

GAME DESIGN DOCUMENT



SEAFEARING

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High Concept

Seafearing is a strategy puzzle game that puts the player into the shoes of a team of sailors out in the northern Atlantic Ocean as their ship starts to sink. These characters will need to navigate through the now unfamiliar ship with caution and careful consideration. The water is rising, changing the terrain within the ship, and shark fins can be seen cutting through the parts of the ship already submerged.

Mission Statement

Seafearing was created to put the player into the shoes of someone in a fearful and nearly hopeless situation as something that was once familiar to them, now changes, and so do the rules with how you interact with it. Learn what it means to be alone, cold, and scared as you search for some relief from your situation, be it living to make it through an empty room partially filled with water or hearing a friendly voice and trying to reach them.

Player Hook

Can you make it out alive?

Seafearing follows a sailor trapped in a cargo ship as it slowly sinks to the bottom of the ocean. Can you help him navigate the maze-like pathways through the dark ship, as the cold water rises around you, and a hungry shark decides that you're a good source of food?

Game Vision

Unique Selling Points

- **Setting:** Sinking cargo ship, cold ocean, Titanic
- **Genre:** Adventure - Strategy / Puzzle,
- **Story Driven:** Drama, Action, Heroic
- **Adversary:** Sharks, Nature, Scenery, Changing Terrain.

Audience

The ideal audience of Seafearing is people aged between 33-42 because this age group most preferred strategic games based on the GameTree Team's research(2019). Furthermore, the

players interested in the strategy game wanted to relieve stress and pass time (Knezovic, 2022). To complete nine levels of Seafearing is approximately one hour. Players of Seafearing can complete each level within 1 to 3 minutes for the first set of levels. The player-used time will be longer in the following levels because these levels will add new elements and be more difficult since 55% of players enjoy strategy games when they feel accomplished about completing some challenges (Knezovic, 2022). Players can relieve stress and casually pass time in the previous simple difficulty levels. In the following levels, players need to use new elements to save more characters and avoid dying from the shark. These levels require players to use their intelligence to pass. After passing each level, they can feel accomplished about completing the rescue of the other characters and escaping from the shark.

Table 1

The strategy game demographic in ages (GameTree Team, 2019)

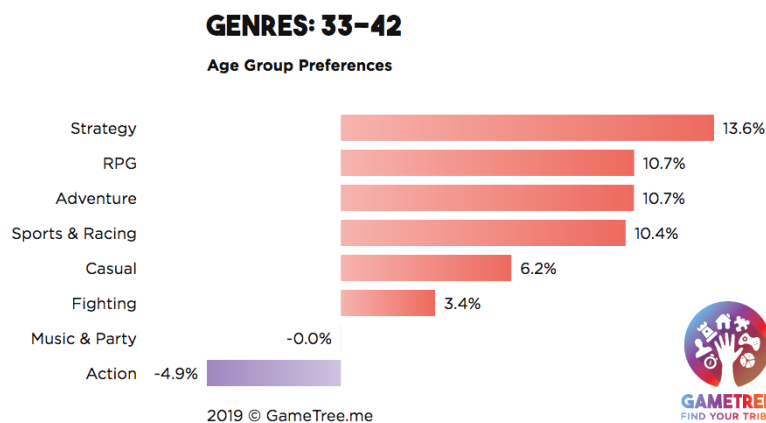
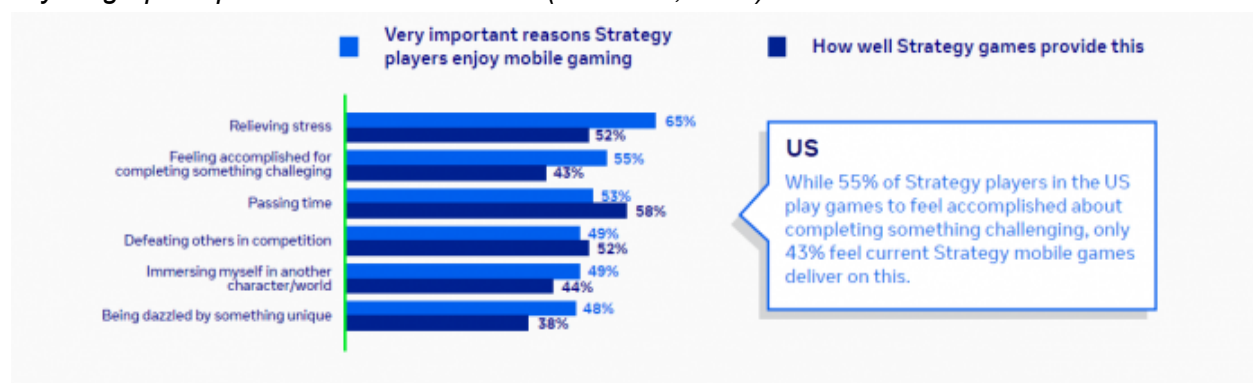


Table 2

Psychographic qualities to the audiences (Knezovic, 2022)



Genre

Turn Based Strategy Survival game

Rating

Rated T for cartoon violence.

Platform

- PC
- Future: Mobile

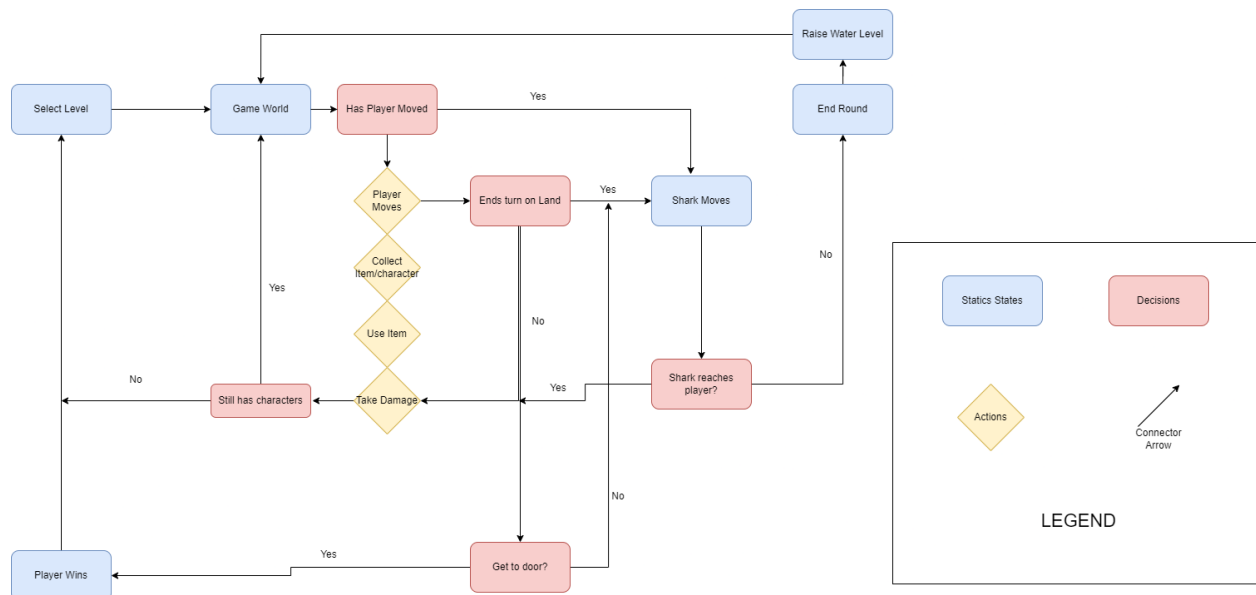
Software

- **Engine:** Unity
- **3D:** Blender, Maya
- **2D:** Krita, Photoshop

Gameplay & Mechanics

Overview of Gameplay

The core gameplay consists of the players navigating from tile to tile on a hexagonal grid map as the water level changes every turn. They will try to avoid obstacles, hazards, and enemies as they move. They can also pick up items that might aid them and recruit additional player characters through the levels. They have the ability to retry levels as many times as they wish for better performance.



Gameplay Guidelines

Guidelines for Seafearing include keeping the aesthetic and mood uncomfortable for the player and making the world within the game a hostile place while still looking familiar. Keep the tension at a medium to high level so that there is always a threat within the game. Most importantly, no combat. The player cannot easily defeat their enemies but must think and strategize how to avoid them.

Player Experience

The player will always have a level of tension as the game progresses and becomes more difficult. Every choice matters and can have consequences for your crew of characters. The difficulty ramps up with levels and becomes more complex, so just as you start to get comfortable with the game, something new comes into play, and there is always the knowledge that the shark is somewhere on the level just waiting for you to make a mistake.

Core Player Actions

- **Walking:** Movement when Character is on Land.
- **Swimming:** Movement when Character is in Water
- **Recruit Character:** When a playable Character is on an adjacent tile to an unclaim character.

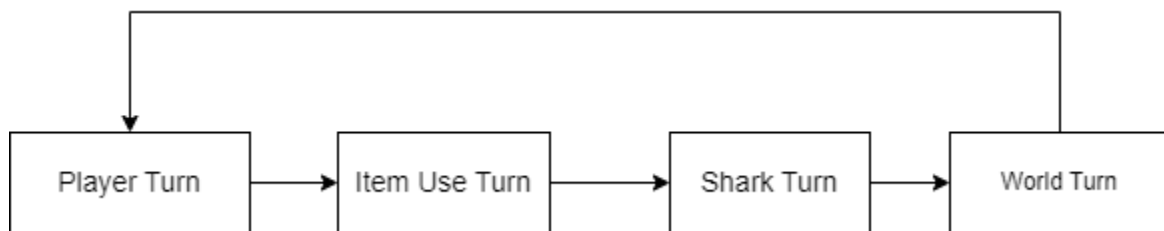
- **Pick up Item:** When a player is on an adjacent tile to an item.
- **Use item:** When a player uses the item in their inventory.

