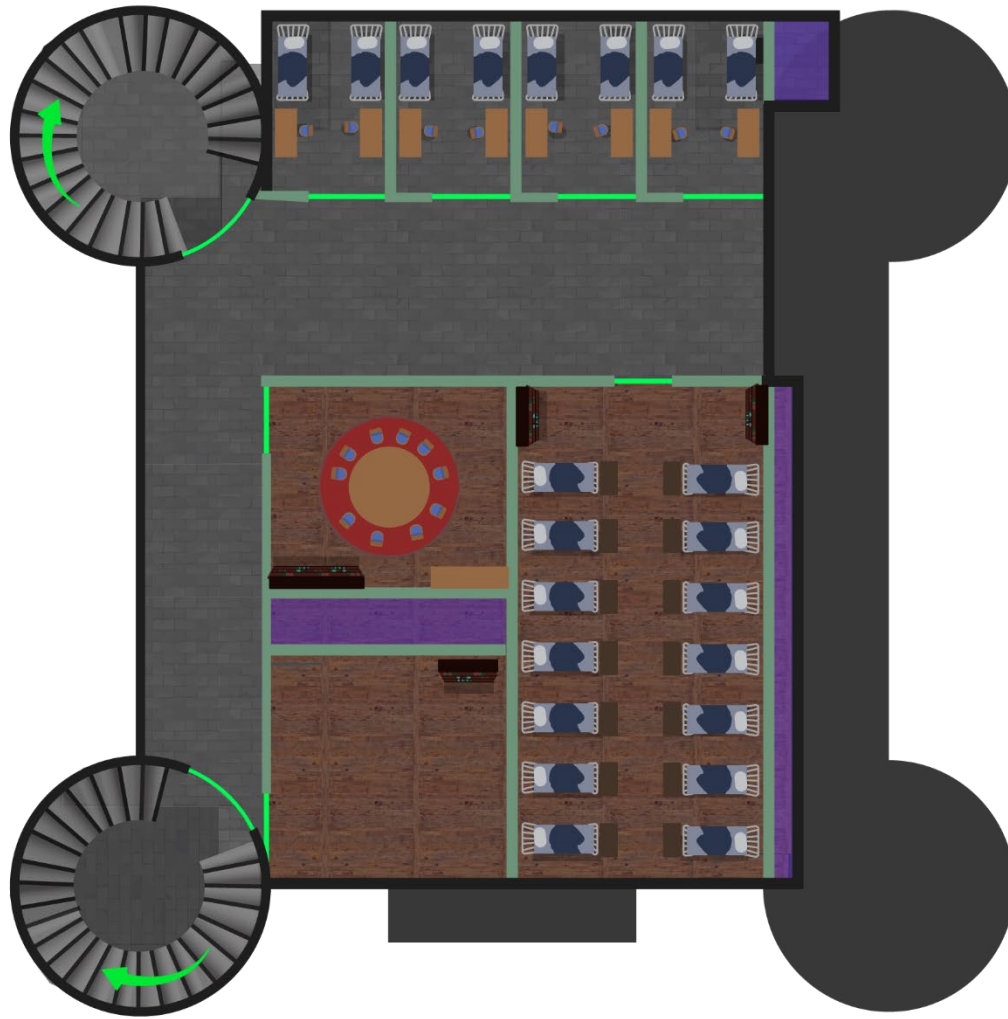


Figure 3 – Original Level Design Breakdown

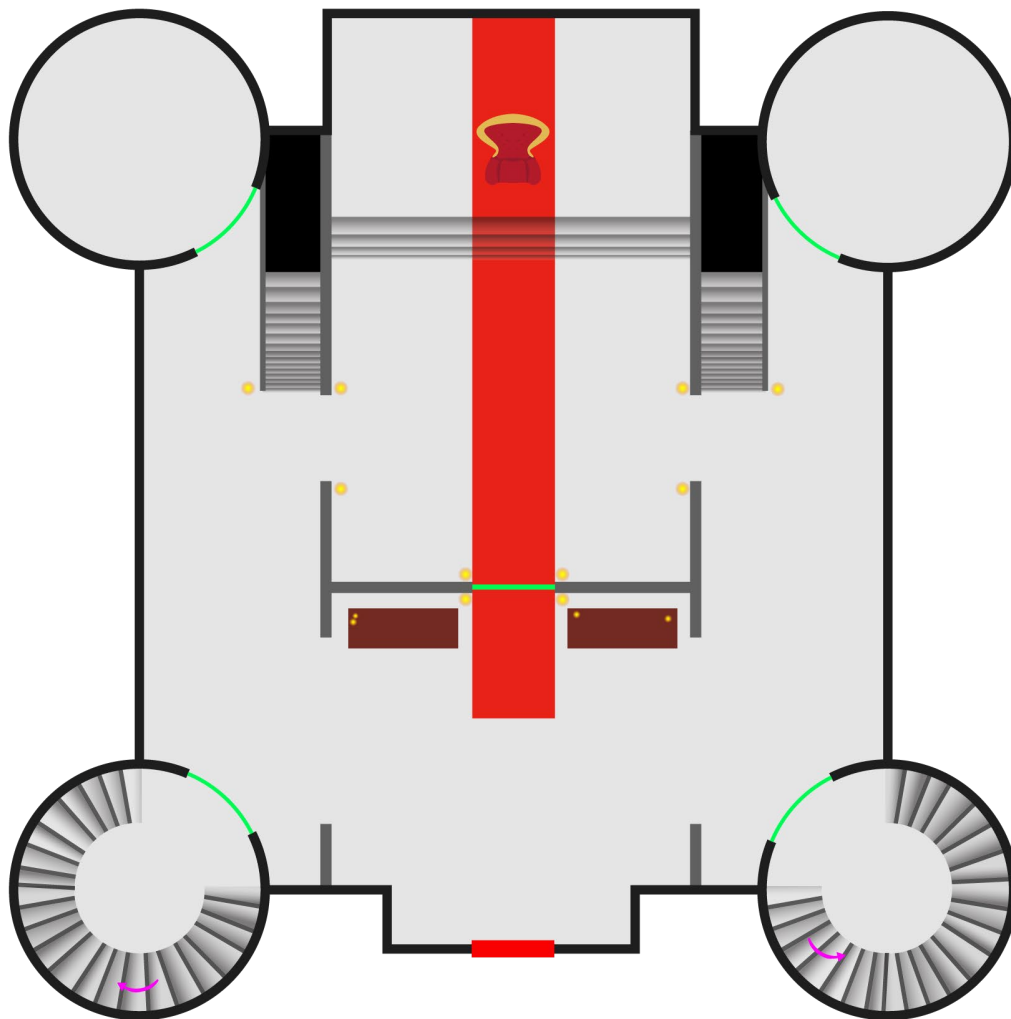
The redesigned phase one mockup of the dungeon or first floor shown below houses four prison cells, two staircases, a closet, the guard's roundtable or meeting room, and the guard's living quarters. There are three hidden areas shown in purple. Some of the information from the original mock-up has not changed such as the broom closet and the throne room. There were new areas introduced in phase one such as the guard's living quarters, an extra stairwell, more hidden rooms, and the guard's roundtable.



Dugeon Floor

Figure 4 - Phase 1 of Current Level Design Breakdown

In phase two of the game, the mock-up is of the throne room. The throne room is comprised of four staircases, the throne, a red carpet, and a separate room that is home to two tables that hold the Queen of Hearts' most prized possessions. The throne room is a heavily guarded area as it holds another one of the Queens' treasures: her beloved crown. The differences between the original mockup and phase two are the addition of various staircases and a waiting area in the front of the throne room.



