Senior Project

Setting:

Many years in the future. Many problems have arisen that affect both the environment and the people who live in it. The air is dangerous to breath, forcing citizens to constantly wear masks to filter out toxins. While there was no cataclysmic event that brought the world into a “post-apocalypse” the world has gradually become less and less of a sustainable living space for life due to the depletion of resources. Still, citizens of the Earth carry on their days same as ever just trying to get by in a world that is regressing due to the depletion of natural resources.

Story:

Becoming jaded from a series of unsuccessful job interviews, the protagonist comes home to the news that his beloved wife is pregnant with the couple’s first child. The news fills him both overwhelming excitement and paralyzing dread, for he fears the woes of bringing a new life into a world full of harsh realities including the father’s lack of ability to maintain a steady income to support his soon to be growing family. The soon-to-be-father makes an oath to do everything within his power to change the world in every way can before the baby arrives.

Gameplay:

The player traverses his home town and attempts to do everything he can to make the world a better place. These tasks are acquired by inquiring with citizens or points of interest in the environment. Tasks our completed by succeeding in a challenge, which can range from being a platform challenge or dialogue puzzle. Each event has multiple permanent outcomes that affect the protagonist’s story.

Ideas:

Series of important characters shown in-engine (Still shots)

+Procedural characters of less importance

(Commentary on socio-economic status of citizens of town [Characters of higher

economic status can afford better asperatus masks, etc.])

+Environment for characters to naturally traverse as if in game

 Environment traversal by player on skateboard

Small interactions/animations of characters

+Platform challenges

+Story

Possible methods to use:

PBR Workflow

Hand-painted Workflow

Cel Shaded Workflow

Potential Assets:

* Main character
* 2-4 additional characters
* Procedural characters
	+ 3-6 different head variations
	+ 3-6 different top variations
	+ 3-6 different pant variations
	+ Color scheme variations?
	+ Size Variations?
* Environment
	+ Buildings
	+ Street
	+ Street signs
	+ Fire Hydrant
	+ Parking Meter
	+ Benches
	+ Street Lights
	+ Potholes
	+ Cars (Broken down?)
	+ Trees?
	+ Gardens?
	+ Medians

Environment Principals:

* You can choose different paths to go around large object (Buildings) which will reveal different points of interest the player can choose to participate in (BOTW)
* Abilities you acquire allow you to traverse the environment in new ways that make travel easier and more rewarding (Do you acquire these as abilities or does the player discover these themselves over time?) (Metroidvania)
* The city is designed to where you can’t traverse down straight streets. The layout is not grid based and more sporadic to allow the city to feel bigger than it actually is (Florence)

Character Interaction Principles:

* Procedural characters will all have the same reaction to you interacting with them depending on their socio economic class (Rich, Middle-class, or poor)
* Important characters will be distinguishable from procedural ones by their design and environment queues