Goals

- **Main Goal**
 - Get to the beacon in the final level and signal for help.
- **Sub Goal**
 - Complete Current Level.
- **Moment-to-Moment**
 - Keep characters alive through level.

Rules

Foundational Rules



At the beginning of the turn start, a player can start round. Each level will last 10 turns. After those turns have passed, the room sinks, and the remaining characters on the level will be eliminated.

- **Each turn a player can:**
 - Move each character three tiles.
 - Pick up items by setting a character on the tile it occupies.
 - Determine which character to use one item. Only one character can use the item.

After player's turn, the shark turn starts.

- **Shark:**
 - The shark will kill a character if it reaches the tile a character is standing on.
 - The shark can only attack you in the water.

After the shark's turn, the tiles turn starts.

- **Tiles:**

- The water level will rise each turn and flood some tiles.
 - Note. Land tiles will become water tiles the turn after the number represented on the tile.
 - Example: If a land tile has a 3 on it, at the beginning of turn 4 it will change to a water tile.
- A character cannot occupy the same tile as the shark or other character.
- A character cannot pass through them.

- **Electricity:**

- Electric tiles can be activated or deactivated by a character interacting with the switch.
- If an electric tile is activated while a shark is on the tile, the shark will be stunned for one turn and move back one tile.

- **Characters:**

- Characters can be recruited by walking over an adjacent tile from the character to be recruited.
- Each character that reaches the level exit will go on to the next level.

Operational rules

- **Electricity:**

- Players and sharks can not pass through electric tiles.
- An electric tile will become a water tile if the electricity is turned off.

- **Items:**

- Items can be picked up once the character occupies the same tile as the item.
- Driftwood can be used as a piece of land for one turn.
- Items can be used after the character movement stage.
- Item tiles that have been picked up become permanent land tiles.

- **Bomb:**

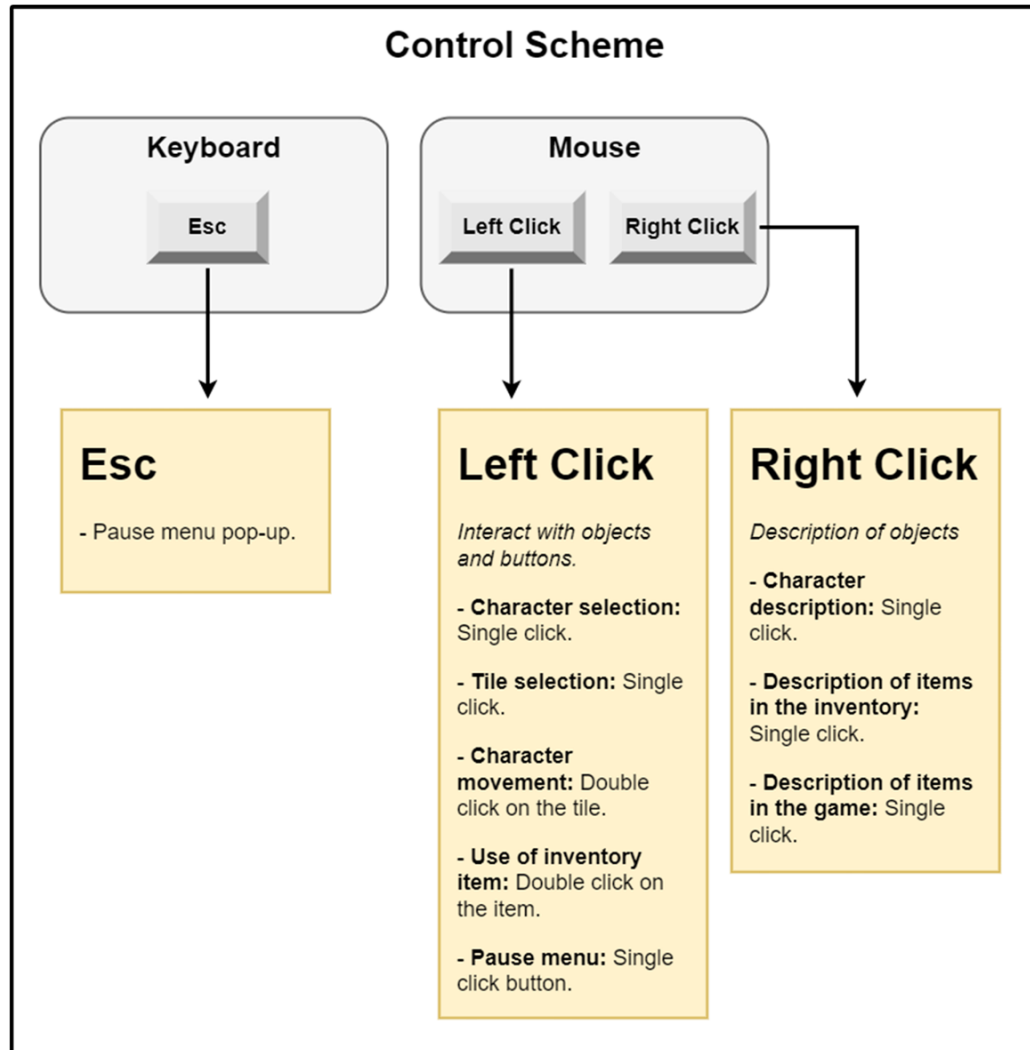
- A bomb explodes centering on a character and affects every tile two out from the tile the character touches.
- If the bomb explosion touches the shark, it is stunned for one turn.

- **Keys:**

- A key will be required to open a locked door.
- A key does not count in inventory space.

- A key can be picked up by setting a character on the tile a key is on or if a character passes over its tile.
- **Points:**
 - For every character saved on each level, the player will be awarded 10 points.
 - Score is tallied after every level and added to player score.
 - At the end of the game, the score will be an accumulation of the points from every level added together.
- **Shark:**
 - A shark must move towards the closest character.
 - A shark's turn is executed after the player's turn.
 - A shark will prioritize characters in water over land tiles.
- **Tiles:**
 - Land tiles will be changed at the beginning of each turn before the player moves.

Control Scheme



Systems

Inventory System	Players can only hold one item at a time. If a new item is picked up it overwrites the last item. Items are one use and destroyed and removed from the inventory. Items are shared across all playable characters.
Point System	For every character the player takes to the end goal, 10 points are awarded. A sum total score is shown at the end of the game that tallies the players performance from every level.
Water Level System	The water level rises at the end of every round (A round includes players movement, item use, and sharks movement). Tiles less than the round's water level are considered underwater.
Enemy System	A shark must move towards the closest character. A shark's turn is executed after the player's turn. The shark will prioritize characters in water over tiles.
Pick up System	A player must pass over or end their turn on a tile containing an item for it to be considered "picked up."
Movements System	Players can move an enforced total of 3 tiles movement in any direction.

Object Breakdown

Object_Name	Object_Type	Appearance_Description	States	Attributes	Icon
Drift Wood	Item	A broken floating piece of wooden with rough jagged edges	In World	Floating on a single tile	
			In Inventory	The wood is in the players inventory. It can't occur with bomb.	
			In use	The player uses the drift wood	
			Destroyed	The driftwood has been used and is destroyed	
			Pick up	After the player picked up, this items tile will become the dry tile.	
Bomb	Item	Small polygon grey grenade with handle and pin.	In World	Floating on a single tile	
			In Inventory	Bomb is in the player inventory. It can't occur with drift wood	
			In Use	Bomb on tile and blinks between icon and white flash	
			Explosion	If next to shark two tiles, stops shark one turn.	
			Pick up	After the player picked up, this items tile will become the dry tile.	
Key	Item	Gold shiney old fashioned key with large teeth.	In World	Floating on a single tile	
			In Inventory	Key icon in player inventory	
			In Use	Opens locked door	
				After the player picked up, this items tile will become the dry tile.	
Door	Key Item	A normal door. Sometimes, it's locked.	In World	Floating on a single tile	
			In Use	If the door is unlocked, the player can exit when pass this tile. If the door is locked, the player needs to keep the key in the inventory.	
Switch	Item	A plastic switch with a small led light.	In World	Floating on a single tile	
			In Use	Turn on or turn off the electricity tile when the player stands on the switch tile.	
			Destroyed	The player can use it for many times.	
Dry Tile	World Object	The remains of the cargo ship that is consist of wood. There is a risk of being submerged by water at any time.	In World	Floating on a single tile	
			In Use	The player can stand on tiles to avoid the shark.	
			Destroyed	The dry tile has been submerged in turn after the number represented on the tile and is destroyed.	
Wet Tile	World Object	Flooded areas	In World	Floating on a single tile	
			In Use	When the player stands on this tile, it will reduce the player's HP each turn.	
			Enemy	Shark can attack players in this tile.	
Electricity Tile	World Object	Flooded areas with the electric sparking.	In World	Floating on a single tile	
			Player	The characters will die when the player on this tile	
			Enemy	If shark next to these tiles, stops shark one turn	
			Turn off	When the electricity was turn off, these tiles will become wet tiles	

