Picasso: After the Cubist Era by Kenneth Chung

Overview

1. Appearance:

A 3D game featuring a box. It will be 3D. It will not look realistic.

1. Story Abstract:

After the cubist movement died away, the dejected Picasso was left with only one option: to destroy humanity. Utilizing the power of hideous art, Picasso’s mastery of cubism allowed him to impregnate himself and he spawned a cube-shaped man-eating masterpiece. It was an unnamed piece as the act of bearing children killed Picasso because he is male.

1. Gameplay:

The player is a cube who must sneak behind people (or something) and consume them unnoticed. If a person (or something) sees the cube moving, the person will attack the cube. The cube may gain some attribute as he consumes a number of certain people.

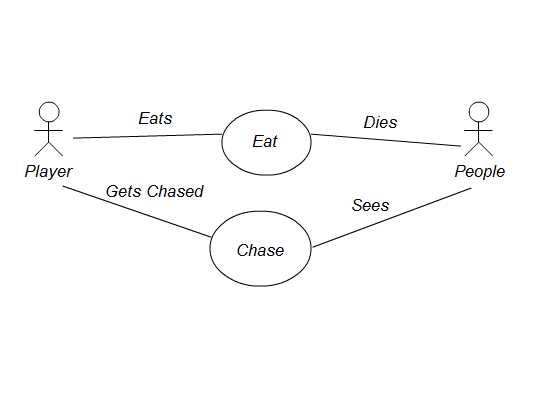
1. Development Platform:

Visual Studio IDE, some kind of Torque base, and 3DMaxStudio for the graphics.

Game Mechanics

1. User Interface Description:

Numerical health, people consumed, maybe some kind of radar.

Use Cases:

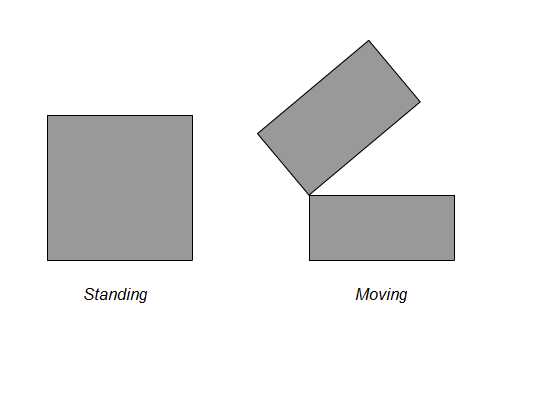
1. Story Telling:

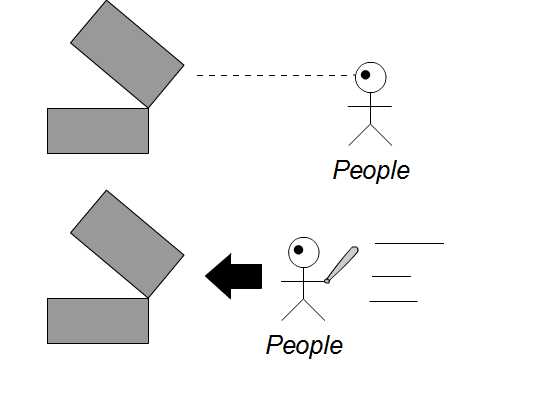
Cube will eat through increasingly difficult stages until the world ends.

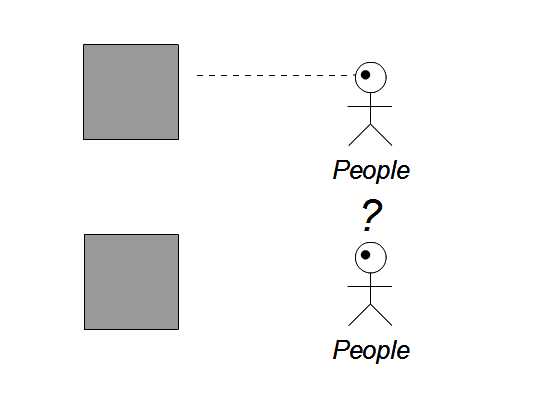
1. Level Summary:

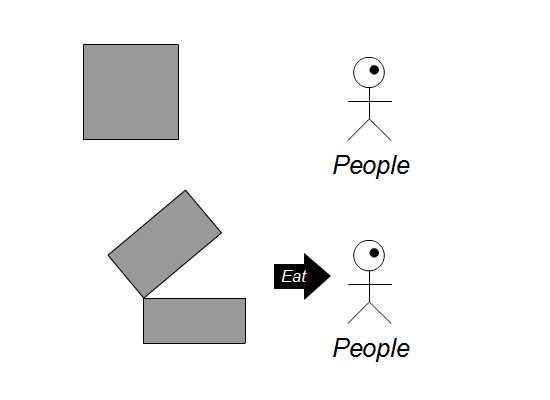
Cube initiates at some part of the level. Depending on the stage, architecture, objective, number and type of enemies will differ.

