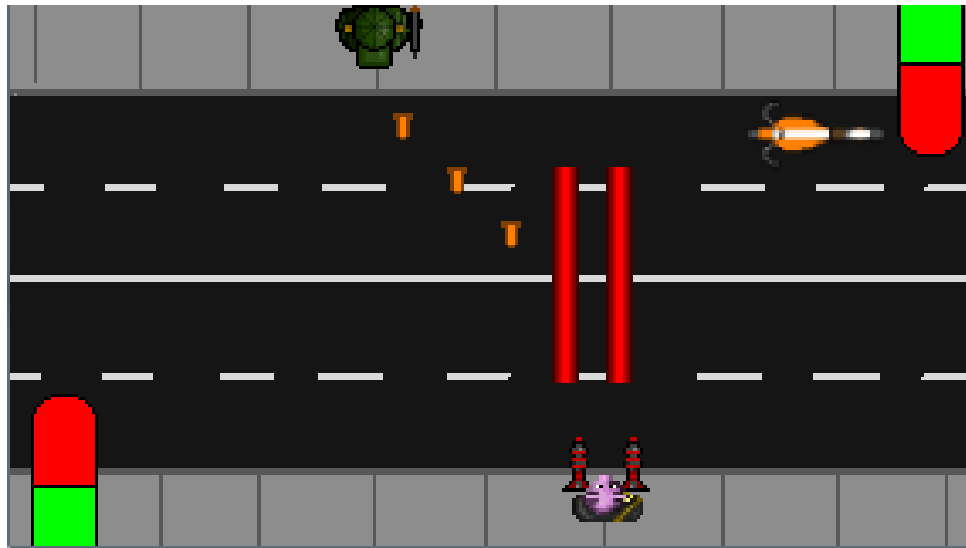


Artery



Presented by Republic of Cheer

Version Control

Version	Date	Rationale
0.01	Thursday 12th February 2015	Initial Document creation
0.02	Friday 13th February 2015	Audio addition & general fixes
0.03	Saturday 14th February 2015	Art Bible and Technical Specifications addition
1.00	Monday 16th February 2015	Final check by team
1.01	Friday 27th February 2015	Doc redesign due to feedback
1.02	Wednesday 4th March 2015	Move to Google Docs, Aesthetics Improvements
1.03	Tuesday 10th March 2015	Character Designs and other imagery included
1.04	Thursday 12th March 2015	Goals, Purpose, Scope and Character bios added.
2.00	Sunday 15th March 2015	Addition of Relationship Graphs and Final Checks
2.01	Tuesday 17th March 2015	Addition of Risk Management and aesthetics improvement

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Design Document

Goals:

The main objective of the project is to create a fun and engaging game that brings about an emotional response from the user. The key emotional response in which we are targeting from the player is one of excitement and adrenaline however there are many other emotional experiences to be found. During the Single player mode the objective is to make players initially feel the ordinary emotional experiences from the gameplay but the further they go the worse they feel for their in game actions. This is accomplished by modifying the background scenery of the mode to become worse as time goes on from a beautiful landscape to one full of destruction due to your violent gameplay.

The game will also have a commentator who announces the events which happen during the gameplay. Unlike most commentators our games one will constantly talk down to the player. Hopefully players will react by trying to resist the commentator and play more to prove themselves “worthy” in his eyes. This will address our second objective of building a game that showcases the key word of resistance. By performing amazingly well though a player can get a compliment from the narrator which will should bring a large amount of joy to players.

Purpose:

As a team who are relatively new at game development especially as a team we hope to learn heavily from this experience. Firstly we hope to discover what teamwork in a game studio sense truly requires of each participant and what the best practices are for such an environment. Secondly we hope to learn not only from our own experiences but also the experiences of our fellow teammates. Some areas we plan to improve upon during this exercise is 2D asset creation, programming, documentation managing, design principles, communication skills and implementation of audio.

Scope:

Initial Target: Although the game has a large number of stretch goals the crucial objective that must be accomplished is to simply make the Traffic Troubles stage work. This means that at the very least two characters, one stage, a simple menu system and sound effects must be made. Such things include the stages background, the car, truck and motorbike sprite, traffic troubles background music and vehicle sound effects, two character sprites, a weapon sprite, some particle effects for collisions and projectiles, a menu screen and buttons all need to be done. Being left to computer alone is also something that may be forced to happen.

Secondary Target: Once accomplishing the previous objective work on additional characters and weapons must start. Another crucial thing that needs to be worked in is the opposition AI so that a single player can join in the action.

Third Iteration: After this the main menu needs to be fleshed out with additional screens like character selection and settings. A push towards a mobile device would be advised by this stage.

Fourth Iteration: When the previous tasks are done the narrative of the game can be built up with the single player tournament mode. This means AI must be effective and a background for the tournament page must be finished.

Fifth Iteration: Work on the other stages including Raging River, Slippery Slopes and Crazy Canyon should begin as well as any obstacles and audio to go with it. If time constraints fail us then some stages may have to be abandoned to make way for polishing.

Sixth Iteration: The next stage is to put in player rewards such as purchasable characters, weapons, skins and trails. In other words the shaque must be fully designed and ready. Mobile development should be ready with this iteration and non linear firing methods addressed.

Seventh Iteration: Now that the game is practically completed other bonus materials can be implemented. This includes a high score and trophies system, a deeper combat narration system and additional options as well as general polish.

Game Synopsis:

Artery is a simple top down shooter style game built for IOS mobile devices with a landscape display. Test versions however will be using Windows computers.

Artery's simple one handed control scheme and comedic satirical design allows for players to quickly pick it up and play from anytime and anyplace while the randomness of the game keeps players interested for an extended amount of time.

The key component of Artery that makes it stand out however is the traffic system. In the centre of the stage traffic constantly moves through the players line of sight which act as obstacles to either shoot or avoid. Every obstacle reacts differently when being shot from causing havoc for the opposition to straight up charging at you.

The focus is on local and online play against other people but a tournament based single player option will also be evident to allow for training, receiving in game rewards or play when there is no internet connection.

Rules:

The game is based on a 1V1 combat system where the player is always located on the lower section of the phone while the opposition is always located in the upper section of the phone.

Before entering the stage however both players must select their character and weapon. Characters provide no advantages or disadvantages to the player and are merely used as a simple way to personalise the players choices. Each weapon on the other hand acts very distinctively to the next where weapons that deal lower damage generally have a greater rate of fire to compensate. Both characters and weapons can either be won in the single player mode or purchased for in game or out of game currency.

The objective of the game is to lower the oppositions health to 0 without being defeated yourself. To achieve this players will fire their weapon at the oppositions side of the playing field while at the same time moving left and right to avoid being shot themselves. However to add more excitement and randomness to the game obstacles will appear in the centre of the stage between both players positions. This centre traffic will react differently in each separate stage from always moving in one direction to changing directions of flow from time. Each obstacle will also react differently when shot at. Some will just act as a barrier between both players but usually these obstacles will cause positive or negative effects from bullet collision such as crashing into the opponents side of the field or angrily charging in your direction.

Usual match times will last for around 2 minutes to keep the game short sweet and simple. Traffic will also become more intense over time pushing the fast paced adrenaline action further.

Controls:

To make the game easy to pick up and play Artery uses a one handed control scheme. Players will be able to move left and right through simple tilt controls and shoot by simply tapping the screen in the direction they wish to shoot. We will however give the player the option to move their character left and right by placing their finger to the side they wish to move to.

For the test versions on the computer however Player 1 will use A and D key to move left and right respectively and the S key to shoot upwards. Player 2 who will be positioned at the top of the screen will use the left and right arrow keys to move in those directions and the down arrow key to shoot downwards at the opposing player.

The type of weapon the character has will also affect the type of tapping style the player should use while in combat. Higher rate of fire weapons generally call for the player to hold down their taps which allows them to swipe their finger across the screen for a spray type effect. Lower rate of fire weapons generally call for more distinct taps where the player must strategically calculate the opposition's next move or what piece of traffic they should hit for the desired outcome. It is also important to note that higher rate of fire weapons will need to hit traffic obstacles more times than lower rate of fire weapons to cause the desired or unwanted effects.