Shark	Enemy	A huge shark with some old wounds shows how the shark is dangerous.	Idle	Facing characters	
			Swimming	The tail wags rapidly in the sea and only reveals its fin on the sea surface	
			Killing	The tail comes out of the sea surface with a burst of water. Open its mouth and swallow the character who's next to	
Dao Saetang	Player		Idle	Stands facing exit	
			Walking	Moves forward, swinging arms slightly, and moving feet one after the other.	
			Swimming	Upper half of body is visible and does free style swimming stroke propelling them forward	
			Pick up Item	Bends at the waist and reaches right hand down, closes hand, then moves up to Idle State.	
			Use Item	Reaches right hand behind back and brings out item, moves item to front of body, and places on the tile in front of it.	
			Open Door	Right arm goes forward, hand wraps around handle, and pushes door forward.	
			Dies	Left hand raises up and moves lower onto the tile as the tile becomes red.	
Saif Mahdavi	Player		Idle	Stands facing exit	
			Walking	Moves forward, swinging arms slightly, and moving feet one after the other.	
			Swimming	Upper half of body is visible and does free style swimming stroke propelling them forward	
			Pick up Item	Bends at the waist and reaches right hand down, closes hand, then moves up to Idle State.	
			Use Item	Reaches right hand behind back and brings out item, moves item to front of body, and places on the tile in front of it.	
			Open Door	Right arm goes forward, hand wraps around handle, and pushes door forward.	
			Dies	Left hand raises up and moves lower onto the tile as the tile becomes red.	
Donald Covington	Player		Idle	Stands facing exit	
			Walking	Moves forward, swinging arms slightly, and moving feet one after the other.	
			Swimming	Upper half of body is visible and does free style swimming stroke propelling them forward	
			Pick up Item	Bends at the waist and reaches right hand down, closes hand, then moves up to Idle State.	
			Use Item	Reaches right hand behind back and brings out item, moves item to front of body, and places on the tile in front of it.	
			Open Door	Right arm goes forward, hand wraps around handle, and pushes door forward.	
			Dies	Left hand raises up and moves lower onto the tile as the tile becomes red.	
Marco Ricci	Player		Idle	Stands facing exit	
			Walking	Moves forward, swinging arms slightly, and moving feet one after the other.	
			Swimming	Upper half of body is visible and does free style swimming stroke propelling them forward	
			Pick up Item	Bends at the waist and reaches right hand down, closes hand, then moves up to Idle State.	
			Use Item	Reaches right hand behind back and brings out item, moves item to front of body, and places on the tile in front of it.	
			Open Door	Right arm goes forward, hand wraps around handle, and pushes door forward.	
			Dies	Left hand raises up and moves lower onto the tile as the tile becomes red.	
Jacinto Reyes	Player		Idle	Stands facing exit	
			Walking	Moves forward, swinging arms slightly, and moving feet one after the other.	
			Swimming	Upper half of body is visible and does free style swimming stroke propelling them forward	
			Pick up Item	Bends at the waist and reaches right hand down, closes hand, then moves up to Idle State.	
			Use Item	Reaches right hand behind back and brings out item, moves item to front of body, and places on the tile in front of it.	
			Open Door	Right arm goes forward, hand wraps around handle, and pushes door forward.	
			Dies	Left hand raises up and moves lower onto the tile as the tile becomes red.	

Level Design & Worldbuilding

Worldbuilding: Setting Overview

The game takes place in the modern day on the cargo ship *Golden Road*, a large container ship owned by the United Star Shipping Company out of Hamburg, Germany. The ship departed from the Dominican Republic and was sailing towards Port of Grenaa in Denmark when there was a collision with an iceberg and the ship started to take on water in the northern Atlantic Ocean. It is the fall season and obstacles in the water are always a hazard. Because of the time of year, the water is cold and can cause hypothermia quickly if measures aren't taken to keep people in the water safe from the temperature. It is nighttime and the weather is quiet but there is some wind blowing in, making the ship more unstable.

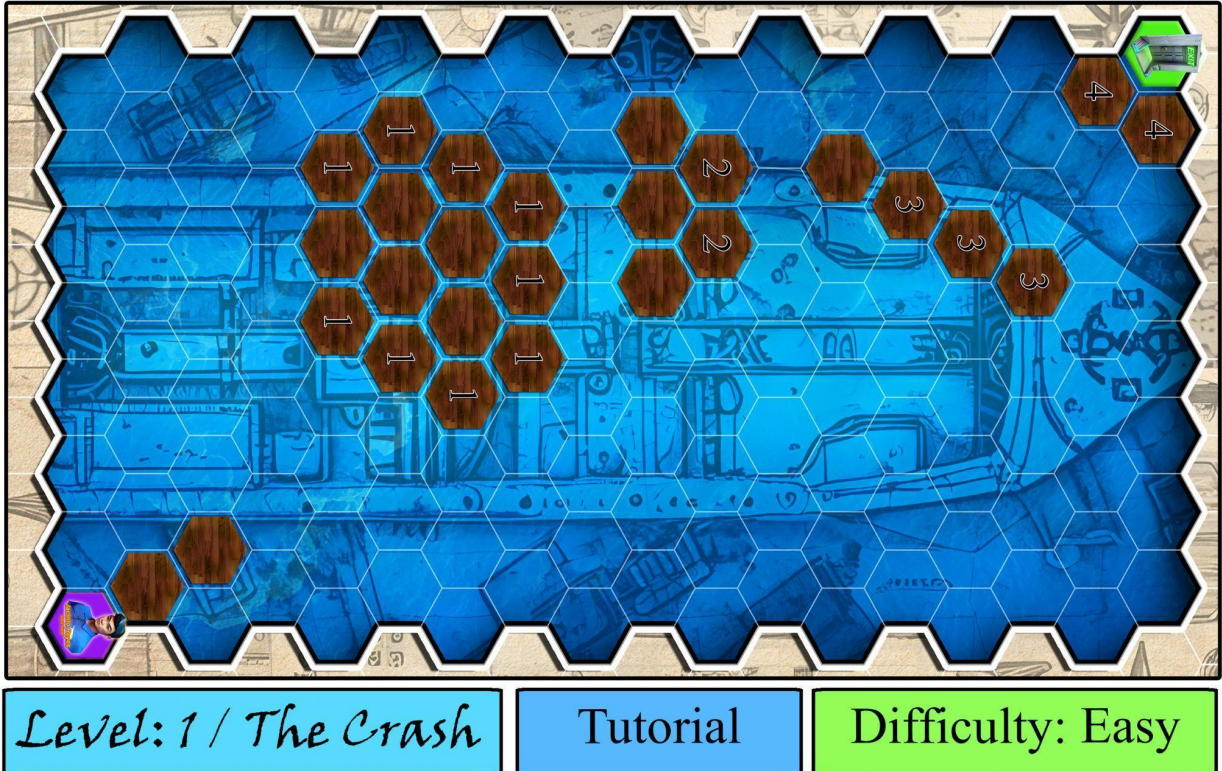
The cargo ship interior is utilitarian in nature. Most bulkheads are metal with industrial white paint over it. Fixtures are metal and metallic in color. Pipes move throughout closely packed rooms where important things like tables, cabinets, and benches are bolted to the floor. Very little floats on the surface of the water. Corridors and ladder wells wind in unusual directions, connecting important parts of the ship.

The ship is an ever-changing entity that never rests in one area for long. It is always on the move from port to port, picking up cargo and crew at each destination. The crew is multicultural, and their bond is related to their jobs aboard the ship, professionalism as sailors, and residency inside *Golden Road* itself. The default language on the ship is English and all signs are designated in English.

The water rising inside the ship is cold ocean water with too much movement to it to freeze over. Inside the ship the only life besides the crew are large basking sharks, who are not bothered by the cold, and make their life in the deep oceans of the Atlantic.

Level Overview & Mockups

Level 1



Level Designer: Kanmi Afolabi

Description:

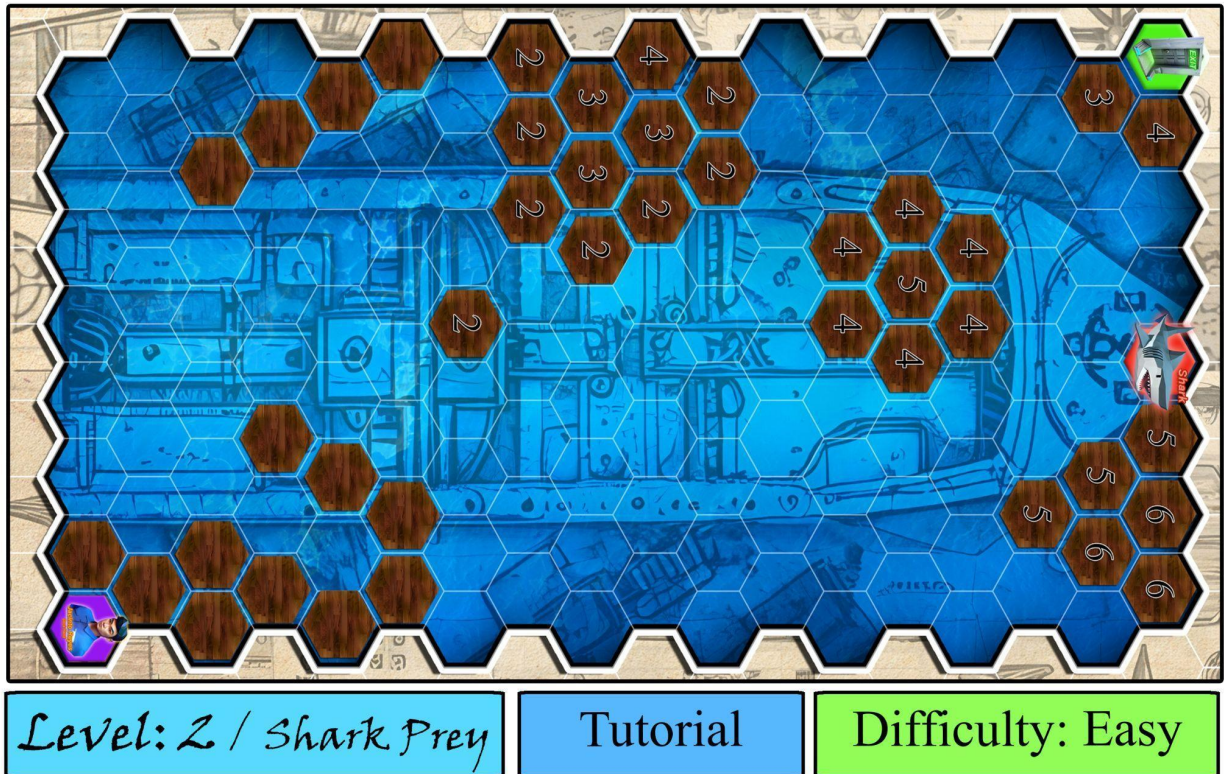
Level 1 is an introductory level, the player is introduced to the character's movement and the mechanics of the water rising each turn. The task of this level is to get the player from the start to the door before the water rises and drowns this level.