Main Room

Figure 5 - Phase 2 of Current Level Design Breakdown

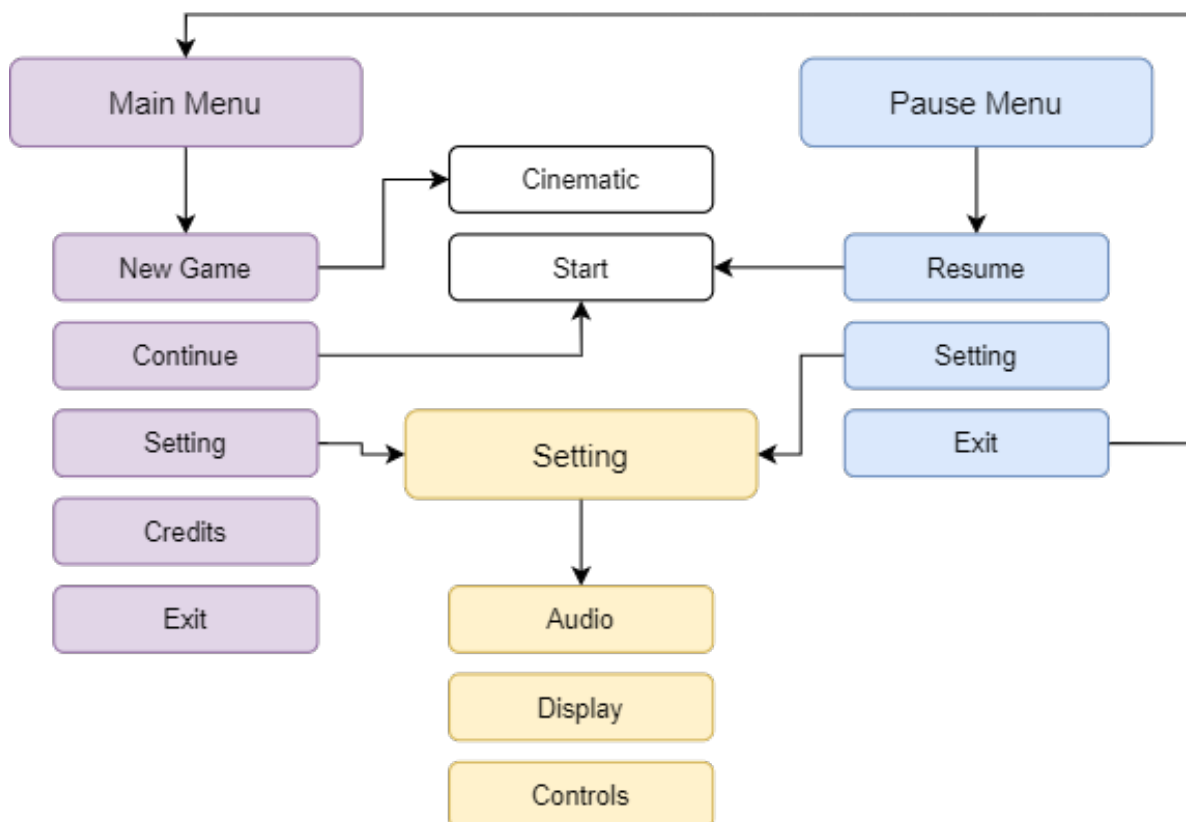
User Interface Design

Aesthetics

The aesthetics of the main menu we wanted to with a simple design and have a more detailed background of the game. Just like you see an example below.



Flow Chart



Above, is the flow chart for how the game is supposed to run. This is like the gameplay loop which starts at the main menu where there will be five buttons to select from. Those five buttons are the new game button, continue game button, settings button, credits button, and the exit button. From the new game button, a cinematic will play before taking the player on to the

beginning of the game, then on to the main mission of escaping the Queen of Hearts' castle before reaching a saving point. Once you've reached a saving point, this information is saved under the continue game button. From the continue game button, the player can next come back to their previous save and finish where they left off. The next button is the settings button which houses five buttons of its own: sound, display, controls, credits, and exit.

