--Title/Cover Page -

**Chroma**

1.2. Copyright Information

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2. Table of Contents

|  |  |
| --- | --- |
| 1. Title Page………………………………..01 2. Table Of Contents…………………..…...02 3. Design History…………………………..03 4. Section I - Game ………..…....04    1. Game Concept………………....04    2. Feature Set……………………..04    3. Genre…………………………...04    4. Target Audience………………..04    5. Game Flow Summary………....04    6. Look And Feel………………….04    7. Project Scope…………………..05       1. Number Of Locations....05       2. Number Of Levels……..05       3. Number Of NPC’s……..05       4. Number Of Weapons….05 5. Section II - Gameplay and Mechanics.06    1. Gameplay……………………….07       1. Game Progression…………….07       2. Mission/Challenge Structure………………..07       3. Puzzle Structure……….07       4. Objectives……………...07       5. Play Flow……………….07    2. Mechanics……………………....07       1. Physics………………….07       2. Movement……………...07          1. General Movement……...07          2. Other Movement……...07       3. Objects………………….07          1. Picking Up Objects………....07          2. Moving Objects..07       4. Actions………………….07          1. Switches and Buttons………...07          2. Picking Up, Carrying, Dropping……….07          3. Talking………….07          4. Reading………..07 | * + 1. Combat………...07     2. Economy……….07   1. Screenflow…………....07      1. Screenflow Chart…………...07      2. Screen Descriptions…...07         1. Main Menu…..07         2. Options..07   5.4. Game Options………..07  5.5. Replaying and Saving.07   1. Section III - Story, Setting and Character………………………..08    1. Story and Narrative…....08       1. Backstory……...08       2. Plot Elements…..08       3. Game Progression……08       4. License Considerations...08       5. Cutscenes…….08    2. Game World…………….08       1. Area 1. Morning..08       2. Area 2. Dusk…...08       3. Area 3. Night…...08    3. Characters……………….09 2. Section IV - Levels……………....10 3. Section V - Interface…………….11 4. Section VI - Artificial Intelligence.12 5. Section VII - Technical Bible……13 6. Section VIII - Game Art………….14 7. Section IX - Secondary Software.15 8. Section X - Management………..16 9. Appendices……………………….17 |
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3. Design History

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| Edition | Author | Description | Date |
| 0.1 | Nicole Ebiware  James Polisuk  Lindsay Insco  Fadi Alnabolsi  Kazi Ahmed | First Group Discussion of Game | 11/22/14 |
| 0.2 | Lindsay Insco | Updating document | 11/23/14 |
| 0.3 | Nicole Ebiware | Additional Screenshots | 11/23/14 |
| 0.4 | James Polisuk | Edits and corrections | 11/26/2014 |
| 0.5 | James Polisuk  Fadi Alnadolsi | Final Revision | 12/16/2014 |

4. Section I - Game Overview

4.1. Game Concept

The concept of our game is an exploration game with three progressive is. The game will be 3D, and a plat former with a first person point of view.

4.2. Feature Set

The game will be immersive and will take advantage of both the keyboard and mouse to navigate the game, while a soundtrack runs in the background and sound effects to draw the player in.

4.3. Genre

The game will be a plat former game based on the idea of exploration.

4.4. Target Audience

We are targeting the casual gamer with a simple, yet challenging game that is quick to learn.