Mechanics: Movements System, Water Level System, Point system.

Story:

The character wakes up after a loud crash. An alarm sounds. When they look down at the floor, water starts to seep from under the door.

Level 2



Level Designer: Kanmi Afolabi

Description:

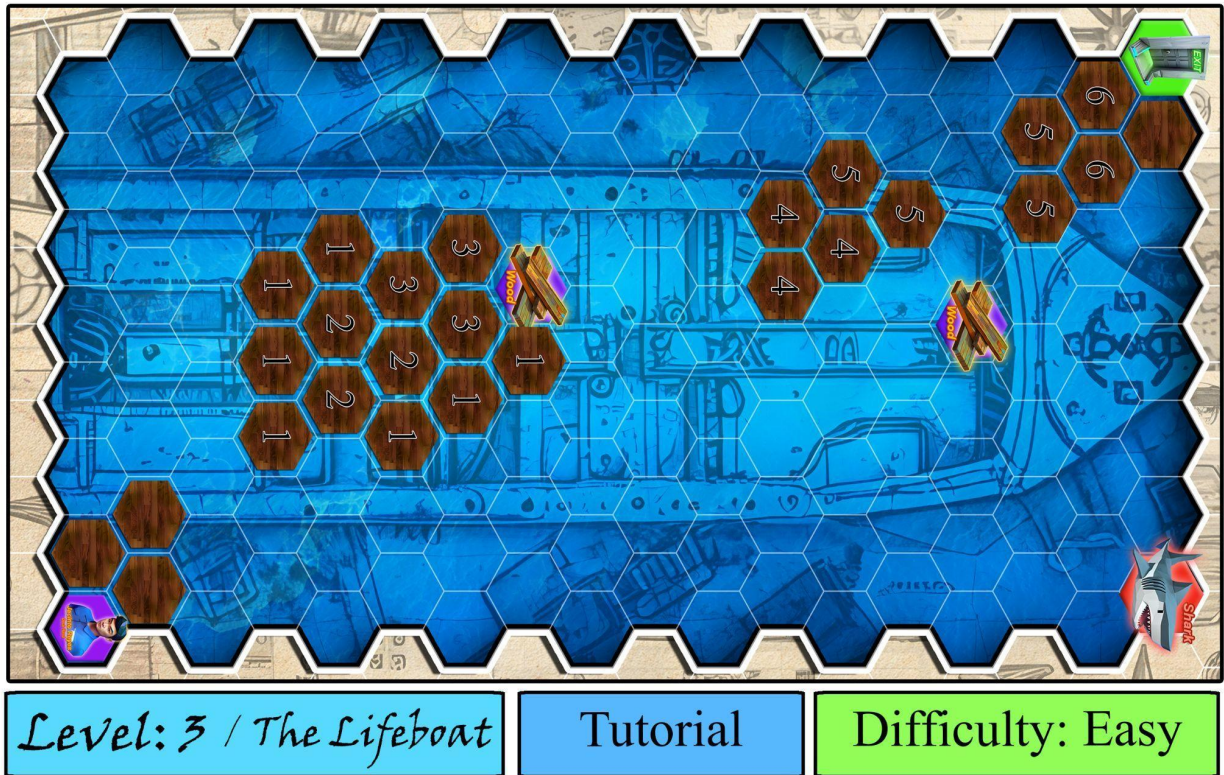
Level 2 is an introductory level, the player is introduced to the Shark as an enemy, which he can only see when the Shark is 3 tiles away from the character. The Shark can kill the character if the character is on a Wet Tile. The task of this level is to get the character to escape to the next level through the door before the water rises and he cannot escape from being eaten by the Shark.

Mechanics: Movements System, Water Level System, Point system, Enemy System.

Story:

Heading out of the cabin, the corridor is a mess, everything has moved around. The water is rising again and at the end of the room, a fin can be seen streaking through the water.

Level 3



Level Designer: Jingying Deng

Description:

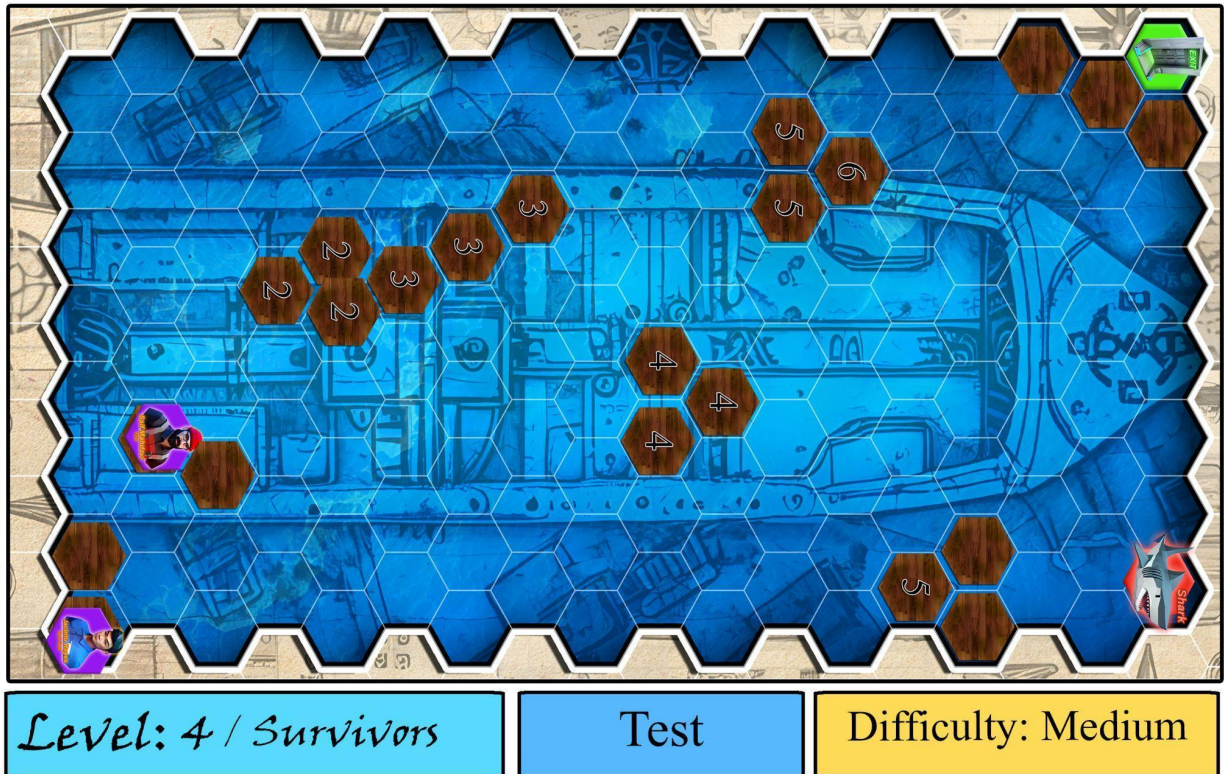
Level 3 is an introductory level, the player is introduced to the first inventory common item, the “Drift Wood”, that can turn a Wet Tile for one turn as a Dry Tile. The player can have only one common item in the inventory. The inventory can be emptied by discarding, replacing or using the object. The inventory is emptied at the end of each level. The task of this level is to get the character to escape to the next level through the door before the water rises and he cannot escape from being eaten by the Shark.

Mechanics: Movements System, Water Level System, Point system, Enemy System, Inventory System, Pick up System.

Story:

The character finds a large gap between him and the next piece of land. There is a small pile of wood next to them and gives them an idea.

Level 4



Level Designer: James Cooper

Description:

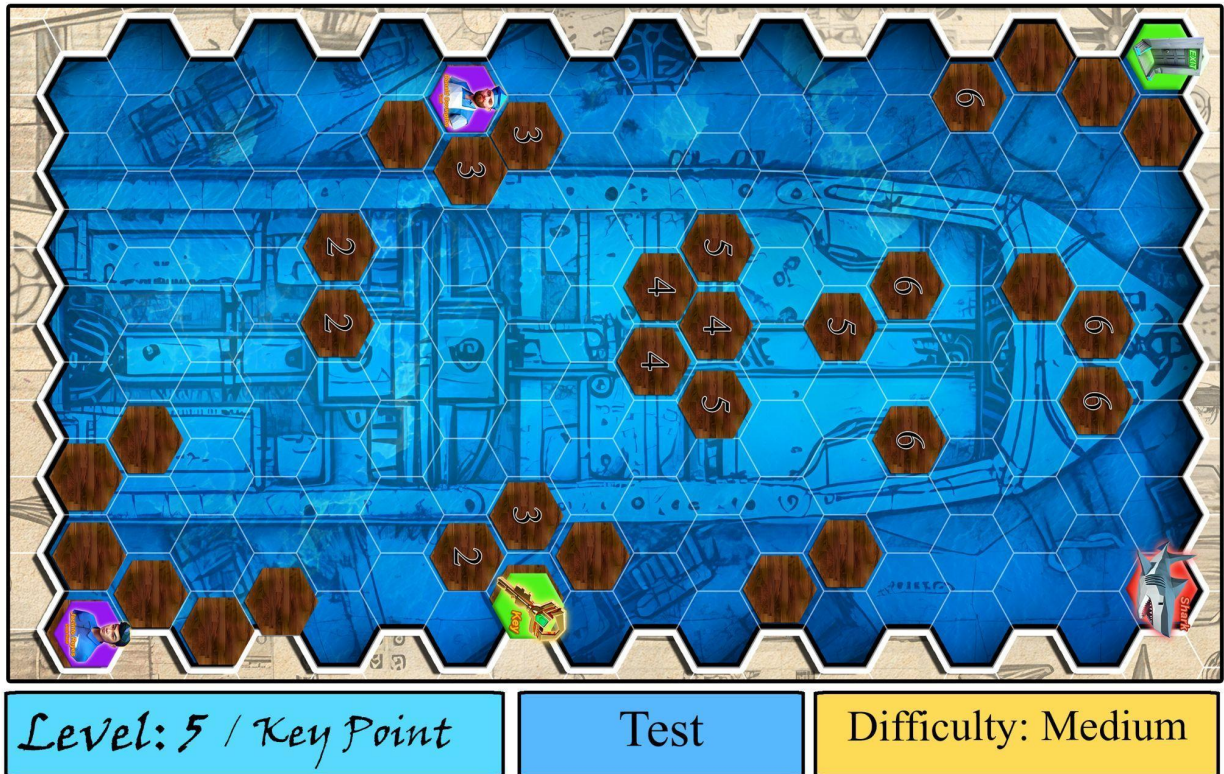
Level 4 is a test level, the player is introduced for the first time to the recruitment mechanics, where he can decide to rescue and recruit another character to help him in the task and get more points if he gets to the end of the level alive. The player earns 10 pts for each character that passes through the door. The player can use all the characters that did not die in the next level. The task of this level is to get the character to escape to the next level through the door before the water rises and he cannot escape from being eaten by the Shark.

