

# Project Plan

UniTeam

306 Project 2

## The Team



*Left to right: Sindhu Singamneni, CJ Bang, Victor He, Jacky Lo, Xavier Downs, Shibani Timblo, Gillon Manalastas, Andon Junan Xia*

## Meetings

We will be meeting each week on the following days:

- Tuesday 12-2 (regular meeting)
- Thursday 10-12 (regular meeting)
- Friday 12-2 (overflow meeting)

We have also reserved an overflow slot for weeks when the work is substantial and we need a third meeting. We may also end up staying longer than two hours when necessary. We intend to meet at UG4, Leech or in the foyer of the new science building depending on availability.

## Tools

Unity platform will be used as a game development platform. Photoshop and GIMP will be the main tools for doing art work. We are using Github for version control as well as GitHub wiki for documentation.

- The link for the GitHub repository: [fun-serious-game repository](#)
- And the link for the GitHub wiki link: [fun-serious-game Wiki](#)

Facebook Messenger will be used as a main communication means for confirming team meeting times, while Trello will be used for outlining tasks and keeping track of individual member's progress. Google Drive will be utilised for sharing files such as images as well as Google Doc for collaborative documentation.

## Game Overview

### Storyline

The player is a high-school student who faces various social pressures during their time at high school. The overall goal of the game is to make it through high school while staying motivated amidst all of these pressures.

The game aims to convince high-school students that tough times are only temporary, and that it's important not to give in to outside pressures which might hold back your potential.

The actual gameplay involves staying stealthy and avoiding various pressures such as bullying, drugs, and various other negative influences. The player can make it through high school by getting to the end of each level while being spotted as little as possible.

## Serious game concept

Our game concept is critical thinking. The overall aim of the game is for the user to face questions and challenges they would encounter during their time at high school. These questions are based on themes such as peer pressure, drug abuse, bullying and other pressures that a high-school student may face.

Our game will be a 2D stealth platformer where the user aims to avoid being caught while navigating through level. The game includes a story which will have 3 endings depending on the choices made by the player throughout each level. Since the game follows a story with multiple endings, it was decided that it will be a single-player game.

## Target audience

The game is targeted at high school students who may be suffering from social pressures. We aim to capture a wide audience amongst high-school students by exploring a range of different pressures and offering deep options for character customisation. The game is intended for explorers and achievers. Achievers will enjoy the sense of accomplishment associated with collecting achievements and completing levels. Explorers will appreciate the adventure and stealth aspects of the game.

## Game World

The game world will primarily be set in and around a high-school. Objects, rooms, and buildings will resemble a high-school environment.

“Choice events” are events that present the player to choose an action from a list of options. The options chosen during choice events will determine the ending presented to the player at the end of the game.

The game is heavily based on stealth mechanics. Enemies such as bullies patrol in each level which the player has to dodge. Secret locations will be present in each level which the player may find to restore their motivation.

## Central Character

The central character in the game is a school student who is navigating a world of difficult decisions. Character customisation will allow the player to project themselves into the game character as they face various challenges. The character is also able to jump and run.

## Scoring/lives mechanisms.

The health of the player is represented by a motivation level, which can be damaged by enemies. Once the player has run out of motivation, they will have to restart from the last checkpoint. The player's motivation level will also be used to determine the dialogue options the player can choose from when they encounter a choice event. If the motivation level of the player is too low, the options they can pick from during choice events will be limited to worse options. This will make it harder for them to achieve the “good” ending.

Depending on the player's choices throughout the game will determine final ending of the game. There will be 3 endings for the game: a “good” ending, a “neutral” ending and a “bad” ending. Endings are determined by the player's choices during choice events. Since the options to choose from during these events are determined by the player's motivation level, players are encouraged to play the game whilst losing the least amount of motivation possible. If we find that this alone is inadequate, we may implement scoring based on the motivation with which the player finishes each level.

## Design Features + Advanced Feature

- A player life/health system where lives/health can be lost/gained/maxed out (e.g. 3 lives max) [worth max 5%]
- An achievement system (e.g. rewards unlocked based on player performance.) [worth max 5%]
- Adding sound/music to the game and triggering on appropriate events [worth 5%]
- We are attempting fixed-level design.

## Element of Random Generation & Level Generation Plan

We intend to use fixed level design for the terrain and obstacles in each level. That way we can ensure that the levels get progressively harder. The number of enemies spawned will also be fixed for the same reason. Randomness will be used to determine where the enemies spawn and their movement will also be random. Hidden locations within the game will have random rewards associated with them as well.

Task Allocation	
Tasks	Team Member(s)
Project Plan	Everyone
Design Documentation	
UML diagrams	Shibani, Xavier, CJ
Lo-Fi Prototype	Sindhu, Jacky, Andon
Admin	
Email Correspondence	Victor
Class Presentations Creation	CJ
Setting up Github + Trello	Shibani
Github Wiki	Sindhu
Documentation	Everyone
Game Concept	
Level Creation	Xavier, Jacky
Level Transition Cutscenes	Jacky, Victor
Storyline, Player Choices and Dialogue Planning	Everyone
Dialogue + Player Choices Implementation	Andon, Shibani, Victor
New Game + Character Customisation	CJ, Shibani, Sindhu
Saving, Loading and Checkpoints	Andon, Gillon
Gameplay	
AI Movement + Pathing	Jacky, Shibani, CJ
Stealth Mechanics	Xavier, Gillon
Motivation (Health)	Victor, Xavier
Collision Detection	Jacky
Achievements	Xavier, Shibani
Bonus Abilities as the character progresses	Shibani, Sindhu
Configurable Enemies based on Difficulty	Andon, Gillon
Additional Features	
Main Menu	Jacky, Sindhu
Settings Menu	CJ, Sindhu
Artwork	CJ, Shibani, Sindhu
Soundtrack	Gillon
Play Testing	Andon, Gillon