4.5. Game Flow Summary

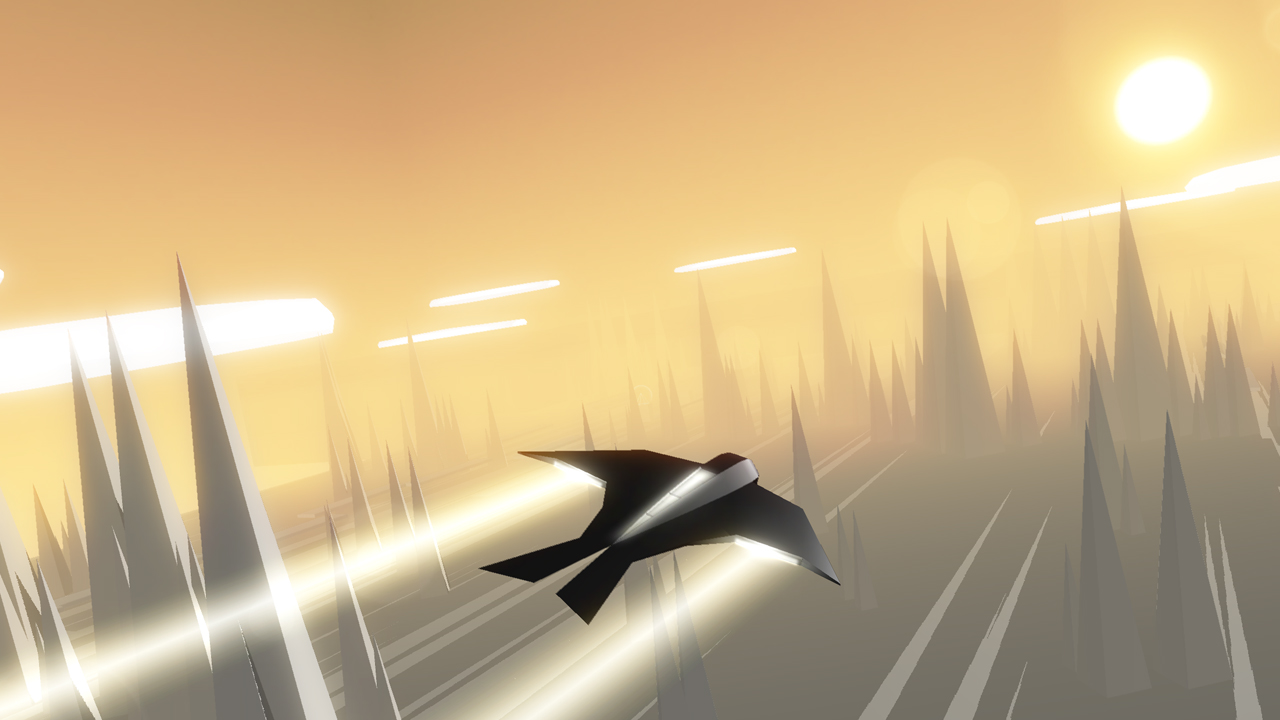
The game will start in the early portion of the day, and progress to dusk, and then night. Navigation will come from the keyboard and mouse, and the ability to enter and exit buildings is also a possibility in hopes of finding the items

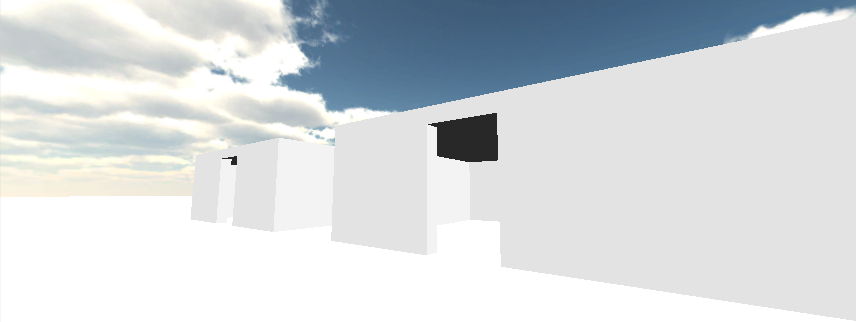
necessary to complete the level.

4.6. Look and Feel

As seen below, we are going for a simplistic 3D world.

This is not from our game, just a picture with a nice layout of our goal.





4.7. Project Scope – A summary of the scope of the game.

4.7.1. Number of locations

1

4.7.2. Number of levels

3

4.7.3. Number of NPC’s

1

4.7.4. Number of weapons

0

5. Section II - Gameplay and Mechanics

5.1. Gameplay

5.1.1. Game Progression

There will be three levels as the day progresses in the game. The game will start during the afternoon, then progress to a scene in which dusk comes about, and finally the sun will set in the final level as you play into the night.