Mechanics: Movements System, Water Level System, Point system, Enemy System, Inventory System, Pick up System, Recruiting.

Story:

Jumping from one dry area to the next, the character hears something in the distance. They look up and see the figure of one of their crewmates waving.

Level 5



Level Designer: James Cooper

Description:

Level 5 is a test level, the player is introduced to the first inventory special item, the “Key”, that can be used and is needed to open the Lock Door. The player can have a special item besides the one common item in the inventory. The inventory is emptied at the end of each level. Throughout each level the player encounters new characters from the team that can be recruited. The task of this level is to get the character to escape to the next level by unlocking the Locked Door before the water rises and he cannot escape from being eaten by the Shark. The player needs the Key to Unlock the Door.

Mechanics: Movements System, Water Level System, Point system, Enemy System, Inventory System, Pick up System, Recruiting.

Story:

The characters see the door in the distance and they can see it is closed tight. One character taps the other on the shoulder and points. Hanging from a pile of junk is a key glinting.

Level 6



Level Designer: Jingying Deng

Description:

Level 6 is a test level, the player is introduced to the Electricity Tile, which kills the characters that step on them, or mute the Shark if this one steps on it. To turn on / off the Electricity Tile the character needs to step on a tile with the Switch Item on it. Throughout each level the player encounters new characters from the team that can be recruited. The task of this level is to get the character to escape to the next level by unlocking the Locked Door before the water rises and he cannot escape from being eaten by the Shark. The player needs the Key to Unlock the Door.

Mechanics: Movements System, Water Level System, Point system, Enemy System, Inventory System, Pick up System, Recruiting, Electricity and Switch.

Story:

In the engine area now, the machines are all in shambles and flotsam litters the area. An electrical cord can be seen draping into the water and a small white glow pulses under the surface.

Level 7



Level Designer: Jingying Deng

Description:

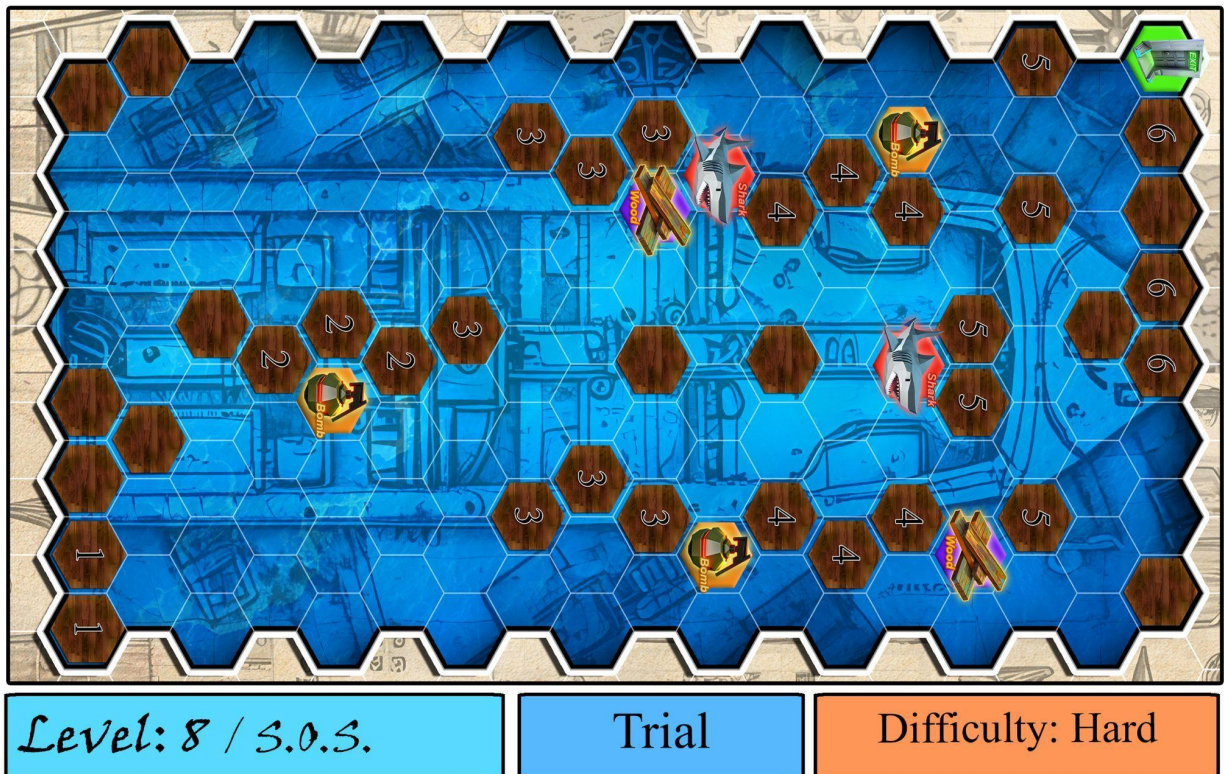
Level 7 is a trial level, the player is introduced to the Bomb, common inventory item, that when is activated it mutes the affected Sharks for the rest of the turn, to be used the Sharks needs to be one or two tiles away from the selected character. The Bomb is destroyed after the activation. Throughout each level the player encounters new characters from the team that can be recruited. The task of this level is to get the character to escape to the next level by unlocking the Locked Door before the water rises and he cannot escape from being eaten by the Shark. The player needs the Key to Unlock the Door.

Mechanics: Movements System, Water Level System, Point system, Enemy System, Inventory System, Pick up System, Recruiting, Electricity and Switch.

Story:

The characters make their way to another room. Inside, a cabinet is labeled “Armory” and the door has fallen off.

Level 8



Level Designer: Anibal Gramajo

Description:

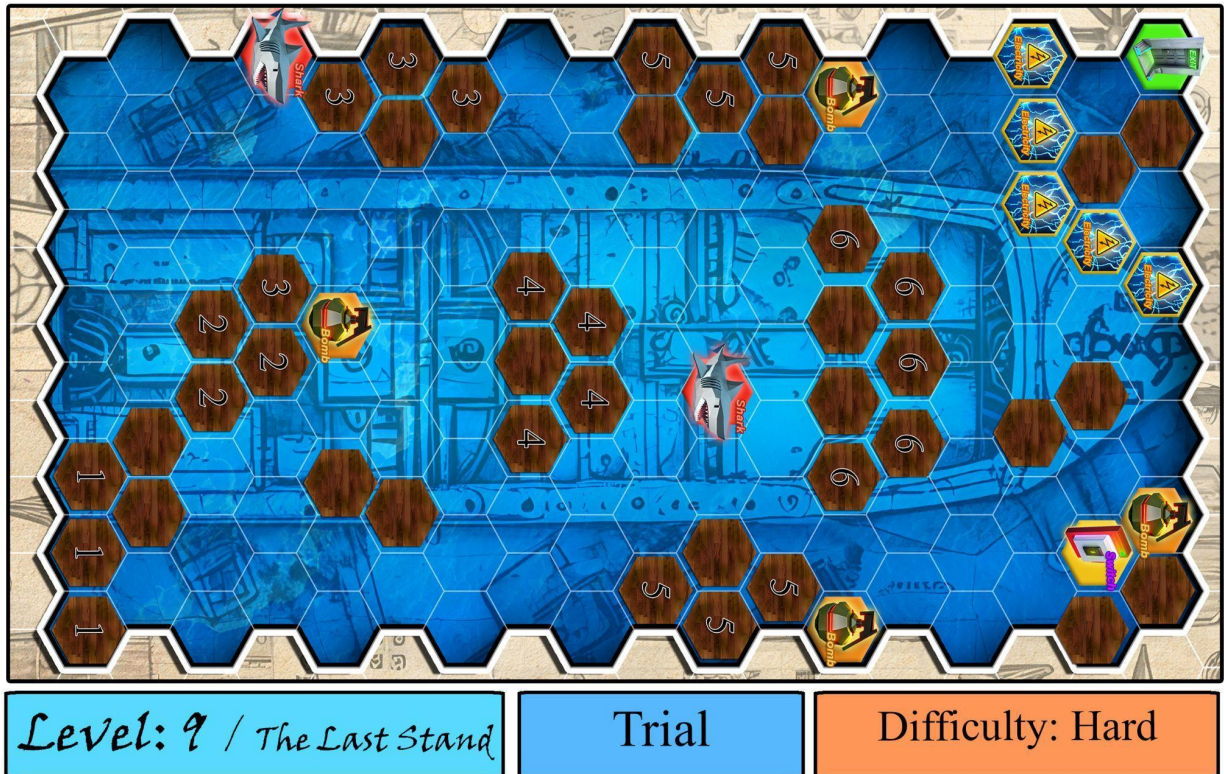
Level 8 is a trial level. In this level, the player faces two sharks and is required intelligently to use the item that the player learned from previous levels. For better balance, the door on this level is unlocked. Throughout each level, the player encounters new characters from the team that can be recruited. The task of this level is to get the character(s) to escape to the next level before the water rises and needs to escape from being eaten by the two sharks. It is important to choose and use different items to escape.

