Core Project Document

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Group 4: Pico Bello B.V.

12-11-2014

1 Summary

The game is based around a single story of a murder case. The story is told through different perpectives, each with their own destinctive gameplay and design. The story is told three times in total, each time giving more information about the murder. There are three roles: Detective, Journalist, and a family member. The game concludes in a finale, where, depending on the choices of the player, the killer is apprehended.

2 Theme

You only get one story.
There is only one story, but you get to see it on different levels and depending on your play style you get to see different things.

3 Target Audience

Our Target Audience is casual to midrange gamer, who is interested in an story based interactive experience. The age group is Teen to Adult. The target platform is PC, but we want to explore the possibility of expanding to mobile platforms as well, such as iOS and Android.

4 The Team

Group 4: Pico Bello B.V. consists of five team members.

Thomas de Boer, Game Designer. 4172760 - t.w.j.deboer@student.tudelft.nl
Luuk de Niet, Lead Artist. 4139658 - l.f.deniet93@gmail.com
Boyd Verdoorn, Lead Programmer. 4209346 - b.c.verdoorn@student.tudelft.nl
Rense Wisse, World Builder. 4230027 - r.r.wisse@student.tudelft.nl
Jesper Spillenaar Bilgen, Producer. 4147405 - jesper_sb_91@hotmail.com

5 Schedule

We will adhere to the Schedule as given in the assignment.

6 GitHub

We use GitHub for our assets. The account EWI3620TU has been added to our repository. The Repo is private an can only be accessed by collaborators. If there are any problems, please contact Thomas de Boer.

URL: https://github.com/twjdeboer/4-AwesomeSpel

7 Components

7.1 Computer Graphics - Luuk and Thomas 16⋆

- **3D Models**
  3D Models ⋆ We will use 3D models for interactive objects and clutter.
  3D Animated Models ⋆⋆ We will use 3D animated models for the player and NPCs.
  Procedural Meshes ⋆⋆⋆ Buildings and City environment will be pregenerated using Procedural Meshes.

- **Textures**
  Pregenerated Textures ⋆ We will use pregenerated textures for game objects.
  Bump mapping/grime ⋆⋆ We will use texture overlays to make objects dirty and unique.

- **Special FX & Juiciness**
  Sound Effects ⋆ Sound effects will be used to immerge the gamer more in the action.
  Camera Shakes ⋆ Camera shakes will emphasize loud noise or vibrations.
  Particle System ⋆ We will use Particles to simulate different environmental factors, such as rain or smoke.

- **Rendering**
  Light and Shadows ⋆ We will use shadows as a way to hide from onlookers.

- **User Interface**
  Start/Pauze/Quit ⋆ These screens will start, pauze or quit the game.
  Option ⋆ Music volume and control mapping
  Credits ⋆ Show how awesome we are and give credit where due.

7.2 Artificial Intelligence - Jesper 9⋆

Some Consciousness in enemies ⋆⋆⋆ Enemies will be less likely to detect you in shadows. They will pursue you.
Use a NavMesh, Pathfinding ⋆⋆ Enemy Pathfinding.
Implement a Neural Network ⋆⋆⋆⋆ Decision making for alternate endings

7.3 Web & Database - Rense 8⋆

Collect playthrough data ⋆⋆ We will save data for the game.
Store data on web server ⋆⋆ Store data.
Visualize data on web server ⋆⋆ Show statistics.
Collect and show highscores ⋆⋆ Highscores are available from a web page.
Optional: Save and share game states ⋆⋆⋆ on social networking sites.

7.4 Programming - Boyd 10⋆

- **Game Mechanics**
  Procedurally Generated Evidence ⋆⋆⋆ The evidence will be chosen and distributed Procedurally.
  Race against the Clock ⋆ Some evidence will fade with time. Hurry up and go get it, you lazy bum.

- **Game Loop**
  Fps independent ⋆⋆ The game will run the same speed, independent of frame rate. Fast Forward ⋆⋆ Skip conversations you already know.

- **Physics**
  Collision Checking ⋆ Check if there's a wall in the way.
  Movement ⋆ Make sure the player moves.

Total: 43⋆