**Concept Sketch**

In this assignment, you will finalize your plan for your team digital game. You get two attempts at this part of the project, primarily to ensure that you choose an appropriate scope for the final weeks of class.

Identify your mechanics, your core mechanics, and the goal of your game. Identify the number of players. Consider the scope of your project; distill and focus your ideas!

Use Chapter 14 as your guide, especially the design document portion.

**What to Turn In**

A coherent document that describes your vision for your final project. Remember, this is a focused vision, one that you are expected to complete!

As is appropriate to your project, use the design document outline (starting on page 448) and provide details on the following sections. You may add other sections, if they are appropriate to your work and you feel them important (maybe you have a great story you are telling, so you fill out section 7. Story, or maybe you are using new technology and include part of section 10. Technical Spec). You may also find that some of the subsections do not apply to your game; if so, include a header for them and briefly describe why they are not relevant (ex. you are making a Tetris clone (which is not allowed, since it's not original), so you have no characters and, thus, no section 6. Game Characters). Most of your attention should be on the Gameplay portion.

**Concept Sketch**Game Name : Bug Survival  
Game Version: 1  
Developed by: Ming Group

**1. Version design History**

This is the first version of the game.

**2. Vision Statement - Raul**

**3. Audience, Platform, and Marketing - 3.1, 3.2 - Raul**

**5. Gameplay - 5.1, 5.2, 5.3 (you can leave out 5.3.1) - Sudhanshu**

**5.5, 5.6; (I doubt you will have time for multiple modes, as 5.4 describes.) - Stella**

6. Game Characters – Sudhanshu

**7. Story**

7.1 Synopsis

A young scientist is stranded in the middle of a jungle and is attacked by bugs, insects and other animals. He is lost and needs to find a way out of the mysterious jungle before he dies of the bug’s attacks and hunger.

*If your game includes a story, summarize it here. Keep it down to one or two paragraphs.*

7.2 Complete story

Part 1: Maps to Level 1 of the game

A scientist is in a remote jungle in search of a bug that can cure a major disease. He gets deep inside the forest and finally finds the bug he is looking for. He catches the bug but it turns out to be a Queen bug and then a lot of bugs attack him. He is lost inside the jungle and now he needs to find a way out of the mysterious jungle without losing the queen bug he caught. He tries to get away from the bugs and uses an insect spray, stones, branches or sticks - whatever he can find, to try and ward off the bugs. He is out of food and water and needs to find something to eat before he dies of hunger or thirst. He fights hard, eats whatever fruits or vegetables he can find to survive. (Level 1: He needs to survive the attacks from bugs and make sure he doesn’t lose the queen bug. He also needs to find something to eat or drink and find a herb that cures his attacks)

Part 2: Maps to Level 2 of the game

As dusk falls, it becomes very difficult for him to survive as he cannot see the bugs and needs to find shelter to survive the night. He uses his torch to find his way around but unluckily drops it. He is surprised to see that the bugs are attracted by the light and are distracted and it gives him time to run away. Later before nightfall, he luckily finds a cave where he spends his night safely. (Level 2: He needs to find a cave before night falls)

Part 3: Maps to Level 3 of the game

The next morning, he tries to see if his phone or GPS device is working, he finds that the GPS is working. He now has a clue where he is and uses his map to help him figure out a way out. He finds that he needs to go north towards the big rocks where a safe house or ranger house is located from where he can contact authorities to pick him up. He gets out of the cave and is again surrounded by bugs. He keeps on running away and tries to fend them off. Finally he reaches the safe house, closes all the windows and doors and calls the authorities via radio. After sometime he is picked up by the authorities and he survives. He takes the queen bug with him uses its genes to cure the major disease.

*This is your chance to outline the entire story. Do so in a way that mirrors the gameplay. Do not just tell your story, but structure it so that it unfolds as the game progresses.*

7.3 Backstory

A new unknown disease is threatening human existence and there is panic all around the world to find a cure to this disease. A group of scientists find a particular hormone produced by a particular spider like insect might have actually cure the disease. But that species of spiders are pretty difficult to find. But upon more research, they come to know that it is found in a remote jungle. So the scientists, along with some explorers venture out to the jungle to find the insect. They reach the jungle and get divided into groups but soon they are lost and so is the main character.

*Describe any important elements of your story that do not tie directly into the gameplay. Much of this might not actually make it into the game, but it might be good to have it for reference.*

7.4 Narrative devices

The story will be revealed based on Levels of the game as described in section 7.2. Before the start of each level, small animations or text will be shown that describes the mission for the player and the reason to accomplish it. Further, small texts will also be shown in the game when he finishes smaller goals e.g, some message will be shown in the screen when he finds the herb that cures his wound or when he finds water to drink.

*Describe the various ways in which you plan to reveal the story. What are the devices you plan to use to tell the story?*

7.5 Subplots

Part 1, 2 and 3 described in section 7 might relate to the subplots. If not, then subplots might not be relevant to this game or story.

**8. The Game World - Stella**

**9. Media List - Hitesh**

9.1 Interface assets

9.2 Environments

The story of the game is mainly based in the jungle, so models required will be downloaded either from the unity asset store or already available relevant free models from the internet. Models me might need:

* Terrain and terrain texture – terrain modeled inside unity
* Vegetation 3D Models
* River, logs, stones 3D models,
* Cave 3D Model
* Safe house 3D Model

Some simple models will be created inside Unity and Blender

* Level end/start pillars or flags

https://www.assetstore.unity3d.com/en/

http://www.blendswap.com/

9.3 Characters

Main Character: We might not have enough time to design to character ourselves so we will be using already available free models from the internet. We are looking at a “simple lowpoly” character from Blenderswap.com website. The model has walk animation so we aim to create other animations relevant to character’s behaviors (such as run, spray, throw stones, throw torch) ourselves. We might change the character if we don’t get enough time to animate characters ourselves. But we will use free models either from blenderswap.org or unity asset stores or any other free models sharing websites.

<http://www.blendswap.com/blends/view/66412>

https://www.assetstore.unity3d.com/en/

Enemies: For enemies, we are also looking at blenderswap.org or unity asset stores. The enemies will be more like spiders and some bugs. We find these models particularly interesting as they also have animations for run, walk, attack inside them.  
<https://www.assetstore.unity3d.com/en/#!/content/11869>

<https://www.assetstore.unity3d.com/en/#!/content/7290>

https://www.assetstore.unity3d.com/en/

Naming convention:

* Character related model: model\_character\_tag.extension  
  e.g, for main character: model\_player\_main.blend  
  e.g, for enemy level 1: model\_enemy\_level1.fbx

9.4 Animation

Most of the animations that we need for this game are more related to the behaviors of the characters which are explained in section 9.3. If we need more animations for conveying the story or videos for trailers or animations, those will be made by using softwares like Blender, Adobe Flash, Adobe Photoshop, Adobe Premiere.

Naming convention:

* Animation\_purpose.extension.   
  E.g, For trailer of the game: animation\_trailer.mp3  
  E.g, For animation that shows story of level 2 of the game: animation\_level2.mp3

9.5 Music and sound effects  
Music and sound effects for the game will be obtained from free sound and music sharing sites like freesound.org.   
Naming convention:

* Background music or story related music: music\_music\_name.extension.   
  E.g, for the first background music that plays at the beginning of the game, music\_game\_start.mp3
* Character related sound: sound\_character\_behaviour\_name.extension  
  e.g, for spraying behavior of the character: sound\_player\_spray.mp3  
  e.g, for dying behavior of the enemy: sound\_enemy\_die.mp3