

CS426 Game project proposal

Team name: the Blind Cartographers

Team members: Jesse Bollinger, Francis Marois

Game name: Voltage

Proposed work: ???

1. Provide an overview of your game (give a short description about the game, i.e., game plot, objective, etc.):

Timeframe: At the end of the universe, all suns extinguished, little energy left, and the surviving sentient machines struggle for survival and energy.

Backstory: The main character (player) is the last remaining sentient machine who has a human soul, and all other machines are mindless drones. The player's system is damaged causing him to constantly lose energy and memory and he must survive long enough to repair himself. His memory has been heavily fragmented due to being offline for such a long period of time.

The player's primary objective will be to advance through the levels while gaining as much memory as possible. The player "wins" the game when enough memory fragments have been collected.

2. What are the characters and their resources (e.g., health points, number of characters, weapons, etc.) in the game? What are the behaviors of the characters and how do they interact with each other and their resources?

The main character will be completely alone in terms of allies.

The player has two resources, voltage and memory. Voltage acts similar to health, and will be drained by enemy units but also by the player's Memory, and can be refreshed by (something). Memory is collected by (something), and is used to defend the player but at the same time the player's goal is to finish each level with as much memory as possible. The player's voltage will be slowly drained at a rate proportional to his current memory.

His primary weapon might be a (laser?) that will temporarily disable enemy units. This weapon will consume memory gathered, and if insufficient memory is available it might consume the player's voltage.

3. What types of conflicts do you have in the game?

The main conflict in the game will be against a number of enemies attempting to hunt him down, but the player will also have to pay extremely close attention to their resources, or they will be left defenseless.

4. Provide sketches/drawings to show how your game will be played. (Attach to this page)

... (We have some preliminary images that establish the general aesthetic. The images are included elsewhere.)

5. What is the main language you will use to implement the game?

C# and/or UnityScript (similar to JavaScript)

6. What tools/libraries you will use?

Unity (3D engine package)
3D Coat (digital sculpting)
various sound/music software

7. What types of user interface will you provide/use?

The UI will most likely be a fairly simple HUD, just for displaying character information. Ability selection/use UI will be minimal or hotkey only to reduce development overhead.

Not yet fully determined... requires more knowledge of gameplay details.

8. What are the milestones you plan to have? Please give a short description and an expected finish time each for milestone.

-Basic Game Design and Plans	by: (first priority, as early as possible)
-Random Map Generation	by: (early in development, important)
-Character Modeling/Art	by: (roughly in middle of development)
-Environment Modeling/Art	by: (roughly in middle of development)
-Art/Sound Integration	by: (middle or later in project perhaps)
-UI Creation	by: (early to support testing, but polished late)
-Combat Testing	by: (mostly after environment etc is set up)
-Level Completion and Feedback	by: (throughout project, and polishing at end)
-Final Polish and Balance	by: (end of project, as time permits)

We plan to have the entirety of the project completed 3 weeks before the final due date.

9. What are the difficulties/challenges do you foresee? How do you plan to address them?

Francis: My biggest concern is that I've never used Unity before, but I don't think that it will be a big problem.

Jesse: Although I've looked into and researched random map generators a lot, I've never truly programmed one before. Random map generation is expected to be potentially the most significant work component for this game. However, I plan to approach it very methodically and diligently to achieve consistent and steady results.

The biggest potential challenge I can foresee though is if our other classes and/or the presentations in this class consume so much time that we don't have sufficient time left to properly develop this game.

10. How would you divide the tasks among your team members (if more than one)?

Jesse will probably do a variety of programming, art, and sound/music tasks, acting as a kind of "jack of all trades" to fill in content. Art and sound/music assets will be constrained to be fairly cost/time effective so that time is left for substantial amounts of programming.

Francis will likely work primarily on the programming and also on any other details that need to be addressed for the game. Having Francis as an exclusive programmer will help make sure that the code progress is never deadlocked and continues to progress when art or sound assets are being produced.

Both Jesse and Francis will likely both spend significant time on the random map generation system, due to the technical and creative overhead involved in such systems.

Both team members may work on whatever game details they want to polish if they have the time to do so.

11. Why do you think your game is interesting/exciting?

The game will constantly have the player trying to determine how to manage their resources and successfully escape from the level. They will have to make the choice of when to fight and when to run, both of which could have negative effects on the player.

We will strive to give the game a strong sense of tension and atmosphere.

12. Do you model your game after an existing game? If so, what is it?

No, the game is not all that closely related to other games. It takes some limited inspiration from other games, particularly those with procedural content generation etc.

Specifically, the game takes some elements from Roguelike games, including random map generation and permanent death. It also has certain components of "horror" games, in that the player is completely alone, is severely lacking in options and/or resources (creating tension), and is being hunted down and must struggle to survive.