Client Report

# Requirements/Expectations

We must meet the expectations of

# Goals

The goals of the project at hand are to create a small-scale, cohesive prototype of an indie game that can be played from start to finish. The game needs to have a strong focus on themes and messages being clearly conveyed throughout, giving something for the player to have to think about through their time with it.

# Limiting Factors

* The limited time frame is by far the biggest limitation to work with and will require a comprehensive plan and effort from all members of the development team to be able to create a satisfactory result.
* Nobody in the team is particularly proficient at art, so a lot of asset flipping will be required to make the game look presentable.
* While there are many benefits to having a 4-person team of designers, the potential limitation of conflicting ideas and approaches needs to be kept in mind, with very close coordination and approaches in accordance with the assigned Persona being vital every step of the way.

# Required Elements

Due to this game being catered towards the brief of Artsy Andy, the narrative elements of the game need to be prominent and convey a story with some degree of depth and meaning. Furthermore, Andy’s interest in art means that there should be an attempt to create a unique art style to pique his interest, rather than settling solely on using some basic 3d model asset packs without adding a sense of flair to anything.

# Target Audience

Due to the more serious themes of the game combined with the violent nature of the story the game is based on, the target audience will be for more mature audiences that are more prepared to deal with the more disturbing subject matter at hand. Furthermore, the game will specifically target people who are interested in narrative-heavy games. With these traits of our target audience in mind, the game should be designed to feel more intense in its portrayal of certain aspects, in order to not feel sugar coated. Furthermore, the more complex aspects of gameplay should be lower in priority compared to creating a cohesive narrative experience.

# Platform

The target platform is PC, as point and click games are best suited to the keyboard and mouse control scheme that the platform offers.

# Play Style

The game is a point and clicker, the player has the option to click on various items/objects to learn and find out if they are important to the progression of the story, it is a narrative experience, and the player needs to keep track and understand the story.

Aesthetics

Due to the conflicting tone of the source material “primal fury”, with its brutality being contrasted with the sense of absurdity brought to the table from its premise, Primitive Resentment subsequently results in a game with its focus being around the concept of juxtaposition. This permeates every aspect of the game to provide a unique narrative experience that serves to be both comedic and serious. This includes balancing dialogue jokes with darker material, ensuring that the comedy doesn’t become too overbearing, nor does the brutality feel as uncomfortable as it might have otherwise been. To further solidify this theme, the sound effects also find themselves to be a mix of more cartoonish ones and gruesome elements to give further weight to both styles of writing, and the artstyle combines 2D png images with largely 3D environments. Along with thematically fitting with the game, this has the functional effect of making it easy to tell what can be interacted with, reducing the possibility of “pixel hunting” from occurring, and being conducive to the dynamic of exploration and discovery that forms the core of the game.

Dynamics

The way the narrative experience is conveyed throughout the game, where contextual detail and the story is slowly presented to the player as the game goes on, makes the dynamic of exploration emerge throughout. The mystery nature of the story lends itself to this dynamic, with the inventory interaction further contributing to this by providing additional information, the setting becomes far more interesting and provides additional insight into its events. Because of this, the core dynamic of the game revolves around slowly taking in the world and examining everything, which is further reinforced by the visuals making it easy to understand what can be clicked and examined.

# Mechanics

Point and click to interact with environment and switch areas.

Inventory system

Point and click movement mechanics will be the most prominent element utilised in the game, allowing players to click on doors to transition from one part of the scene to the next.

A robust dialogue system will need to be created to function both with environment interaction, character conversations and a way of having these conversations trigger other systems.

A form of inventory system that stores what items the player has picked up.

A system that recognises what items are contained in the inventory and changes objects accordingly.

# Controls

The left mouse button will be used for the vast majority of functionality in the game, such as talking with characters, interacting with the environment, and moving to various locations.

I key – Open the inventory.

# Visuals

The background elements of the scenes will be 3D models with an aesthetic that is a midway point between futuristic sci-fi and a more run-down, industrial setting.

Important/interactable objects will be 2D images with an outline around them, making them stand out amongst the scenery and attempt to provide a sense of a unique art-style.

# UI

The UI of the game will be largely minimalistic, with the dialogue boxes and inventory screens being the only aspects that will be diegetic UI. The dialogue box will appear when a conversation is triggered and disappear once it ends and will be comprised of multiple boxes with flat colours to give a simplistic, yet effective look. The inventory system will be a box that appears on the top of the screen with a number of smaller boxes representing the items the player has picked up.