5.1.2. Mission/challenge Structure

The challenge is to explore the environment and find 2 items. The idea is that once the first item is found, you have a set time to get the second item or you lose.

5.1.3. Puzzle Structure

Items are randomly generated on the map for the player to find. Collecting two of these items will allow the character to advance to the next level.

5.1.4. Objectives

The player must find 2 specific items required in each level to advance to the next stage. After the first item is discovered though, the player has a limited amount of time to find the next item, or you lose the game.

5.1.5. Play Flow – How does the game flow for the game player

The gamer will be actively scavenging through the level in search of specific items that’ll allow him/her to get to the next level.

5.2. Mechanics

5.2.1. Physics – How does the physical universe work?

We are going for simple physics, similar to real life.

5.2.2. Movement

5.2.2.1. General Movement

* 1st Person
* AWSD -> Directional
* Space - Jump
* Mouse - Camera Movement

5.2.2.2. Other Movement

5.2.3. Objects

5.2.3.1. Picking Up Objects

In order for the player to pick up objects, the player must run over the object.

5.2.3.2. Moving Objects

* N/A

5.2.4. Actions

5.2.4.1. Switches and Buttons

Similar to picking up objects, switches, buttons, and doors will be activated by simply running into / over the object in question.

5.2.4.2. Picking Up, Carrying and Dropping

Certain items must be gathered to progress in the game, and after the first item is picked up, the second item necessary must be picked up in a limited amount of time.

5.2.4.3. Talking

At this moment, there will be no talking or character interaction in the game.

5.2.4.4. Reading

At this moment, there will be no reading necessary beyond the introduction screen, timer, and simple instructions.

5.2.5. Combat

There is no combat in this game.

5.2.6. Economy

There is no economy in this game.

5.3. Screenflow

5.3.1. Screen Flow Chart – A graphical description of how each screen is related to every other

5.3.2. Screen Descriptions – What is the purpose of each screen?

5.3.2.1. Main Menu Screen

5.3.2.2. Options Screen

5.3.2.3. Etc.

5.4. Game Options – What are the options and how do they affect game play and mechanics?

5.5. Replaying and Saving

* No save system
* Unlimited lives

6. Section III – Story, Setting and Character Bible

6.1. Story and Narrative - Specific details like scripts and cut scenes may not be in this document but be in the Story Bible.

6.1.1. Backstory

6.1.2. Plot Elements

6.1.3. Game Progression

The player must collect medallions in order to open the door that leads to the next area. After the player completes 3 levels in one area, they must reach the exit that leads to the next area.

6.1.4. License Considerations

6.1.5. Cutscenes

6.1.5.1. Cut scene #1

6.1.5.1.1. Actors

6.1.5.1.2. Description

6.1.5.1.3. Storyboard

6.1.5.1.4. Script

6.1.5.2. Cut scene #2

6.1.5.3. etc.

6.2. Game World

6.2.1. Area #1 ***Morning***

6.2.2.1. General Description

This is the first world of the game. It is very pure and bright.

6.2.2.2. Physical Characteristics

All elements of this level are white and the skybox is a partly cloudy blue sky. Buildings are open and the interiors are accessible by the player, but they cannot interact with anything.

6.2.2.3. Levels that use area

Level 1

6.2.2.4. Connections to other areas

There is a door that leads to level 1-2

6.2.3. Area #2 ***Dusk***

6.2.3.1. General Description

In this level of the game, the sun is setting

6.2.3.2. Physical Characteristics

All elements of this level are white, but the sun is setting so it casts an orange glow onto the land.

6.2.3.3. Levels that use area

Level 2

6.2.3.4. Connections to other areas

There is a door that leads to level 2-2

6.2.4. Area #3 ***Night***

6.2.4.1. General Description

This is the first world of the game. It is very pure and bright.