Initial versions of the game will not allow players to aim their shots but instead force players to shoot directly up and down. This is because computers only use a single mouse giving one player a huge advantage on a single computer screen. When we move to multiple screens however this subject will be analysed to a further degree to deduce whether we still want to give the players aiming freedom.

Stage Design:

At this stage Artery has four different stages to play. Players will not be given the option to choose which stage they play in any mode but instead the stage will be selected randomly. This means that players will be forced to always react to their new scenarios instead of mastering the style of one field. This also takes out the issue of voting for stages prior to the match which in most circumstances would leave one player disappointed. Not to mention that voting does not necessarily work when it is a 1V1 game.

Traffic Troubles

The game's original map Traffic Troubles puts both players in between a busy highway for their combat. Initially traffic will be slow but as time draws on traffic will continue to intensify until it

becomes a full on traffic jam. There are also four lanes of traffic two going one way and two going the other.

Obstacles include:

Cars - shooting a car will cause it to swerve into the oppositions side of the field causing high damage if it collides. Hitting different sections off the cars will also change the style of rotating such as hitting the front wheels will make it swerve one way while the back wheels make it swerve another.

Trucks - With enough damage trucks will explode causing massive damage to any player who is too close.

Motorbikes - Bikes are simply obstacles that get in your way but with a couple shots they will be destroyed with no damage to either side. They also provide a bit of comedy as the driver will fly off the bike backwards making the bike fly forward. This will get the rider to make a comment before disappearing from the scene.

Raging River

Based in the area between the ocean and river the raging river is the least predictable map where the tide constantly changes meaning that while at one moment the traffic will be moving left the next moment could have traffic moving right. This means that player will have to change their strategy depending on the rivers flow. Initially the river flows in one direction and is slow but as the match time extends the rivers pace increases and the flow of the tide changes at a more rapid pace.

Obstacles include:

Logs - Logs are used as a strong barrier between both sides however they can be destroyed with enough fire power causing no damage to either side.

Crocodiles - If shot crocodiles will become enraged and charge towards the shooting players position. The crocodile will move in a straight line so to avoid the crocodile all the player has to do is move but this adds an extra issue for the player during the hectic fight and if you are hit your health will be severely affected.

Trollies - When shot trollies fly into the oppositions side in a straight line. it will cause some damage if it collides with the player.

Slippery Slopes

Based on a snowbound mountain players will compete against each other while snowboarding down to the bottom. During this time they will speed past a number of obstacles which act as the traffic for this map. As the players are moving down the mountain to the right the obstacles will always fly past them to the left.

Obstacles Include:

Snowballs - Shooting snowballs will push them away from the shooter, incrementally increase their speed for a moment and increase their scale. This means that the snowball will stay on the battlefield for longer if continuously shot at. If the snowball becomes too large though it will explode throwing chunks of snow across the battlefield at both players causing some damage on collision. If the snowball is pushed to one side enough it could also hit the player on that side for massive damage. Hitting a tree will destroy the snowball or make it explode depending on its size and hitting a skier will instantly increase its scale or make it explode if it is large enough.

Trees - Trees cannot be damaged or destroyed so they are simply good as barriers for the fighting. Trees go by quickly though as they are not moving down the mountain like everything else.

Random Skiers - If hit skiers will fly off their skies towards the opposition. Their air time will change with every skier so while some skiers will hit the opposition for good damage some may fall short of the opposing player and cause no damage whatsoever.

Crazy Canyon

This stage is based within a canyon where a stampede of animals are running wildly away from a gang of poachers. However in the centre of the traffic area is a large cliff, this means as the animals run away from the poachers to their left and right they continually run off the cliff in the centre.

Obstacles Include:

Elephant - If shot enough times elephants will try to run away from you by running directly up from their current position. If they hit the opposing player while running away from you they will cause massive damage.

Lion - If shot enough lions become enraged and they will charge after you in a straight line. Moving left or right will avoid them.

Safari Car - If the safari car is hit the vehicle will swerve to the oppositions side of the field causing good damage to the opposition on collision.

Characters:

As mentioned earlier characters are only used for cosmetic purposes rather than to actually change gameplay style. Characters can be bought from the in game store or won from the single player tournament mode. Other characters may also be added to this list at a future date.

Initially players will be allowed to choose between three different characters.

These characters are:

- Bear
- Pig
- Kangaroo

Other characters that can be purchased include:

- Tiger Shark
- Toucan

By being victorious in the Single player tournament you may also win:

