# Written Assignment 8

Read The Anatomy of a Design Document, Part 1 by Tim Ryan <http://www.gamasutra.com/view/feature/3384/the_anatomy_of_a_design_document_.php>.

Write a Game Proposal using this article as the outline. Click on the following link to access the Game Proposal Rubric for grading details of this assignment.

The source of information for the Market Analysis will depend on the path of distribution. Some good information for comparison can be found at http://www.vgchartz.com/ (console game sales) and http://www.yoyogames.com (internet downloads). Do the best that you can with the Cost and Revenue Projections; the ability to accurately estimate costs only comes with experience. The information in http://www.payscale.com/research/US/Job=Video\_Game\_Designer/Salary should help. For now, just select a reasonable value of one to seven person-years for game development and assume the sound and art will require one-third of your budget. Your estimated time to delivery should be no more than three years. Art (for the proposal) is not required but will be appreciated.

* Introduction

Shipwrecked is a first person adventure sandbox for PC that pits the player against the natural dangers of the island. Unable to escape by themselves, the player must find and rally the other survivors and convince them to work together to escape despite their differences.

* Description

You wake up on a sandy beach, the bright sand reflecting the already blinding sunlight. as the events of the tidalwave replay in your mind you feel the sunlight and salty air crack your dry lips and hear your stomach give a loud rumble. with no food or clean water on the beach or among the wreckage you washed up on shore with, you decide to venture inland.

as you venture into the island’s interior you see a fruit tree up on a cliff and several animals cautiously watching from the underbrush. not having the tools in order to hunt game, you decide to venture over to the fruit tree. you get to the cliff and see the tree growing horizontally out of the rock face; to high for you to reach. you know trying to climb the cliff to get to the fruit is impossible because your current stamina will runout before you get there and you will fall to your death.

you look around and find some stones about the size of eggs, these look like they could knock the tree in order to shake a few fruits loose. you add them to your inventory and take aim with the first. your stamina is low so you find it difficult to keep focused enough to aim the stone correctly but you manage. the stone lands and a ripe mango falls to the forest floor.

as you are about to walk over to grab the fruit, a man walks out of the underbrush and tells you to put your hands up. you turn around and see he has a gun pointed at your chest. he calls out a name you don’t recognize and a little girl cautiously appears. He grabs the mango and hands it to her. they both vanish into the undergrowth before you can say anything.

deciding that it’s better to try and survive together than alone as well as surprised you weren’t the only survivor, you choose to follow them instead of trying to find more food yourself. after a while of searching and several backtracks to the one clean stream you could find, you stumble upon the two’s camp on the beach. the two are sitting around a campfire, roasting a pig the man has shot.

trying to keep your rumbling stomach in check, you step out of the bushes, arms raised in surrender. the little girl runs and hides and the man stands up and levels his gun at you asking that you stay away from them you are given the choice to either bargain with the man or you can turn around and leave. you choose to bargain with him not sure if he is from the same wreck, you ask. he says yes and asks if you know of any other survivors having just washed ashore you tell him no (deciding not to lie). he notices that you are hungry and offers you some pig.

no longer food deprived you are able to spend the experience that you have gained on new skills to help you survive and though tentative,the man has decided to work with you to get off of the island and introduces himself as Vergil, the lead security officer of the cruise ship and he introduces the little girl as Mila, his daughter who was traveling with him when the ship went down.

Having recruited Vergil and Mila, you can now go hunting for game and scavenge items from debris more efficiently.

* Key features
* First Person
* High Graphical Fidelity
* Open ended and free flowing sandbox gameplay
* The freedom to choose how you will build your settlement
* immersive survival gameplay
* Genre

Shipwrecked is a Survival Adventure with Sandbox elements

* Platform(s)

PC

* Market analysis
  + Target Market
    - the target market will be people between the ages of 18 - 40
  + Top Performers
    - Frostpunk
      * frostpunk, a game with many similar concepts as Shipwrecked, sold over 250000 units in the first 3 days after it launched on 4/24 this year. since the game came out in april, the sales haven’t fully reported but it leads me to believe a game with similar mechanics will do just as well if not better.
    - Minecraft
      * minecraft was first launched in 2009 and has revealed to have sold 144 million copies as well as keeping 74 million active monthly players as of 2018
  + Feature comparison
    - Minecraft
      * Minecraft’s survival elements are a lighter aspect of an game that focuses mainly on its sandbox and building elements
    - frost punk
      * frost punk and Shipwrecked share many elements and I would like to use it as an example of a good survival game just with much more agency on the player’s part in the final goal of getting away from their current circumstances
* Technical analysis
  + experimental features
    - I want to experiment with a survival game that has no real combat involved
  + major development tasks
    - world building
    - story development
    - Character design
    - Gameplay development
  + risks
    - having a game that resembles Frostpunk so closely could be an issue but I think that having a similar concept is not enough to compromise the sale of a game
  + alternatives
  + estimated resources
    - with the work that needs to go in from assets to the coding of the systems i estimate that we would need:
      * 5 high spec computers with either unity or game maker installed
      * an adobe license for photoshop and illustrator
      * 3 programmers
      * 1 writers
      * 2 artists
      * 1 lead artist
      * 2 animators
  + estimated schedules
    - since this specific concept wont fit within the confines of a final project I am going to give it about 2 years minimum
* Legal analysis (if applicable)
* Cost and revenue projections

|  |  |  |  |
| --- | --- | --- | --- |
| employee | cost per month | months | total |
| lead artist | 7000 | 10 | 70000 |
| 2d artist(2) | 3500 | 18 | 126,000 |
| lead programmer | 7000 | 24 | 168,000 |
| assistant programmer(2) | 3500 | 24 | 168,000 |
| writer | 7000 | 5 | 35000 |
| total |  | 24 | 399,00 |



|  |  |  |  |
| --- | --- | --- | --- |
| equipment | price | qty | total |
| graphics workstations | 4200 | 3 | 12600 |
| adobe subscription | 200/year | 1 | 400 |