6.2.4.2. Physical Characteristics

All elements of this level are white and the skybox is a partly cloudy blue sky. Buildings are open and the interiors are accessible by the player, but they cannot interact with anything.

6.2.4.3. Levels that use area

Level 1

6.2.4.4. Connections to other areas

There is a door that leads to level

1-2

6.3. Characters

6.3.1. Character #1

6.3.1.1. Backstory

6.3.1.2. Personality

6.3.1.3. Look

6.3.1.3.1. Physical characteristics

6.3.1.3.2. Animations

6.3.1.4. Special Abilities

6.3.1.5. Relevance to game story

6.3.1.6. Relationship to other characters

6.3.1.7. Statistics

6.3.2. Character #2

6.3.3. etc.

7. Section IV – Levels

7.1. Level #1

7.1.1. Synopsis

7.1.2. Introductory Material (Cut scene? Mission briefing?)

7.1.3. Objectives

7.1.4. Physical Description

7.1.5. Map

7.1.6. Critical Path

7.1.7. Encounters

7.1.8. Level Walkthrough

7.1.9. Closing Material

7.2. Level #2

7.3. etc.

7.4. Training Level

8. Section V - Interface

8.1. Visual System

8.1.1. HUD - What controls

8.1.2. Menus

8.1.3. Rendering System

8.1.4. Camera

8.1.5. Lighting Models

8.2. Control System – How does the game player control the game? What are the specific commands?

8.3. Audio

8.4. Music

8.5. Sound Effects

8.6. Help System

9. Section VI - Artificial Intelligence

9.1. Opponent AI – The active opponent that plays against the game player and therefore requires strategic decision making (example, Civilization or Chess, how is it to be designed?

9.2. Enemy AI – Villains and Monsters

9.3. Non-combat Characters

9.4. Friendly Characters

9.5. Support AI

9.5.1. Player and Collision Detection

9.5.2. Pathfinding

10. Section VII – Technical – This may be abbreviated with most in the Technical Bible.

10.1. Target Hardware

* PC - Potentially HTML5 implementation?

10.2. Development hardware and software

* Hardware : PC/Mac
* Software : Unity

10.3. Development procedures and standards

10.4. Game Engine

* Unity Engine

10.5. Network

* N/A

10.6. Scripting Language

* C# / Javascript

11. Section VIII – Game Art - This may be abbreviated with most of the content in an Art Bible.

11.1. Concept Art

11.2. Style Guides

11.3. Characters

11.4. Environments

11.5. Equipment

11.6. Cutscenes

11.7. Miscellaneous

12. Section IX - Secondary Software

12.1. Editor

12.2. Installer

12.3. Update software

13. Section X - Management

13.1. Detailed Schedule

* We have 3 weeks to put this together, from design to develop to publish, so it’s frequent team meetings

13.2. Budget

* $0

13.3. Risk Analysis

13.4. Localization Plan

13.5. Test Plan

14. Appendices

14.1. Asset List

14.1.1. Art

14.1.1.1. Model and Texture List

14.1.1.2. Animation List

14.1.1.3. Effects List

14.1.1.4. Interface Art List

14.1.1.5. Cut scene List

14.1.2. Sound

14.1.2.1. Environmental Sounds

14.1.2.2. Weapon Sounds

14.1.2.3. Interface Sounds

14.1.3. Music

14.1.3.1. Ambient

14.1.3.2. “Action”

14.1.3.3. Victory

14.1.3.4. Defeat

14.1.4. Voice

14.1.4.1. Actor #1 lines

14.1.4.2. Actor #2 lines

14.1.4.3. Etc.

Bibliography

Kazi Ahmed – Better team coordination

Fadi Alnabolsi – Know team members weaknesses and strengths and plan early

Nicole Ebiware - Don’t wait last minute

Lindsay Inco – Have contingency plans

James Polisuk – Don’t have too many cooks in the kitchen. Plan accordingly, read assignment requirements beforehand.