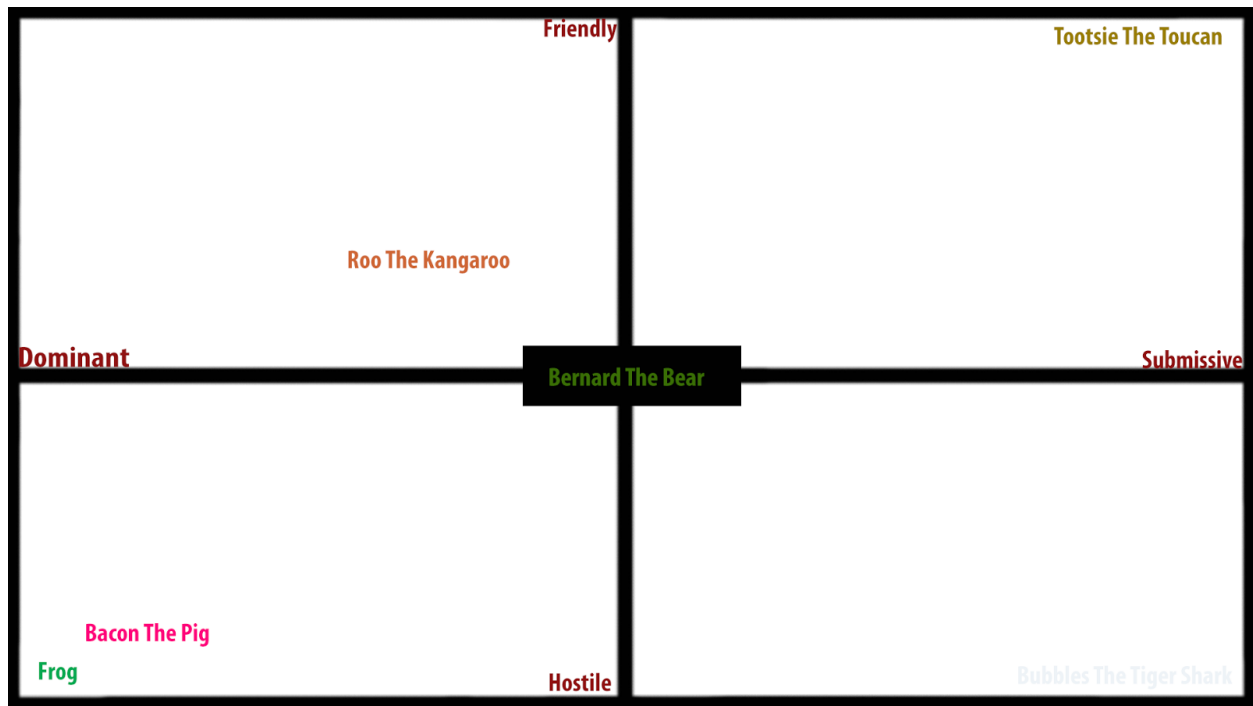
- Frog

Bernard the Bear



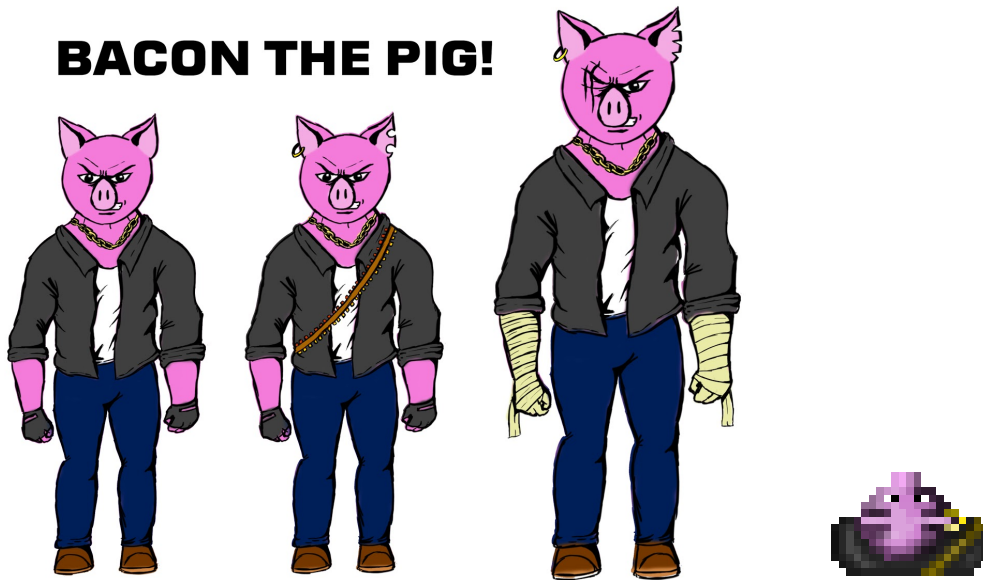
Bernard was a soldier from an alien planet since a young age and was exceptionally skilled in the use of firearms. He fought in all 3 space wars and was considered a hero among his people. This was true until the end of the 2nd space war where his best friend who fought alongside him was killed. This caused Bernard to become bitter and despise the world around him. During the 3rd space war Bernard had become corrupt and desensitized, developing his love for explosions and destruction.

Many years have passed and he is now the oldest contestant in the holy tournament. He participates in every holy tournament in the hopes that winning may bring his best friend back. Bernard still wears his best friend's left glove to this day as a way of remembering the good and bad times they shared which sets his fiery personality ablaze every battle.



Bacon the Pig

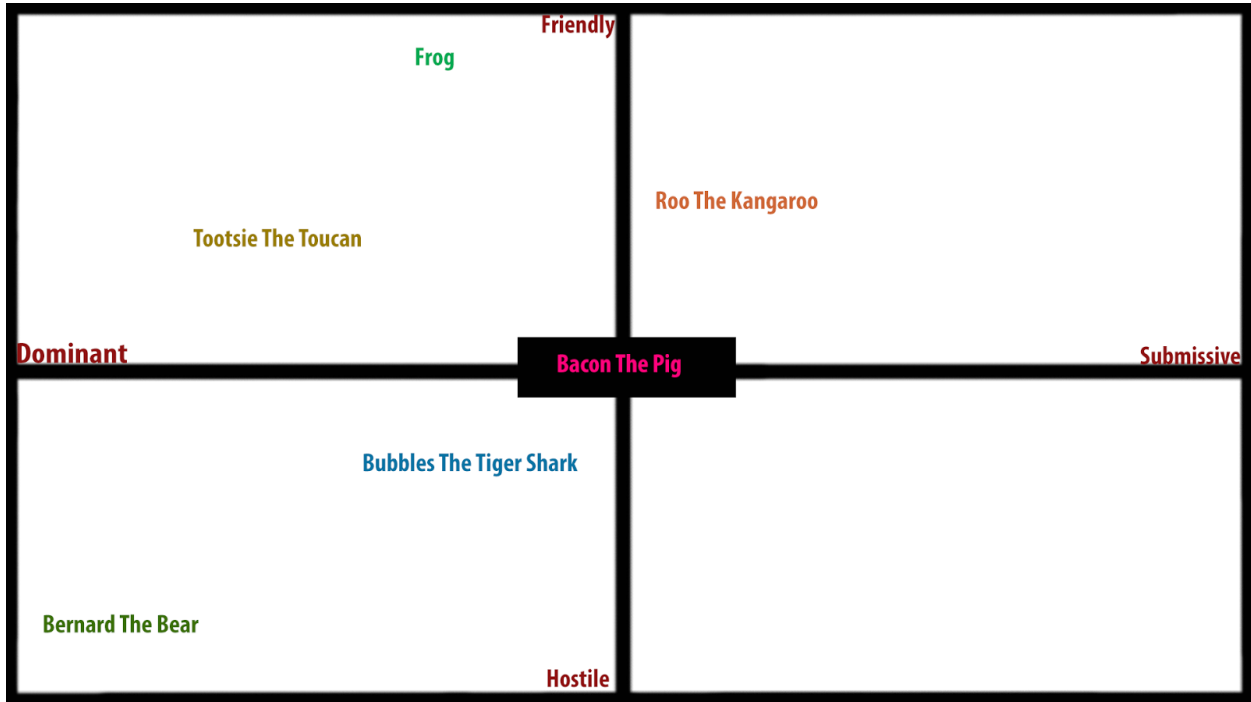
BACON THE PIG!



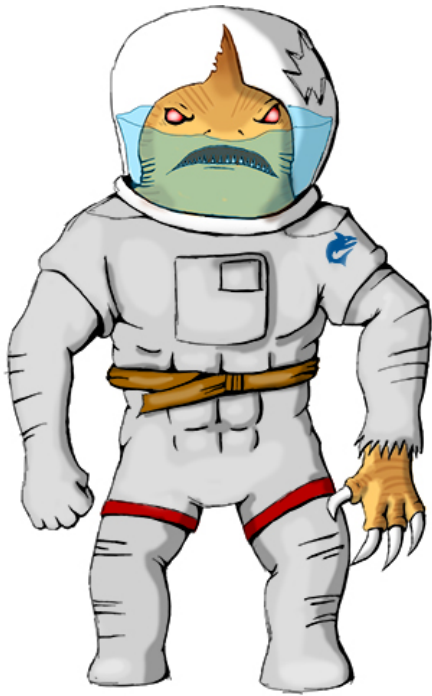
Bacon was abandoned as a baby and was taken in by an alien gang known as the brown dragonfly band. He was raised as well as the gang could but their personality traits passed on to him threefold. He was taught how to break the rules and had a very cocky personality. During his teenage years, Bacon was constantly pressured to fight in underground tournaments because of his amazing fighting

skills and his aggressive fighting style winning plenty of money for his precious gold which he wears ever so proudly.

This translated over very well with his use of firearms in battles with rival gangs. He is one of the most feared characters in all of the universe, never losing a single battle. Bacon has very little regard for others around him and doesn't understand them because of the way he was brought up. Although bacon does not believe in the holy aspect of the tournament he is entering purely to prove that he is truly the best.