Mechanics: Movements System, Water Level System, Point system, Enemy System, Inventory System, Pick up System, Recruiting, Electricity and Switch, Two Sharks.

Story:

The characters know they are getting close to the top of the ship. They help each other to stay out of the water. Then the water thrashes violently for a moment and two fins start to swim around the party.

Level 9



Level Designer: Anibal Gramajo

Description:

Level 9 is a trial level. In this level, the player faces two sharks and is required intelligently to use the item that the player learned from previous levels. To challenge the player, the item that the player can use only is the bomb. Moreover, the player also can use electricity tiles to trap sharks. Throughout each level, the player encounters new characters from the team that can be recruited. The harder it will be if the recruited characters are more. The task of this level is to get the character(s) to escape to the next level before the water rises, needing to escape from being eaten by the two sharks and turn off the electricity around the door. It is important to determine the steps of the characters at this level.

Mechanics: Movements System, Water Level System, Point system, Enemy System, Inventory System, Pick up System, Recruiting, Electricity and Switch.

Story:

The characters shake hands as they realize they are almost to the end of their trial. They point to a map on the wall that says "Exit." When they open the door to the room, they see it is a mess. Trash is scattered everywhere, both sharks, and the door is surrounded by sparking electricity.

User Interface Design

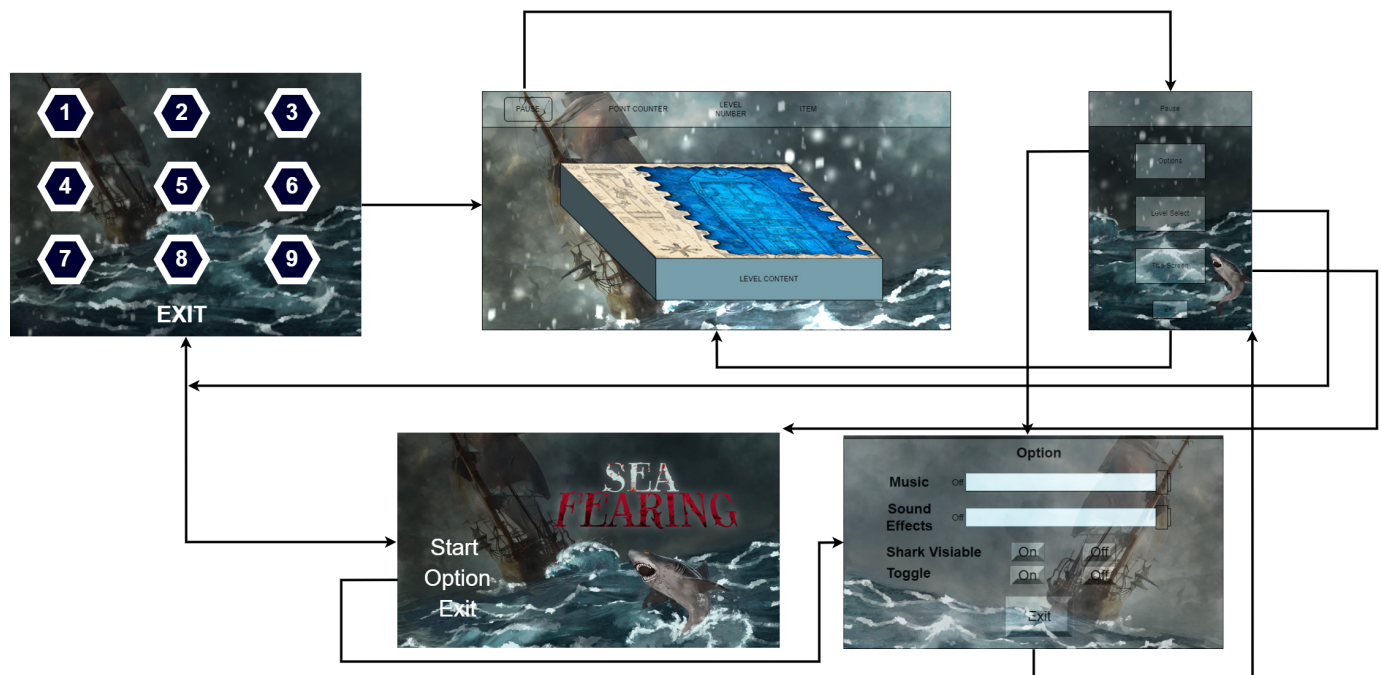
Aesthetics

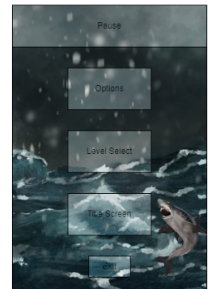
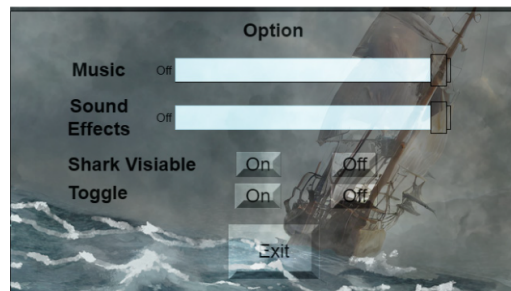
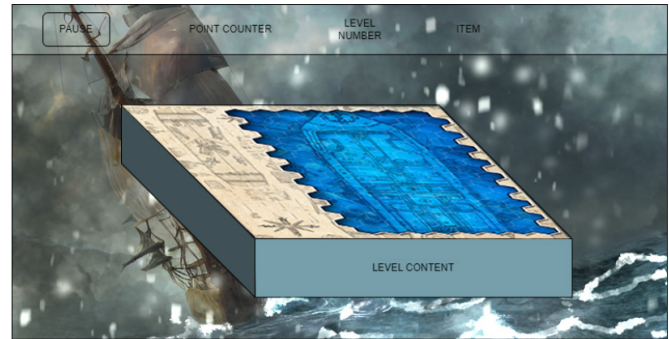
The intended look and feel of the user interface will be inspired by the cabin of an old cargo ship, the sea and the aesthetic of Heads up display (HUD) of games such as Fallout.

The menus will resemble the console of a cargo ship, with buttons and backgrounds with rusty metal textures, some power cables on the background and also some water drops on top to remind us that the ship is drowning.

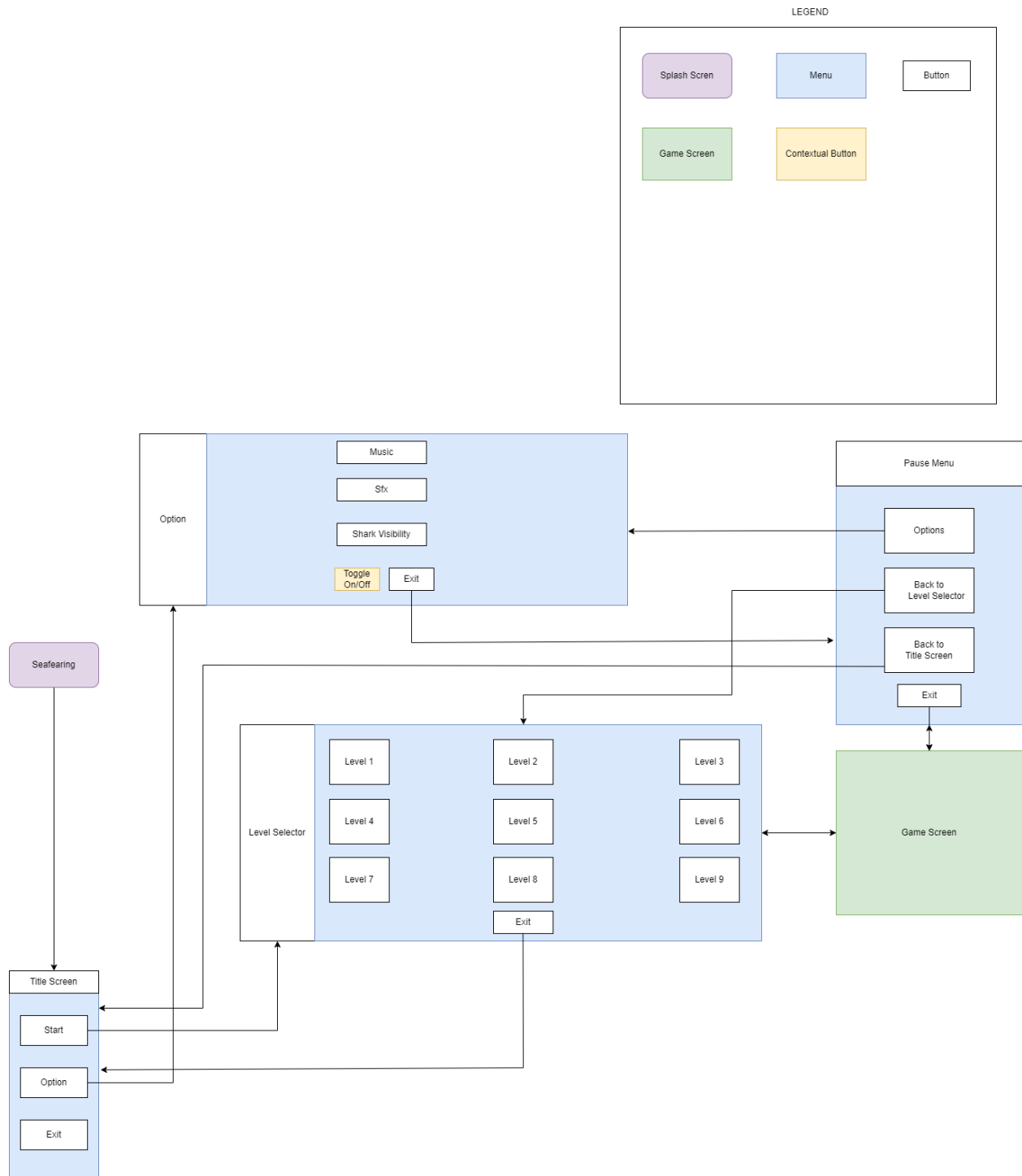
The HUD will have a place to see the turn number in which the player is, the inventory, the selected character and a radar that will warn us when the shark is near. All inspired by the console and computer elements of a freighter.