Wireframes

Below, we have the main menu and settings menu mock-ups. The main menu is home to the new game button, continue game button, settings button, credits button, and exit button. The settings menu has five buttons: the sound button, display button, controls button, credits button, and exit button. The new game button begins a brand-new version of the game while the continue game button brings up the various saves the player has. If the player does not have any saves, then the panel information will not display any information. The settings button will take the player to the settings menu where the player can adjust the sound, change their display settings to their liking, change or view their controls, view the game credits such as who created any type of document or asset, and exit game button that will end the gameplay and disappear from the computer's screen.



Figure 6 - Main Menu

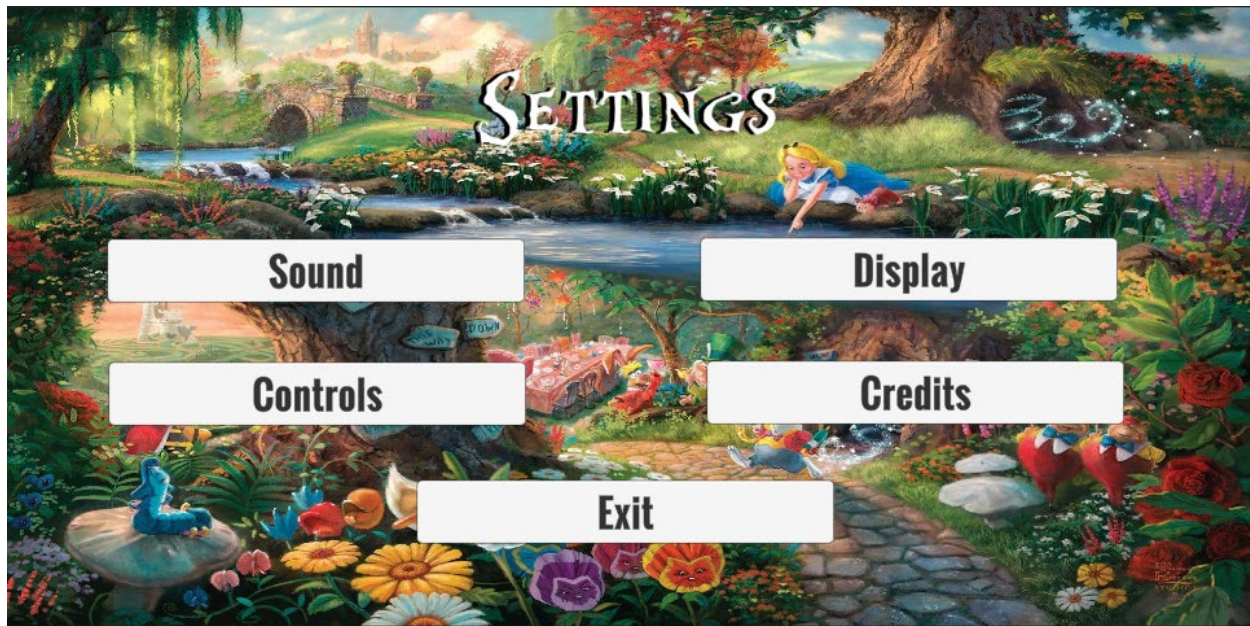


Figure 7 - Setting Menu

Narrative Design

Plot Outline

Alice slowly wakes up in what looks to be a prison cell, while at first glance nothing stands out. She decided to look around and see if she can find some answers or a way to escape. In the room, Alice finds the following items: two beds, two desks, a small piece of paper, a pocket watch, a small box, a pen, a notebook, a heart-shaped key, and a leather book. Inside the small box Alice discovers the Eat Me! and Drink Me! items. Alice tried to open the door with the key, but unfortunately, it didn't open it. Therefore, she decides to use the drink me! potion to get smaller to get past the bars. Once Alice is out, the player can start exploring to find a way out of the dungeon. The player can search the rest of the jail cells, enter the guard's meeting room, attempt opening the door to the two towers which will not open without a silver key, enter the guard's barracks or living quarters, and try to enter the unknown room in the corner. In the meeting room, there is a hidden room and can only be seen if Alice is Regular or larger. While inside, the room leads towards the guard's barracks. The player can also find a silver key with a map of the dungeon.