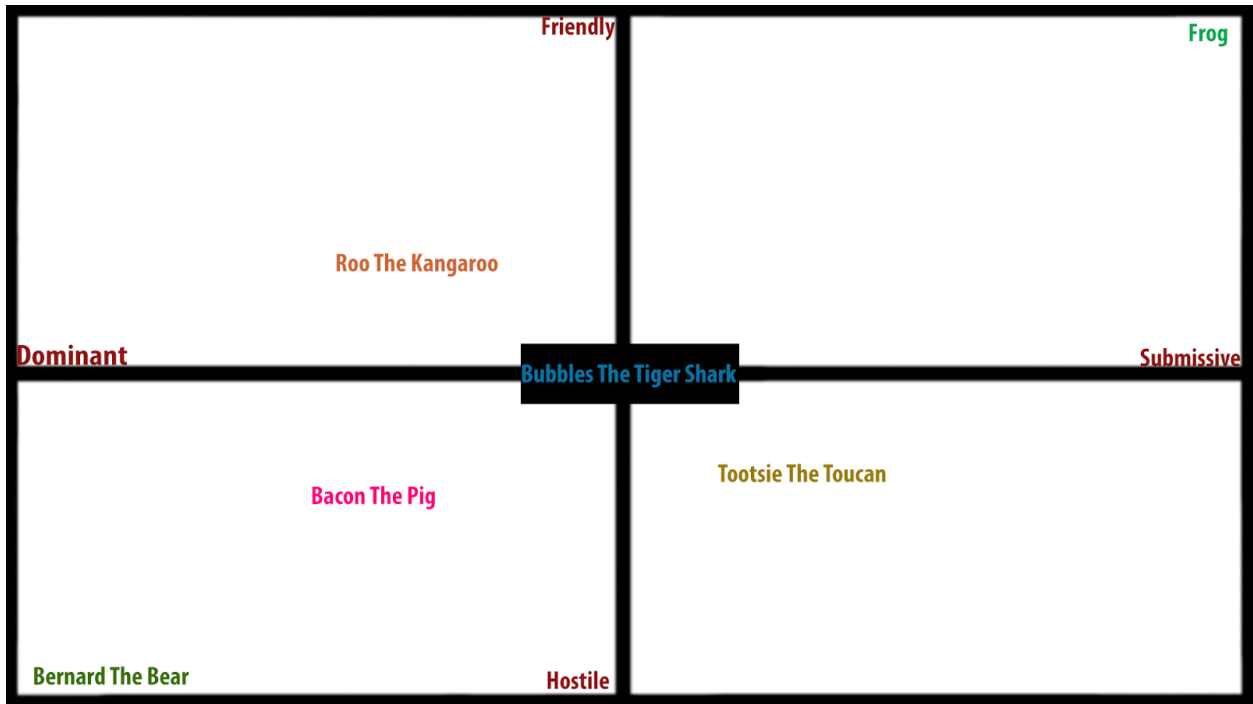


Bubbles the Tiger Shark



Bubbles was a monk who lived on a planet completely comprised of water. He is required to wear a special suit that allows him to survive when off his planet. Like regular sharks his race were carnivorous but their means of hunting are much more effective. Using firearms to hunt his prey he became very skilled in their use. Bubbles had always believed in a higher power and had always dreamed of entering the holy tournament.

He was one of the very few to enter the holy tournament for its holy purpose. His holiness is not easily recognizable in battle as he is both ruthless and aggressive. Because of his silent nature and his ruthlessness in battle, very few understand his story and see him purely as an aggressive killing machine. he leaves his claw exposed for better precision and to scare off his foes

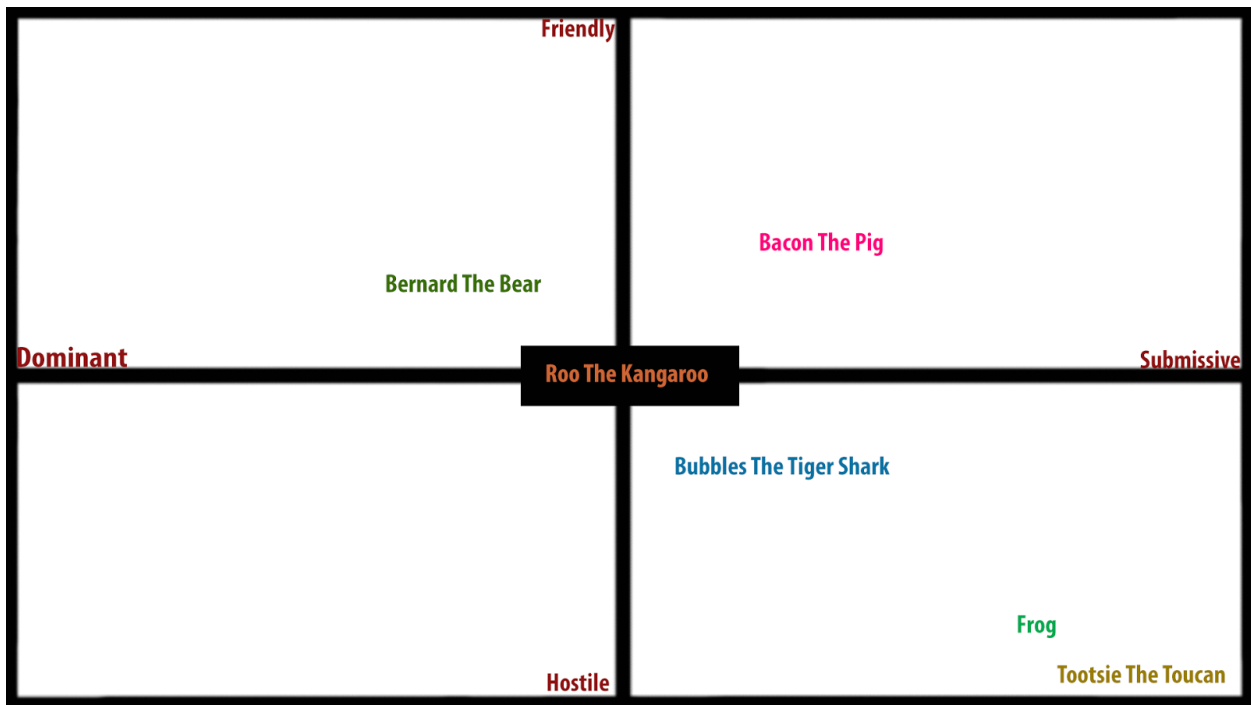


Roo the Kangaroo



Roo has lived a fairly simple life unlike the other characters and has always enjoyed fighting for sport. As a sportsman he has participated in many types of fighting. He started competitive fighting in hand to hand combat and continuously defeated his opponents. During his early teenage years he found hand to hand combat to be too easy and got bored of it so he took up sword fighting as an alternative. Roo was very skilled with a sword and defeated many opponents with ease. But at the end of one particular tournament he faced one of the strongest swordswoman on his planet.

Although Roo put up a fight, he was ultimately defeated and as a way of remembering it a long scar remains upon his chest. The fact that he was defeated left himself feeling down and he wanted to find a way to reinvent himself. Discovering the holy tournament as an adult he trained rigorously in the art of using firearms in the hopes that he may be the best once again. Roo has a generally laid back personality but when it comes to fighting he fights to win. Roo is entering the holy competition for his redemption and the spirit of competition.