We will use color shades of gray, brown, yellow, green and blue. For the fonts we will use fonts in the style of Stencil Army, Typewriter and Bitmap, all of them looking for a square aesthetic.

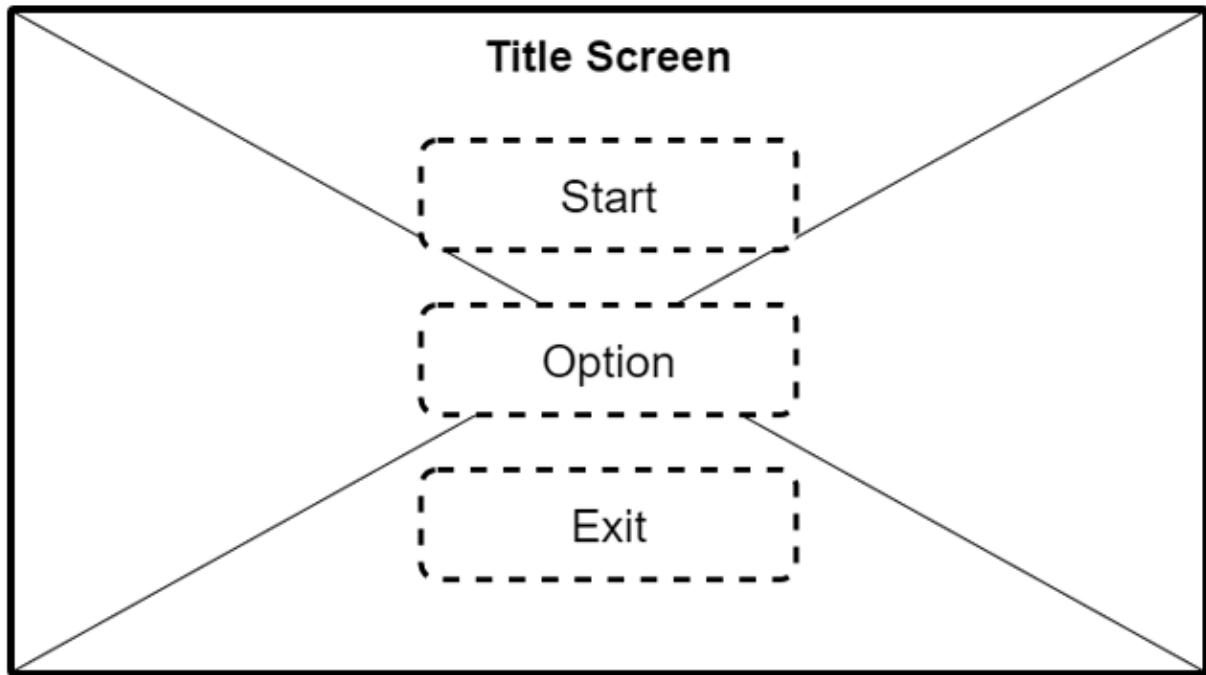




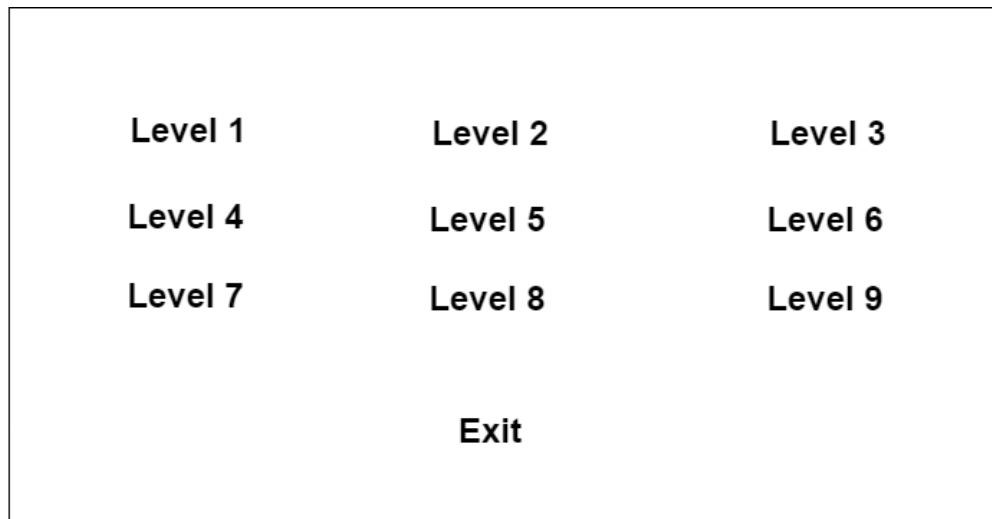
Flow Chart



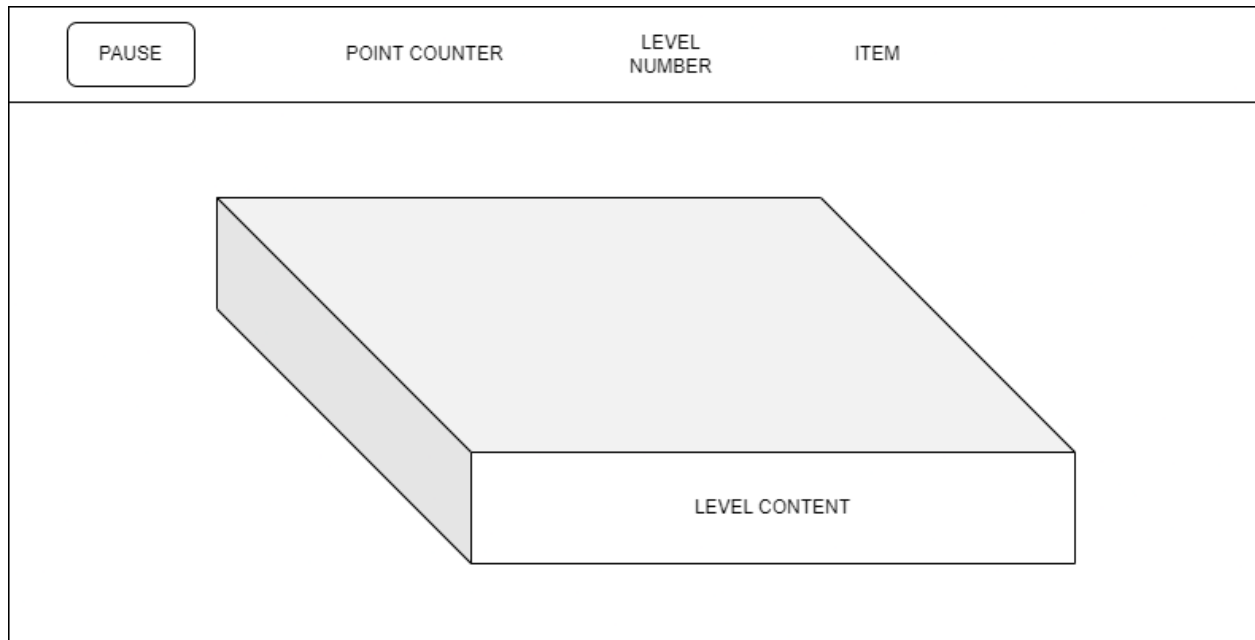
Wireframes



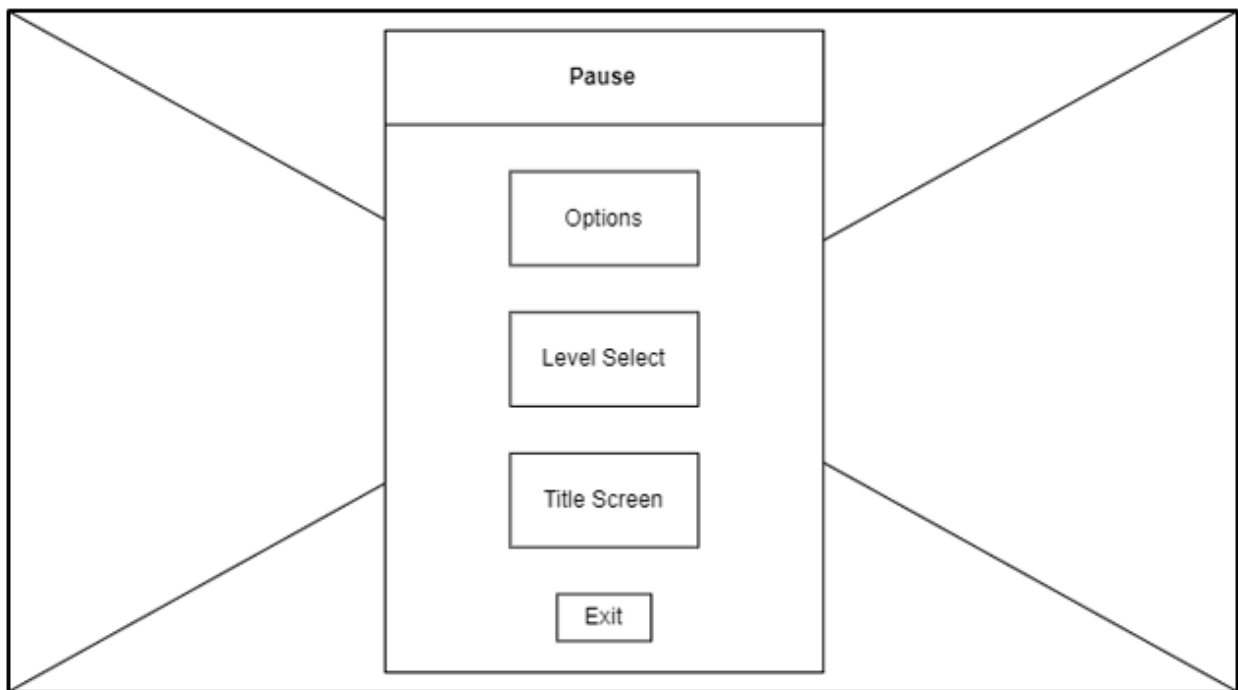
Title Screen Wireframe



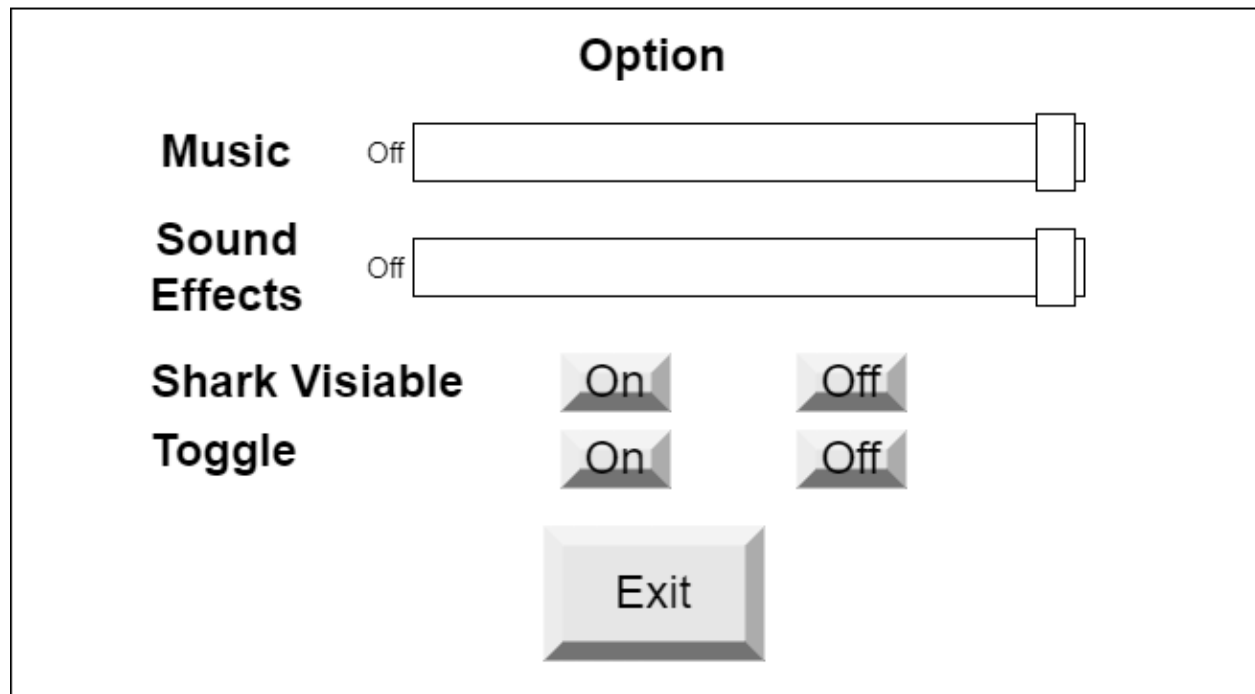
Level Selector Wireframe



Game Screen Wireframe



Pause Screen Wireframe



Options Menu Wireframe

Narrative Design

Plot Outline

The sailor slowly makes his way through a sinking ship. Along the way he must traverse dangerous pathways trying to keep from freezing to death or get eaten by a shark. If he survives the experience, at the top of the boat he can signal for help so a helicopter can save him.

Characters

Chief Engineer Dao Saetang – Pai, Thailand

A career sailor, Dao loves the freedom her life at sea brings her. For the last twenty years she has lived a nomadic life going from ship to ship. She has circled the world more times than she can count and does not plan to stop anytime soon. Lek is the favorite auntie when she visits her nieces and nephews in Thailand, always bringing presents from across the globe for them.

Description: Female Southeast Asian in coveralls, middle aged, short working haircut black hair, a smile, and dirty face smudged with grease.

Deck Hand Jacinto Reyes – Manilla, Philippines

This is Jacinto's first voyage out to sea. The young man was hoping to start college soon but decided to take the job of a Deck Hand on the ship to earn more money for his education. He hopes to become a marine biologist one day and study whales. In his free time he can be found in his cabin exchanging messages with his girlfriend back in Manilla.

Description: Male dark skinned Filipino, young early 20s, short black hair. Skinny. Blue coveralls/mechanics suit.

Fitter Saif Mahdavi – Kuwait City, Kuwait

Saif grew up around the Port of Shuaiba and has worked with the shipping industry since he was a teenager. Now a father of three, he made the decision to leave the port for the open ocean to support his growing family. He misses the time away from his wife and children but knows the extra money will help them to live happy and healthy. One day he hopes to captain his own ship.

Description: Arab male in his mid-thirties, a well-trimmed beard, short black hair, red coveralls, glasses.

Cook Donald Covington - Edmonton, Ontario

