

Game Design Document

Sophos Academy

Akash, Junxing, Nick, Thanvir Hussain, Umar Alam

New York City College of Technology

Sophos Academy

This is where the body of your design document begins. Note that the title of your document appears at the top of your **introduction** even though other sections begin with headings like “Analysis,” “Design” and “Project Description.”

The major components of this document (Analysis, Design, Project Description, and References) each begin on a new page. These components begin with centered headings at the top of the first page.

Sections can have subsections with headings. For example, your Project Description section will have the subheads Walkthrough, Visual Map of the Game, and Concept Art. Bold headings, but not the title above or anything on the title page. Below are examples.

Analysis

Video Game Narrative

Summarize the entire video game story using the hero's journey plot structure, including all branching story path side quests.

Target Audience

Our main target audience for this game are 'Teenagers' ages 13-19 both males and females, enrolled in middle school or high school, may or may not have a job yet; which is the same demographics of our characters in the game providing an instant connection between players and characters. Presently, we are targeting the United States but one of our goal is to translate into many popular languages which will expand our target audience all over the globe. We will remain with our same age group as our main target audience uniform for foreign countries. Teenagers are alike around the globe speaking different languages. Since our product is a text based game anyone that can read, write/type, and comprehend the story can play. Based on research we concluded that this age group is the majority when it comes to playing games; since present trend is texting more than speaking on the phone we believe this will highly and positively affect our goals. This group are mostly enrolled in school and our game "Sophos Academy" is based on a school; this will connect them as they are students attending schools. All Schools compete in a way; i.e. Sports matches, club matches, grading, ranking, publicity, etc. The competition aspect of our game we engage our target audience to this game. Our target audience are also among the majority when it comes to texting; this can become a social backdrop of any meeting or conventions. Our game will offer the target audience the mystery, thrill and action they desire. Our heros' will be connected to the players by practicing the natural urge to compete and since this is not 'a hero' game rather 'heroes'; students will work as team to excel in the progression of the game making it more psychological and enhance the player experience.

Delivery Platform

Our ideal platform to release our game will be PC and mobile devices. Our game will require the players to type in the commands and use touch or mouse to interact with objects, icon and/or direction; it is in our best interest to release the game on platforms that can provide such amenities.

Review of Competing Games

Depression Quest.

Depression Quest is an interactive fiction game that is text based and runs on PC. The story of Depression Quest revolves around a person that is suffering from depression. Similar to Sophos Academy, the player can change the course of the game based on the actions that the player makes. The player can also find events or items that can treat the depression of the main character and check the main character's mental status. However, unlike Sophos Academy, the player must make a decision from the set of choices that he or she is given instead of typing in a desired action. Also, the game will sometimes prevent players from making certain decisions by highlighting them in red and crossing them out. Since the player is limited to the amount of choices that he or she can make, Depression Quest does not offer many chances to explore and interact with its world or characters.

Developed by The Quinnspracy. Published in 2013. Made with Twine Engine. Available on Internet for Windows, OS X, and Linux

Cypher.

Cypher is parser interactive fiction that can be played on a computer. The game's story takes place in a post-catastrophic city in which a portion of the moon made impact with the Earth's surface resulting in human casualties and the loss of the Internet. Humans of this society now carry information in the form of cybernetic implants that are part of their bodies. The main character, Dogeron "Dog" Kenan, delivers information in his implants for a living. However, a negative deal has turned him into a wanted man. Similar to Sophos Academy, players can change the course of the game through the actions that they make. They can also type in anything that relates to the current situation in order to discover the world and interact with certain characters. However, Cypher has the advantage since the game possesses visuals and background music that enhance the overall gaming experience. Since Sophos Academy is being constructed through Python, we will have to attempt to make the story as descriptive as possible in order to generate intricate and well-detailed mental images of the world, objects, and characters of the game.

Developed by Cabrera Brothers. Published in 2012. Made with the Unity Engine. Available for Microsoft Windows and OS X

Design

Player Characteristics

Due to this being a PC/Mobile game, players will focus on mainly on the usage of the keyboard/touch controls to make decisions that will tie in with the backstory of the Quinquennial Competition and its past winners and losers. The “puzzles” the player may encounter and solve are the Puzzle Cube incident that happens towards the beginning of the story. There will also be other tools the player can receive and use to affect the progression of the story. The Caretaker’s statistics (characteristics) will have an affect on the story; changing its path.

Game Mechanics

The player is presented with the choice of action that determines the path progression through the story. It will be up to the player which choice of action they want to proceed with; gradually acquiring new information about the story. The player will be able to access an Inventory menu by typing the command “inv.” This menu provides The Caretaker’s statistics (characteristics), which change depending on the player’s choices. The Inventory will contain tools The Caretaker collects through the story, to potentially use later in the story.

Challenge

In order to make it through the game, the player must make appropriate decisions. To engage the player by using intellectual language in choices; bringing them into the mind of the protagonist.

Project Description

Walkthrough

I. Meeting with Marsh Banks

At the beginning of the game, the Caretaker will wake up from its slumber. Upon waking up from its slumber, the Caretaker will hear a strange noise and the player will have two choices to make. The player can type in anyone of the following:

1. INVESTIGATE
2. IGNORE

However, no matter what option the player makes, the game will proceed to the next scene where the Caretaker rushes to meet Marsh Banks. The Caretaker will be introduced to Marsh and it will guide Marsh through Sophos Academy, explain all of the majors that the school offers, and talk to him about the Quinquennial Competition.

