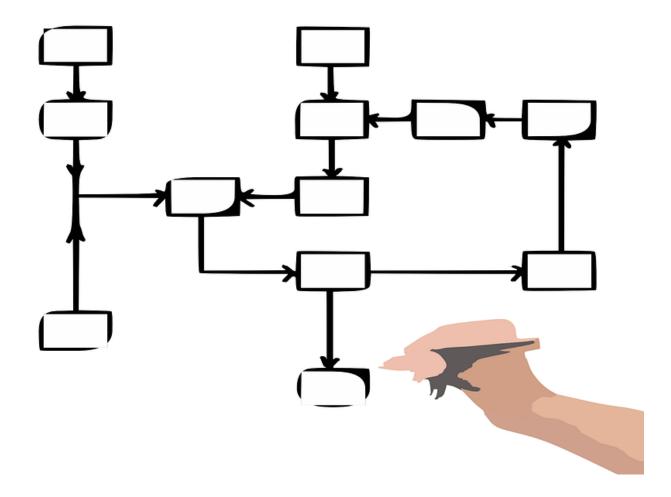# Waverly Adventure Game Proposal

Prepared for: The Chinese Culture Centre of San Francisco

Prepared by: Bo Fone & Jun Chang Yeo

August 1, 2017

Proposal number: 1

EXECUTIVE SUMMARY

Objective

Waverly Adventure is a text-based website game in which player will act as the character from the game and interact with local merchants and other activities on the music festival to unravel their short trip in Chinatown.

Goals

- Entertain visitors at the festival
- Promote local merchants
- Promote other interactive activities at the festival
- Enjoy scavenging and exploring.

Solution

Waverly Adventure's main purpose is to entertain visitors who may gather around the music festival. The music festival will last only four hours. In order to prepare an activity that is short and fun. The stories around the three characters will be simple and heartwarming. The area of operation will be limited to one block around Waverly Street, San Francisco with exception to visit The Chinese Culture Centre's galleries. In the end, player will be rewarded for their participation.

Project Outline

Presentation Date: **Saturday, August 12, 2017**

Due Date: **Thursday, August 10, 2017**

The game production will use Trello as pipeline management tool, textographo as scripting tool, and HTML5 interactive website as interface. You will receive links to enter Trello Project Page.

References

Waverly Street View : Between Sacramento Street and Washington Street (Two Blocks).

Sample Text-based Game

Portals to **Stephanie's Story**, **Navin's Story**, and **Elizabeth's Story**.

Game Visuals & Sound Requirements:
- Background Music & Sound Effects
- Dedicated Fonts and Complimentary Visuals for Each Story.

Game Engineering Requirements:
- Database Logging
- Lock-out Before Ending (Player will be locked out temporarily at the second last stage. They will be approved to see the ending only if they complete the real-life mission)

Game Database Requirements:
- Player Name (Not Character Name. Player will be randomly assign one of the three characters)
- Player Steps (The stage and step the player is at. In case the player needs to go for a real-life mission then comeback to continue the story)
- Player Outcome (The specific ending of their round)
- Player Interaction Result (If they successfully complete their real-world mission at the end)
- Player Reward (The amount and type of reward they get)
- Total Interaction Results (The amount of hits at each of the endings at the close of the festival)
- Total Reward Count (The amount of reward of each type we give out at the close of the festival)

Potential Merchants to Interact

Culture

- Piano Violin Harmonica Voice Art Theater   A,T
- Asia Culture & Sports 亚洲文体.   A, T
- Fada Tour 发达旅行社 A, E
- 知音妙韵 A, T
- Yau Kung Moon Kung Fu Sport Association 柔功门 ALL
- Tin Hou Temple 天后古庙 A, E
- 侨志体乐社 A, T

Beauty. T, E

- Deanna Hair Design 新时代 美容美发中心
- Ming Beauty Salon 名发廊
- Bobo Lili
- Li Ly's Hair Salon 莉莉发廊

Food A,E except marked

- Chef Hung's Restaurant 与鸿餐馆
- Spicy King 麻辣诱惑
- Capital Restaurant 京都餐馆
- Cool Tea Bar T
- Katsu House T
- iCafe Bakery 幸福饼家 T,A
- Utopia Cafe 参满意粥
- The Boiling Shrimp 诰味茶餐厅

Florist E

- Regent Florist & Aquarium 丽晶 水族馆 鲜花店
- Canton Flower Shop 广东花铺
- Jun Jun Florist 真真花店

Meds A

- Ning he Health Center 宁和堂 中医治疗中心
- 吴文虎 跌打医馆
- 东方药行
- 何应衡跌打馆
- The Zhao Acupuncture Clinic 赵广伟诊所 A

Jewelry & Handicrafts E,A

- C.K. Color Stone and Beads 大程珠宝
- Natural Jade Stone Gift Items 宝玉轩
- Loretta's Jewelry Co. 富丽华珠宝金行
- Lucky Dragon Gift Shop 恒龙工艺礼品公司
- Ying Shun Arts & Handicrafts 盈顺手工艺品店

Insurance & Law A

- 黄永棠保险公司
- 东方事务所

Printing Store A,T

- Culture-lite Printing 文光印务公司
- Tin Shing Printing 天成印刷公司

Other Shops

- Wong's TV-RADIO 宝光唱带汇总 电器 A
- B&C Laundromat 日新洗衣店 A,T
- Chinese Center Employment Agency 中央接工所 A,
- Golden Hill Monument 金山华人石碑公司 A
- Double Dragon Massage 双龙 A
- Chen Tseng Trading 诚真贸易公司 A

BUDGET

Team Member Duties

Bo Fone:
- Project Management
- Game Visuals & Sound
- Presentation

Jun Chang Yeo:
- Stories
- Scripts
- Character Design

Yunfei Yang:
- Game Engineering
- Database
- Game Visuals & Sound

Description	Quantity	Unit Price	Cost
Textografo One Month Subscription	1	$ 19	$ 19
Presentation Cost	1	$ 50	$ 50
Game Assets	1	$ 31	$ 31
Bo Fone's Labour	1	$ 50	$ 50
Jun Chang Yeo's Labour	1	$ 300	$ 300
Yunfei Yang's Labour	1	$ 200	$ 200
Total			**$ 650**