Don always wanted to cook. His dream of becoming a chef hasn't come to fruition but he takes solace in cooking for his friends aboard the ship. By his calculation, he only needs to work three more years before he has enough money saved up to open a little restaurant on a warm beach in South-East Asia. Until then he will make do with the long hours away and try to make life better for the people around him with delicious food.

Description: Male white North American, blonde hair, maybe wearing a hair net, a few extra pounds, big smile, blue eyes. Wears a dirty white apron.

Captain Marco Ricci – Sicily, Italy

After serving ten honorable years with the Marina Militare, Marco set sail for the private sector as a cargo ship's captain, and he's never looked back. He regrets the time away from his daughter, Maria, but now that she is a teenager, she has little time for her old man. They still keep in touch, and he eagerly awaits messages from her. He has put in a request for an office position with the United Star shipping company and this will be his last voyage.

Description: Male white European, black hair but starting to go gray, thick but well-kept beard, a black naval uniform with four gold stripes on shoulder boards. Middle aged, 50s.

Script or Storyboards

Not applicable to our project.

Asset List

Visual Assets

- Characters
 - 3D Models:
 - Captain: Marco Ricci
 - Chief Engineer: Dao Saetang
 - Cook: Donald Covington
 - Deck Hand: Jacinto Reyes
 - Fitter: Saif Mahdavi
 - Shark
- Inventory Items
 - 3D Models:
 - DriftWood
 - Key
 - Bomb
 - Switch
- Scenery
 - 3D Modular Models:
 - Door
 - Floor
 - Walls
 - Pipes
 - Ladder

Auditory Assets

- Walking (Footsteps sound effect)
- Swimming (Water Splash sound effect)
- Electricity Sound

Texture Assets

- Characters

- Items
- Scenery
- Matte Paintings

Animation Assets

- Characters
 - Idle
 - Walking
 - Running
 - Swimming
 - Drowning
 - Dying
 - Climbing
 - Opening Door
 - Bomb Launch
- Shark
 - Idle
 - Moving
 - Hiding
 - Attacking

Minimum Viable Product

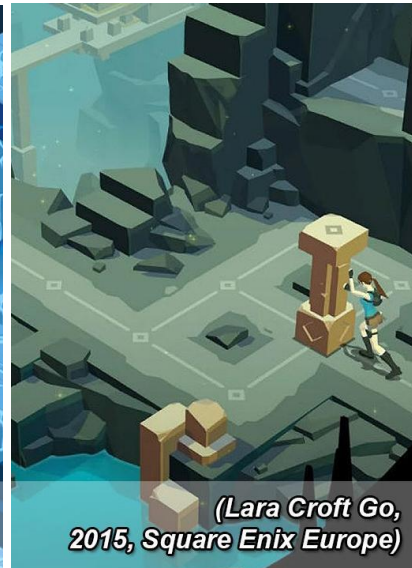
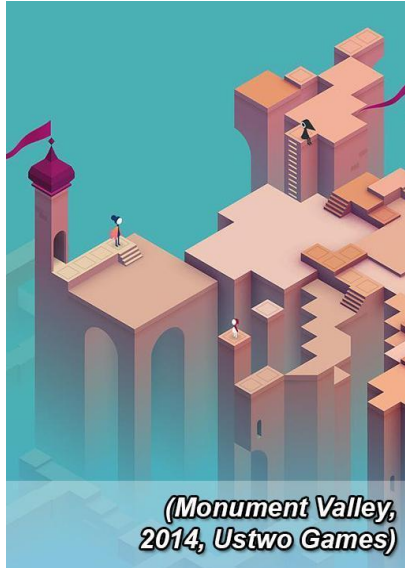
The Minimum Viable Product for Seafearing is three levels. The first level consists of a character moving from the start of the level and maneuvering to the end of the level with the water rising and a shark present. The second level would be the same foundation as the first but with the recruitment of a character. The third would be the other two levels but now the characters must work together to open the locked door to the exit.

Wish List (Backlog)

- Dialogue
- Multiplayer
- In-game Narrative
- Animated Cinematics

Reference Images

Intended Aesthetic



References

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