User Interface Design:

1. Key Screen Images: 





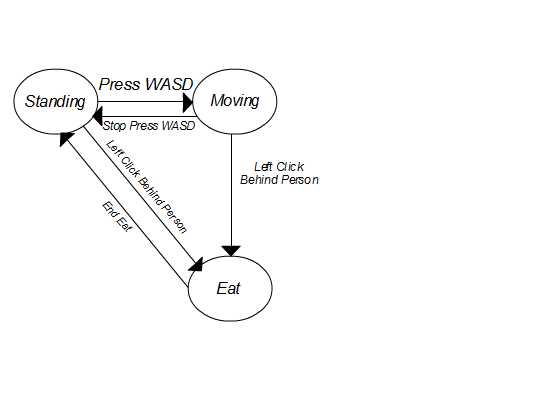


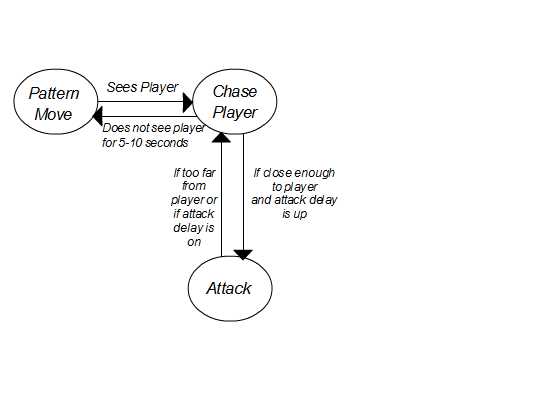
1. Control Summary:

WASD for movement. Mouse for aiming. Left click for eating.

1. State Transition Diagram:

Player State Diagram:



Opponent State Diagram: 

1. Design Rules:

Both player and opponents cannot pass through walls. Player must be behind opponents to eat them. Player must complete level objectives to pass to next level.

Artificial Intelligence:

1. Opponent AI:

Wander around in fixed patterns. Upon discovery of the player, the AI begins chasing. If player is out of vision for a certain amount of time, AI will return back to patterned positions.

1. Non-Player Characters:

None.

1. Reactive Items:

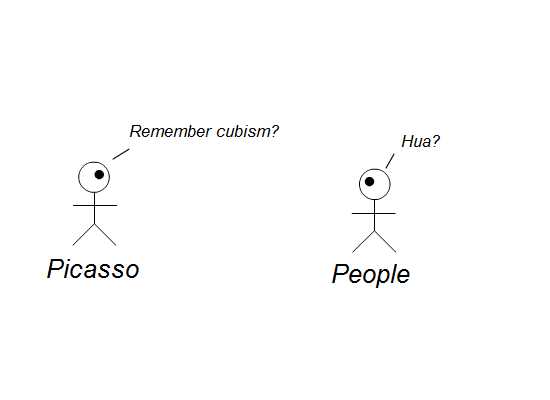
None.

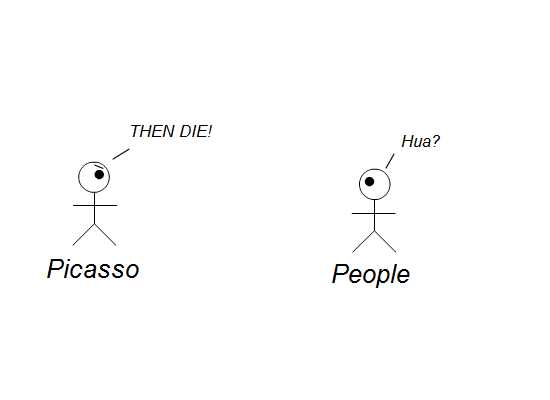
Story Overview:

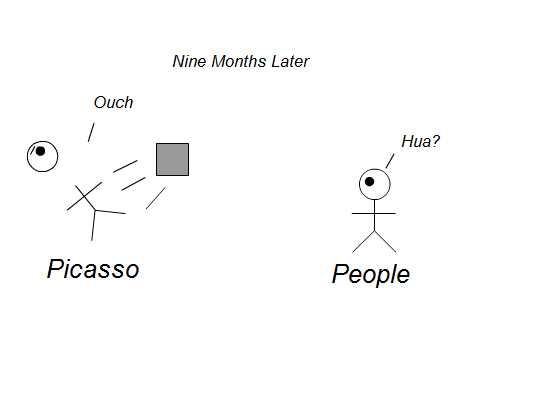
1. Plot Summary:

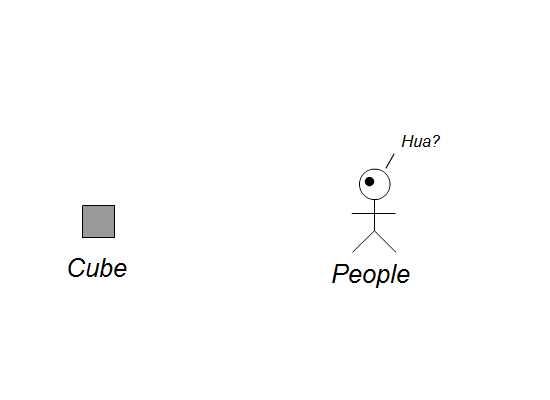
Cube is born. Cube eats people. Cube wins. If Cube dies, humanity wins unless the Cube decides to try the level again.

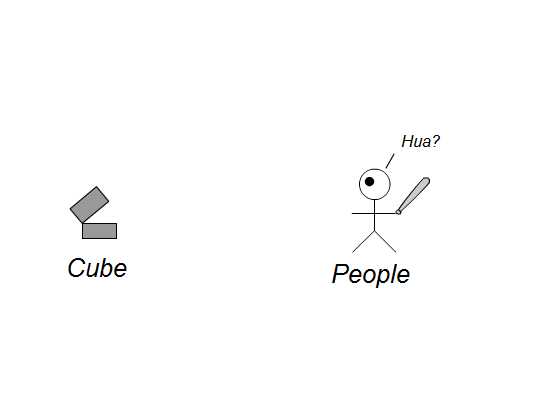
1. Story Board:

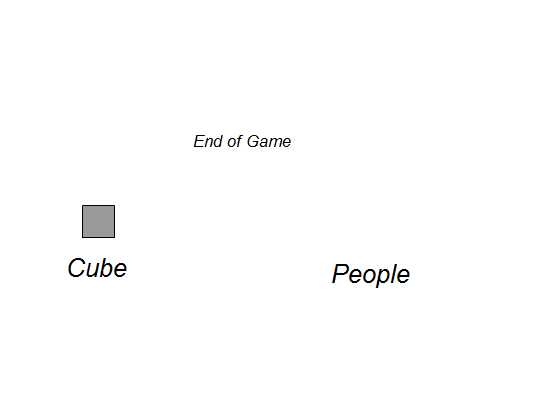












1. Character Bible:

Picasso:

Wikipedia says:

“Pablo Diego José Francisco de Paula Juan Nepomuceno María de los Remedios Cipriano de la Santísima Trinidad Ruiz y Picasso known as Pablo Ruiz Picasso was a Spanish expatriate painter, sculptor, printmaker, ceramicist, and stage designer, one of the greatest and most influential artists of the 20th century. He is widely known for co-founding the Cubist movement and for the wide variety of styles that he helped develop and explore.”

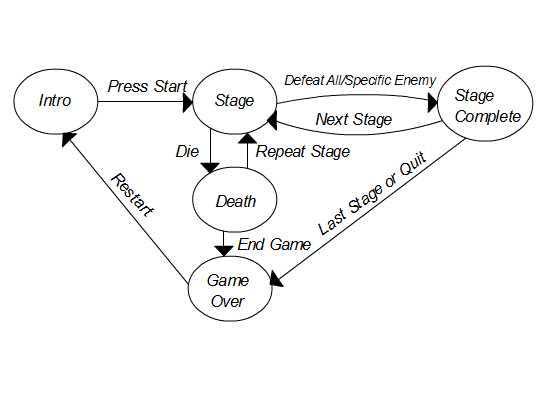
He also bears cube children to destroy humanity.

Cube: A slit opens half way through the center of the cube which is used to consume people. When stationary, the cube looks like a box. His motivation is hunger. Only knows Picasso from his Wikipedia page.

Everyone Else: They are food.

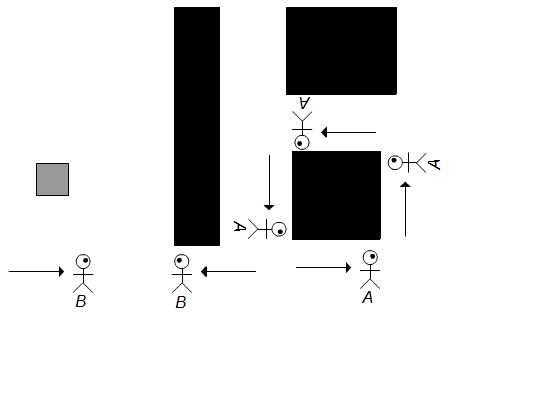
Game Progression:

1. Flowchart:



1. Level and Scene Details:

In a normal outdoor setting or in a housing structure. Enemies will be placed according to their patterns of movement.



Bibliography:

Picasso Wikipedia page, Kenneth Chung

Lessons Learned:

Love conquers all.