II. Determining the First Task of the Day

After leaving Marsh Banks at the Advanced Aerospace Building, the Caretaker must make a decision on what task it should do first. The player can type in anyone of the following:

1. INSPECT CHEMLAB
2. TBD
3. TBD

ChemLab Option

If the player types in “INSPECT CHEMLAB,” the Caretaker will go into the ChemLab and it will begin to inspect the chemical inventory of the ChemLab while an Intro to Chem class session is in progress. While inspecting the chemical inventory, the Caretaker will notice the some chemicals are missing from the shelves. Searching for the missing chemicals, the Caretaker will spot a group of students producing a lethal chemical known as Elephant Toothpaste. Due to the addition of Manganese Dioxide powder to the mixture, the Caretaker must stop the reaction immediately. However, the player will have to make a choice on what the Caretaker should do in this situation. The player can type anyone of the following:

1. MAKE EXOTHERMIC REACTION
2. IGNORE
3. MAKE ENDOTHERMIC REACTION

If the player types in “MAKE EXOTHERMIC REACTION,” the ChemLab will explode and the game will be over. The same occurrence will happen if the player types in “IGNORE.” The player will lose the game if these choices is typed in. However, if the player types in “MAKE ENDOTHERMIC REACTION,” the Caretaker will stop the chemical reaction and the player will be able to continue with the story.

III. The Puzzle Cube Dilemma

After resolving the chemical reaction incident, the Caretaker will spot Marsh Banks in one of the Mathematics classes. The player can choose to ignore Marsh Banks by typing in “IGNORE

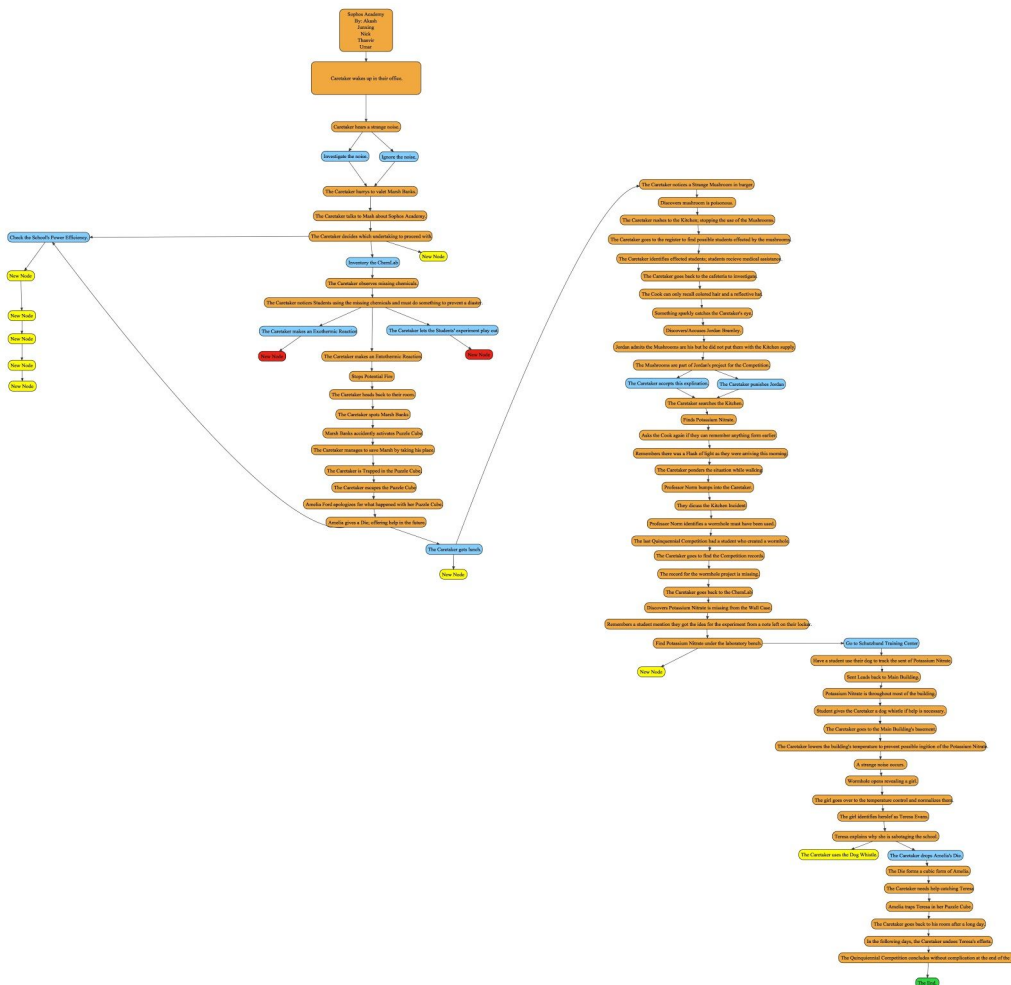
MARSH.” This event will introduce the player to the Caretaker’s trust stat by lowering the trust stat. However, the player can pursue Marsh by typing in “FOLLOW MARSH.” The Caretaker will follow Marsh until he picks up Amelia’s Puzzle Cube. The Caretaker will become trapped inside the Puzzle Cube and the player will have to help the Caretaker escape the Puzzle Cube. The player can see different areas of the Puzzle Cube by typing in anyone of these actions:

1. Go to Door
2. Go to Table
3. Go to Plaque
4. Go to Books

If the player manages escape from the Puzzle Cube, Amelia Ford will apologize for trapping the Caretaker in the Puzzle Cube and she will give the Caretaker a die that will be added to the player's inventory.

IN PROGRESS

Visual Map of the Game



Conceptual Art

Sophos Academy Buildings.