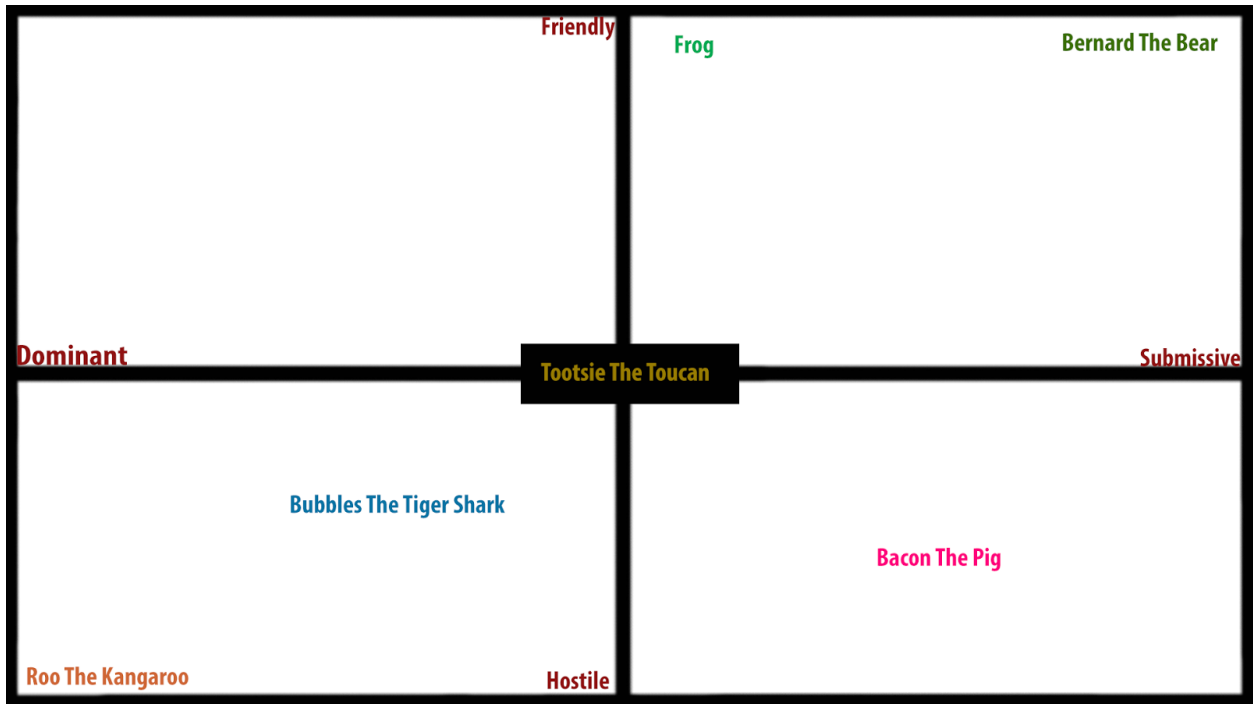


Tootsie the Toucan



Tootsie is the only female fighter to enter the upcoming holy tournament. She was taught how to fight at a young age by her mother who had won the previous holy tournament. Unfortunately soon after winning the tournament she died from the radiation of a nuclear bomb used during the tournament. Tootsie decided to begin joining fighting tournaments in remembrance of her mother and in the finals she fought against Roo in hand to hand combat. She was defeated and humiliated, seeking revenge and aiming to prove that she was a better fighter than him.

Later when she heard that Roo was entering a sword fighting competition she trained long and hard in order to defeat him. She discovered she was much more skilled in sword fighting than hand to hand combat and was soon discovered as the strongest swordswoman on her planet. When facing against Roo, she struck him with such force that it pierced his armour leaving him with a scar marking his defeat. She finally felt that she had honoured her mother's death and felt ready to follow in her mother's legacy and win the holy tournament. With the thought of her mother guiding her every attack, Tootsie is a passionate fighter who will not accept the thought of losing the holy tournament.

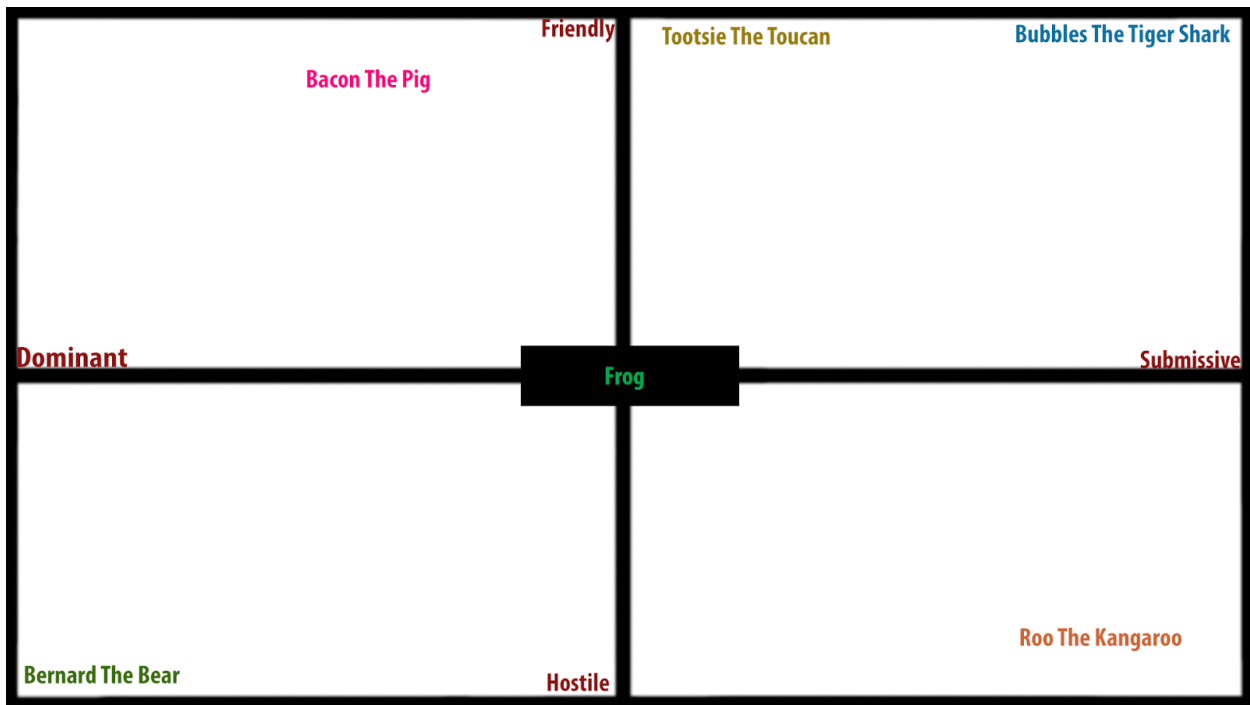


Frog



Frog was born as a very high class individual on an exclusive holy planet, very distant from ours. He took the position of the previous Pope at a young age who had trained him to host the holy tournament. He has attended every holy tournament since his birth but has not participated personally very often. He was trained to use firearms to punish those who would defy the rules of the sacred holy tournament. Frog strongly believes that by hosting the holy tournament he will appease the gods and receive their gratitude and mercy.

Because of this, he only allows the most skilled fighters to enter the tournament to ensure that the gods remain unoffended. Occasionally he will personally test their skills by entering the tournament himself. Although he may appear weak because of his lineage he knows his way around a gun and is as powerful as any other fighter in the competition. He is one of the only fighters who isn't aggressive during battle but instead fights only to please the gods who watch him and with incredible power.



Weapons:

Each weapon in the game operates differently than the last making the game feel completely different with each weapon you choose. Some weapons use automatic firing modes with a high rate of fire and low damage while others deal massive damage with a low rate of fire. One objective of the game is to make each type of weapon fun and interesting to play with. Weapons can be purchased from the in game store or won by being victorious in the single player tournament mode.

Mini gun

The minigun is one of the two starting weapons of the game and shows off the automatic side of weaponry. By being a completely automatic weapon players can hold down their tap to fire continuously until their ammunition is completed. This allows for amazing spray that if used correctly should be able to always hit the opponent with at least one bullet per mag. The weakness of this gun is that its projectiles are not the strongest which means that it takes a lot of hits to cause devastation. This weapon is good at damaging the opponent and causing havoc on the field.

Shotgun

Another gun received for free at the start of the game the shotgun fires a number of projectiles per tap with a relatively good spread but cannot be held down for continuous fire. Thus demonstrating the non automatic side of the games arsenal. This weapon is pretty effective all round but its lower reload speed and general range hinder it to some degree. This weapon is best for causing traffic havoc rather than going for the opposition directly.

Rocket Launcher

This explosive weapon must be purchased from the games store. The rocket launcher fires one round per tap but requires some reload time between each shot. The projectiles have some range and explode on impact which is great for causing havoc in traffic but can make it very difficult in actually hitting the opponent. Hitting the opponent however deals in massive damage and the weapons blast radius can also help to achieve this as well as possibly hitting multiple pieces of traffic at once.

Three Round Burst

Another store weapon the three round burst gun allows the players to aim shots effectively with each tap. By swiping across the screen the weapon can also spray the three rounds across the battlefield effectively hitting more than a single object with each hit. This can also be done by moving left or right as you shoot directly up. Holding down ones tap also keeps the weapon firing three round bursts continually. If you are an accurate shooter and know where to place your shots for maximum effectiveness the three round burst is the best choice. The best part of this weapon is the projectiles velocity which speed across the battlefield making them hard to dodge but the weak part of this weapon is the accuracy required to hit all shots and general mid range damage.