While exploring Alice sees two guards at different locations one near the jail cells and another near one of the towers. Once the players discovers safely hides, they will discover a hidden room, and find the key that will open one of the tower's doors. Alice plans how to open the tower door without getting spotted by the guards while trying to leave throw the tower. Once Alice enters the tower, she then proceeds to towards the throne room. As she enters the throne room, Alice notices that the room is full of guards, however, the Queen of Hearts is not in sight.

In an effort to stay hidden, she moves backward and hides behind a nearby corner. As she peeks over, she notices that the soldiers are guarding the Queen's most prized possession: her beloved crown. She must then decide if she wishes to drink the "Drink Me!" potion to sneak across or find an alternative route to the front door. Once she decides on a path, she makes it to the front door only to find it locked. Utterly frustrated, Alice overhears from the guards that the Queen is indisposed as she is currently taking one of her "meetings" or naps in her bedroom. The guards mention that they have no idea when her royal highness will show up in the throne room and that they must not take any chances in maintaining the safety of the crown. As they "zero-in" on the crown, Alice hides in behind another corner as she must make another decision: should she stay in the throne room and risk being sent back to her dungeon cell or should she take an even larger risk and sneak to the Queen of Heart's bedroom to look for the key to the front door?

Script

Dungeon Floor

The Alice wakes up and at first glance, they can see to the opposite of her an unused bed, a desk beside it. While looking down she sees she also has a desk with some items in it.

Alice: Where am I?

Alice: What happened to me? I guess time to do some exploring.

Prison Cells (D1,2,3,4)

D1 - (Location of the player)

While the player looks around, they can hear some foots steps and low murmurs from a different location.

- Bed (Player Bed)
 - Under the bed There is a card (Queen of Hearts)
- Desk (Left)
- Small Paper
 - A small piece of paper can be seen in the middle of the desk.

Closer inspection they can see there something written:

"If a way out is what you seek, then follow the heart and it will lead you to what you seek"

Alice: I wonder who wrote these?

-Reads the paper-

Alice: If a way out is what you seek, then follow the heart and it will lead you to what you seek.

Alice: Ugh, why can it just say where and what does follow the heart even mean?

□ Pocket Watch

- A nice-looking pocket watch

Closer inspection: They can hear the ticking of the time coming from the object at hand.
If they open the watch: Looking closer, they see that there is a Rabbit Design, and they see the current time.

- Notebook
 - Normal looking notebook, look good for taking notes
- Pen
 - Regula Pen, look good to use to write with
- Small Box

Alice: These looks suspicious, and mom said don't take food from strangers or something.

- Small white box with two objects inside:
 - Eat me! (Bigger)
 - Drink me! (Smaller)
- Leather Book
 - At first glance, they see an old brown leather book with a heart carving.

Closer Inspection: The Tittle of the book is "Flowing the Heart by L."
When book is opened, a heart shaped key falls out.
(Key Doesn't open cell door or tower door)

Alice: Who leaves a key inside a book? And why a book and who is L.?

D2 & D3 – Prison cells

- Nothing of interest just a Beds, desks, and toilet.

D4 - Prison 4

- Room at first glance has the same items as the rest of the cells.

Closer investigation: Under the bed Alice can see a what look to be a small door in the wall about the size of a rat.

Alice: Is that a door? Hmm, guess it's time for some exploration

D5 - Guards Quarters

-Beds Chest and more guards

D6 - Guards Meeting Room

The room has the following items:

Alice: Some kind of meeting room?

- Round Table
 - o Dungeon Map
 - o Silver Key (Opens Tower Door)
- Bookshelf
- Chairs

Storyboards*

Illustrate beat-by-beat gameplay in the correct perspective, from the player's POV. Panels should be in the aspect ratio planned for the final product.