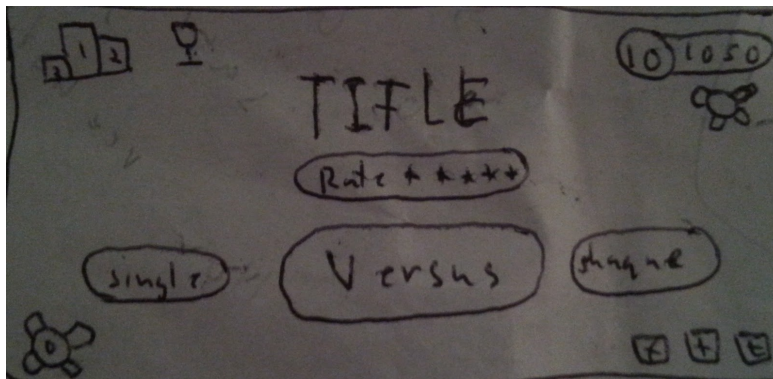
Dual Lasers

These lasers must be won from the single player tournament mode due how they operate so differently than the other guns displayed making them a special weapon. The laser fires a line of energy that melts through anything in its way causing traffic trauma and damage to the opposition when hit. Not to mention that there are two of them. The opposition can hide between the two beams of energy but with the constant fire rate of the weapon this strategy is risky at best. The weapon also does not need a charge time meaning that players can constantly burn away at the opponent. The weakness of the weapon is its extremely low damage that makes it take ages to eliminate not only your opponent but also the heavier traffic.

Interface:

Menu:

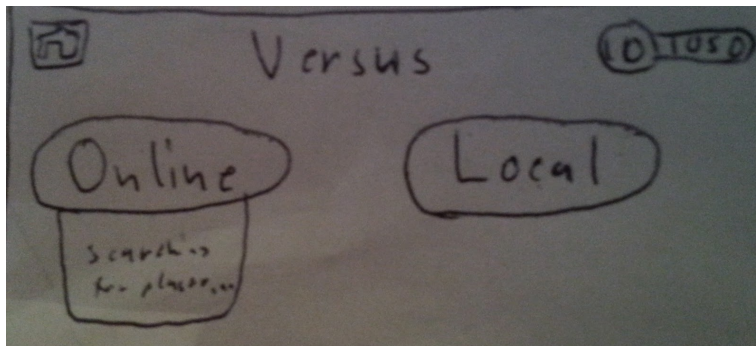
The game will also have a number of options that come from menu. The key options from the games menu will be Versus, Single and Shaque. These options will be displayed by a swipe interface with the Title Artery above it. At the top right of the screen will be the players overall score and level and to the left IOS's high scores and trophy system. Underneath the title Artery will be a rate button that allows people to rate the game. The lower section of the screen will have an options and social media button. The background will simply be randomly selected between the four playable stages showing off the traffic as it moves around casually.



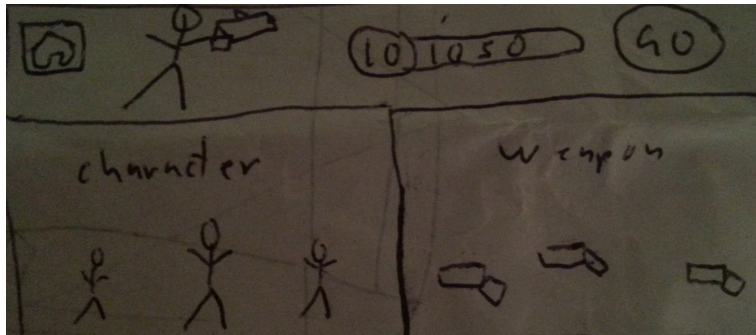
Versus:

The versus mode will lead players to an option page that allows players to select between local and online play via two large buttons at the centre of the screen with local being above online.

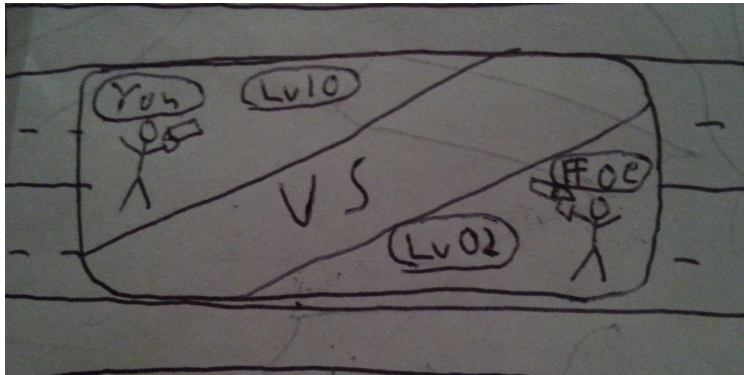
After selecting the desired option players will have to wait for a bit until they find an opposing player.



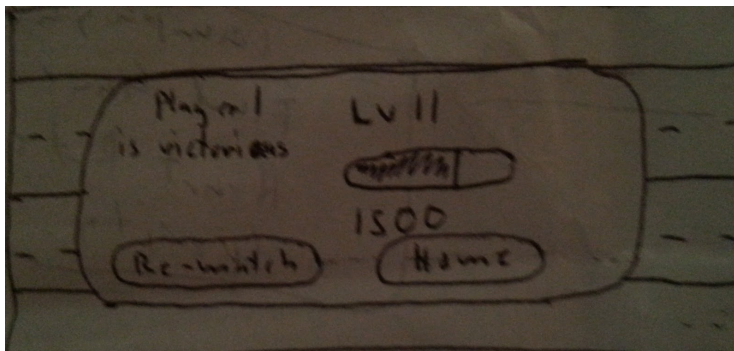
Once a player has been found the game will ask you to select your character and weapon in a character selection screen. On the bottom left hand side of the screen will be a swipe between characters and on the bottom left will be a swipe between weapons. At the top left will be an image of your current character and weapon match and at the upper right will be a Go button. Players will only receive around 20 seconds before the game moves on from the screen automatically selecting the highlighted character and weapon as to avoid wasting the oppositions time.



Once this is done a quick vs screen that shows your name, level, current character and weapon as well as the oppositions will pop up in front of the randomly selected battlefield.



After both players compete against each other a victory or loss screen will show and players can choose to fight again (leading to the character select screen) or return to the menu. If one player quits then both are returned to the menu. The victory and loss screen also displays your score increase from that round and current level or increase in level if you have earned enough points to level up.



Single:

For players without an internet connection or who just do not feel like playing against real people, single mode is the option for them. Single mode takes them to a tournament based system which randomly instantiates fake players to compete for the title. The goal is to simply beat each AI at every stage of the tournament and become victorious. Every match also allows you to change your weapon and character to push people into the mindset of trying everything out. Score is also added to your total with each victory in a victory screen. If the player loses however a loss screen is displayed and the player can see the score increase but will then have to restart the tournament from the beginning.

Each time the player wins a tournament they will be granted with something new for being victorious.

The first victory will award the player with a fire like character trail.

The second victory will award players with the new character the frog.

The third victory will give the player a shotgun cosmetic making it look Egyptian and shooting gems.

The fourth victory will award players with the dual laser.

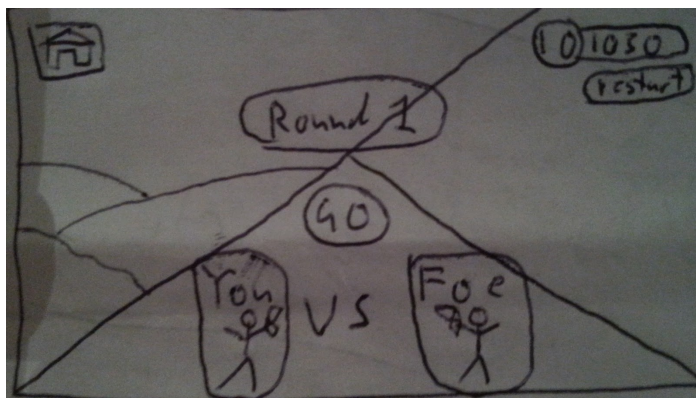
The fifth victory will grant the player a large score which will almost surely give the player a level increase.

Any victories after this point will only give the player an average score increase.

During the tournament mode players will be able to see themselves climb up a pyramid to reach the top as they defeat their opponents. The background however will slowly change as the player reaches higher and higher. Originally it will be a happy satirical world but as you get closer to the top the world will slowly become more degraded until you reach the top and the world in the background seems to be in utter chaos due to your little tournament.

This is the story of the game where the playable characters are actually alien races that have come to Earth to host their holy tournament. However it seems that the tournaments actually cause massive damage to the planet they are on and in the end destroys it thus forcing them to host it on a new planet. The narrator is also the head of the alien alliances.

The goal of this is to entice somewhat of an emotional response as the whole time you were playing the game you were actually destroying the Earth. This also throws the message that even satirical games can have a message and show consequences for one's actions.



Shaque:

The shaque is Artery's store of shorts with the title being a pun on the term shack. Within the shaque players can use their collected score to purchase various items such as characters,

character trails, weapons and weapon cosmetics. Some items will also require the player to reach a certain level before purchase.

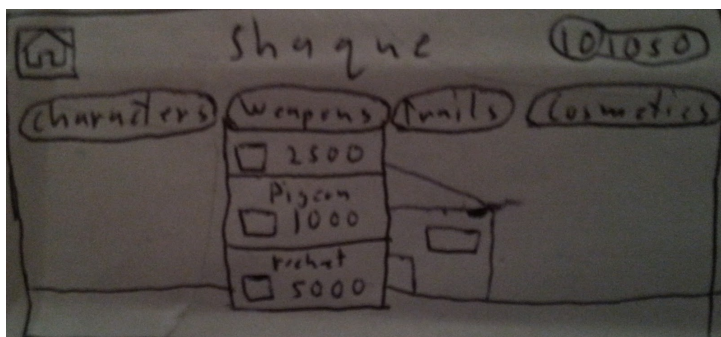
Characters = Like many other games characters can be purchased from the store. Players will not grant any special bonuses of the sort but can help players personalise their experience.

Character Trails = Used to make a trail when the character moves. Players can purchase a multitude of colours which personalise your character. Some trails may also show more than just colour like flame or water particle effects but these will be more expensive and require a higher level.

Weapons = The shaque will host a number of different weapon types to keep the game enjoyable and give players a genuine reason to keep playing for score. weapons are probably the most important items in the store as they are the only ones that actually affect the gameplay to a high degree.

Weapon Cosmetics = These change the looks of your weapon as well as the projectiles fired from it. For example lasers could be a different colour, rockets could have a coloured trail or your bullets could look like gems. Please note that these only affect the cosmetics of the gun and not the actual performance so that everyone remains on an equal playing field. To view the purchasable cosmetics for non starting guns players must first purchase or win the gun.

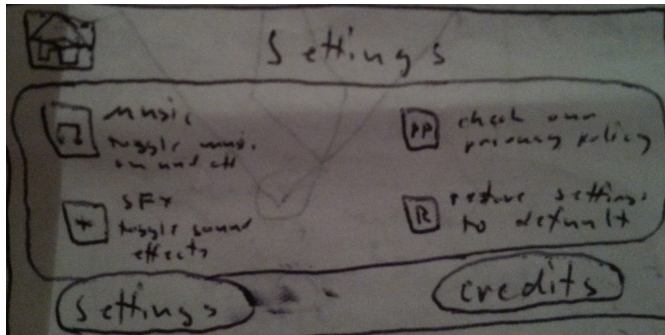
When purchasing something from the shaque your score will reduce as it is the payment method but your level and distance to next level will not be affected.



Options:

Although not one of the main menu items the options button is found on most scenes and requires some explanation of the items within. In the options page there will be two subsections, these being settings and credits. The credits subsection will open up a credits list detailing all of the people who worked on this project. The settings option however will include a number of options inclusive of toggling on and off music, narration and sound effects. The

settings will also let players view our privacy policy and let players restore their game to its default stage.



Audio:

In terms of background music the game will have a quick paced 8-bit metal style similar to that of mega man's theme in Super Smash Bros. This style of music is advisable as it encourages the quick paced nature of the game as players are quickly moving left and right and frantically shooting at their opposition by tapping. The background music will be loud enough to be a key element but not so loud that players cannot hear the craziness of their projectiles and traffic mayhem on screen. Overall this style of music will be keep players energized to continue playing and in a more frantic style of mood.

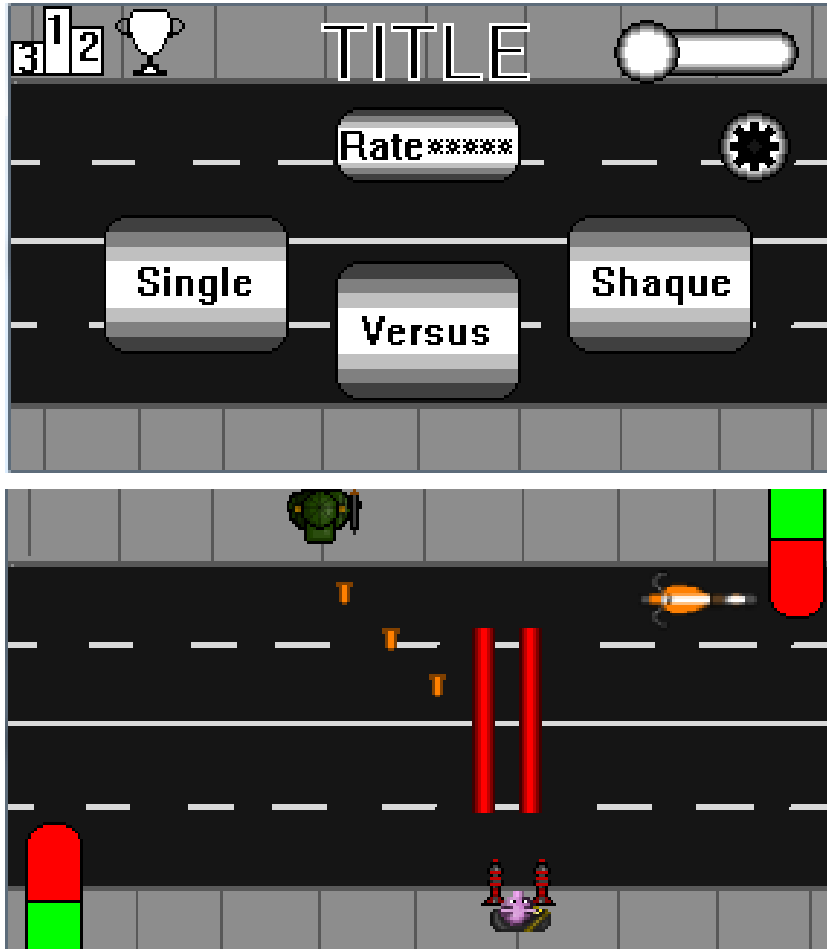
Most of the sound effects will be explosions of bullets colliding with traffic and other sorts of collision noises. The audio will be exaggerated to make impacts and gun firing sound more definite than it actually is, this is to further the satirical nature of the game.

As an added bonus each playable character will have their own audio queues which are initiated when they reach a certain health or are hit by certain obstacles. These will be of a comedic nature to once again enhance the feeling of satire while playing.

A narrator will also be present in the game and he will comment on random things that happen in the battlefield. Sometimes the narrator will also comment back to comments made by traffic or even players when they are hit. This is to make the narrator feel more alive and a part of the action.

Art Bible

App Concept sketches:



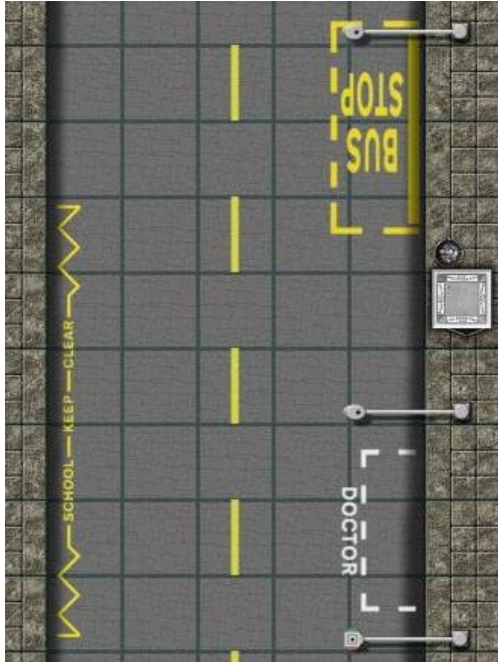
The images above represent how the game should look like an an IOS device.