Asset List

Visual Assets

- **Concept Art**
 - o Characters/Creatures
 - o Dungeon
 - o Main Throne Room
 - o Living Quarters for Royals
- **3D Assets**

- **Characters/Creatures**
 - Alice (Player Character)
 - Queen (Boss)
 - Soldier (1 or 2)
- **Room Build (Modular)**
 - Bars (Jail)
 - Ceilings
 - Door
 - Floor
 - Walls
- **Props**
 - Drink Me!
 - Eat Me!
 - Ink
 - Letter
 - Notebook
 - Paper
 - Playing Cards
 - Pen (Feather)
 - Picture
 - Pocket Watch
- **Furniture**
 - Candles
 - Chair (Small)
 - Chair (Fancy)
 - Chest
 - Cloths
 - Cup
 - Bed (Queen)
 - Bed (Regular)
 - Books
 - Bookshelf (Small)
 - Bookshelf (Big)
 - Bowl
 - Desk
 - Knife
 - Lantern
 - Plants
 - Plate
 - Rug
 - Rug (Round)
 - Shelf (Wall)
 - Statue of Swan
 - Sword (Decoration)

- Table (Dining)
 - Table (Round)
 - Tea Table
 - Throne
 - Wardrobe
 - Wine
- **Textures**
 - **Character Texture**
 - Alice
 - Queen
 - Soldier (5 or 10)
 - **Room Build Texture**
 - Bars (Metal)
 - Ceiling (Stone)
 - Door (Wood)
 - Floor (Bricks)
 - Floor (Stone)
 - Floor (Wood)
 - Wall (Brick)
 - Wall (Stone)
 - Wall (Wood)
 - **Props/Items**
 - Drink Me!
 - Eat Me!
 - Notebook
 - Playing Cards
 - Pen
 - Picture (Alice and Cherry Tree)
 - Picture (Gardens)
 - Picture (Queen)
 - Picture (Strange Room with Hats)
 - Pocket Watch (Gold)
 - **Furniture**
 - Candles
 - Chair (Small)
 - Chair (Fancy)
 - Chest
 - Cloths
 - Cup
 - Bed (Queen)
 - Bed (Regular)
 - Books
 - Bookshelf (Small Wood)
 - Bookshelf (Big Wood)

- Bowl
- Desk (Wood)
- Knife
- Lantern
- Plants
- Plate
- Rug (Blue)
- Rug (Red)
- Rug (Round Blue)
- Shelf (Wall Wood)
- Statue of Swan (Marble)
- Sword (Decoration)
- Table (Wood Dining)
- Table (Wood Round)
- Tea Table (Wood)
- Throne (Red with Gold)
- Wardrobe (Wood)
- Wine (Red, White)
- **Rigging**
 - Alice (Player Character)
 - Soldier (1 or 2)
 - Queen (Boss)
- **Animation**
 - Grabbing
 - Jumping Cycle
 - Peeking
 - Running Cycle
 - Walking Cycle
 - Fire
- **FX**
 - Fire (Candles)
 - Fire (Lantern)
 - Small Shine (Hidden Areas)

Auditory Assets

- **Soundtrack**
- **Sound Effect**
 - Armor Movement (Guards)
 - Drinking (Drink Me!)
 - Eating (Eat Me!)
 - Footsteps, Running (Stone)

- Footsteps, Running (Wood)
- Footsteps, Walking (Stone)
- Footsteps, Walking (Wood)
- Door Opening
- **Voice Actors (Characters)**

Minimum Viable Product

The most streamlined version of the game would be the game as it is before the backlog. A soundtrack would be an amazing thing to add, however, due to time constraints and lack of resources, there's only so much we could do ourselves. Another thing that wouldn't be feasible right now is the incorporation of voice actors as we do not have those resources. I think without the addition of money into the game, a lot of work can be done.

Wish List (Backlog)

- **Soundtrack**
 - A team or someone that could help us better compose the games' soundtracks.
- **Voice Actors**
 - I think adding voices when Alice talks to herself or you hear a guard talking to themselves will give that much more to the game, than just doing text only. By using both methods it might not distract the player as much from what they're doing just so they can read the dialog.

Reference Images





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