Image one portrays the menu screen which includes high scores, IOS trophies, player level, score, game title, rating, swipe menu, options and social media.

Image two demonstrates how the game will actually work. At the top of the screen will be the opposing player and his/her health while the lower half of the screen will have the players character and health bar. Please keep in mind that this will likely be modified at a later date.

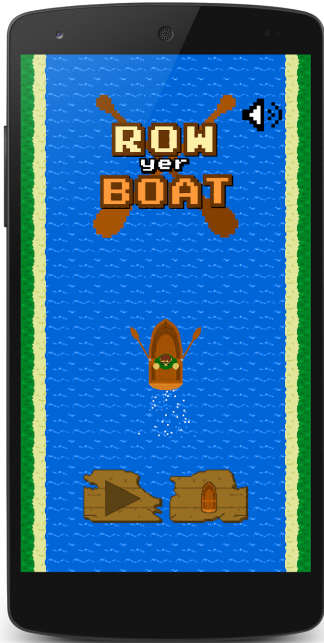
Stage Concepts:

Traffic Troubles:



The two images above reveal how the Traffic Trouble stage will appear. It is important to note that the road is not meant to be a massive six lane highway but rather an ordinary two lane city street. Over time however the street will become more dense with traffic due to rush hour traffic.

Raging River:



The first image shows how the pixelated setting will look in the raging river stage. The second image however portrays the type of location that the raging river stage is located within.

Slippery Slopes:



Although neither of the above images showcase the slippery slopes map as top down as it will be in game they both contribute to the general theme of the stage. Image one demonstrates the type of pixelated snow setting that the game will use as well as the idea of animalistic entities riding down hill on snowboards. Image two though portrays the setting of the slippery slopes stage to a greater degree than can be represented by traditionally simplistic pixelated art.

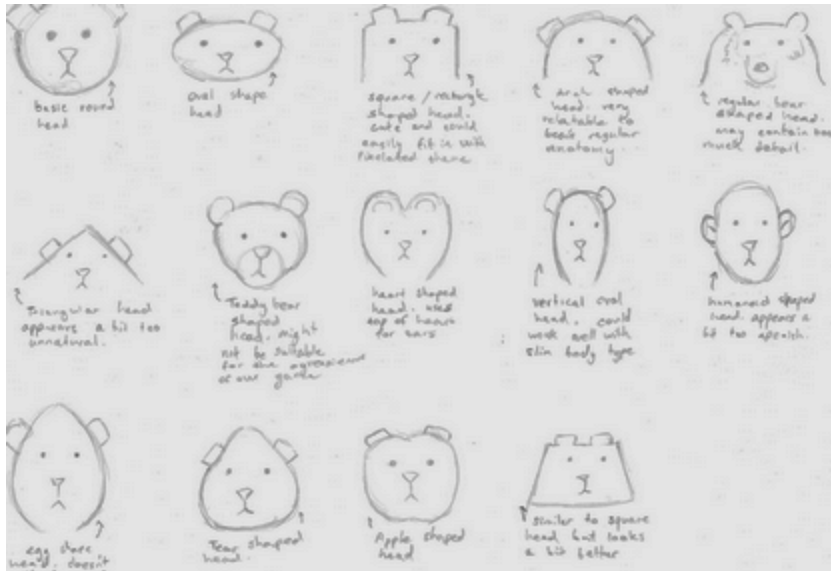
Crazy Canyon:



The crazy canyon stage was largely inspired by the original classic animated film The Lion King. As such the general idea of the stage is based around the artwork of that film. The upper image is crucial however as it portrays how the canyon should appear in a pixelated setting.

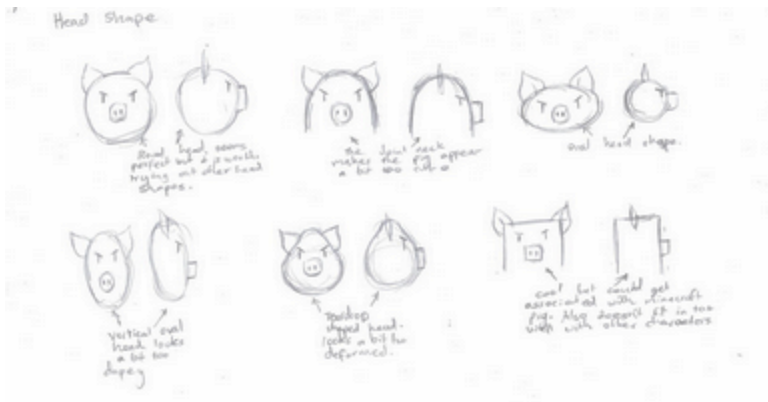
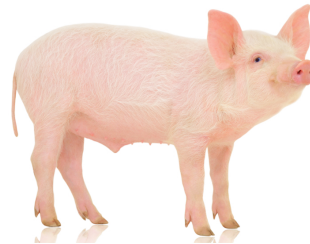
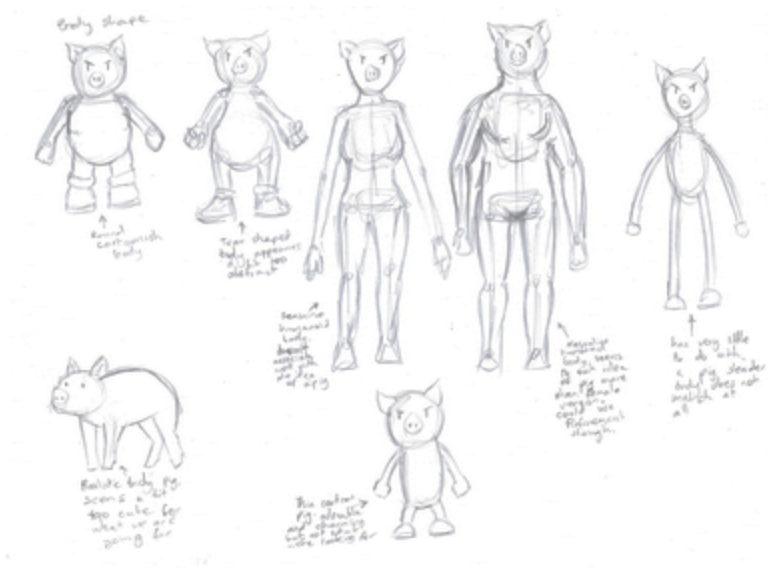
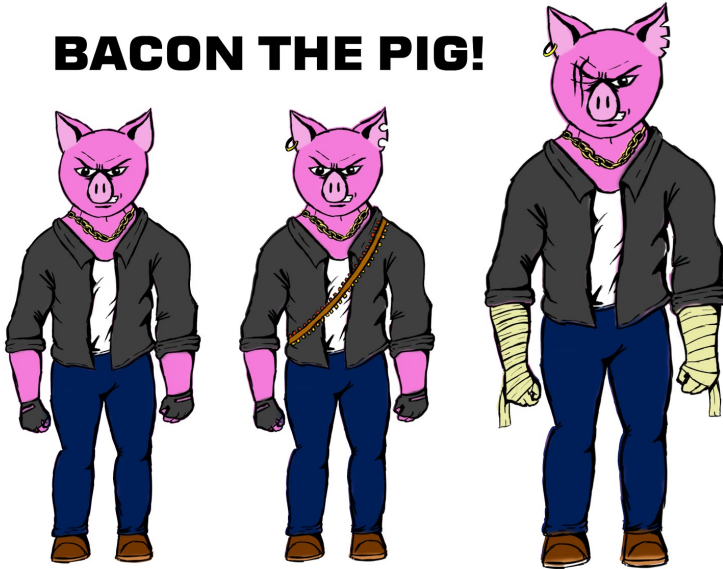
Character Concepts:

Bernard the Bear

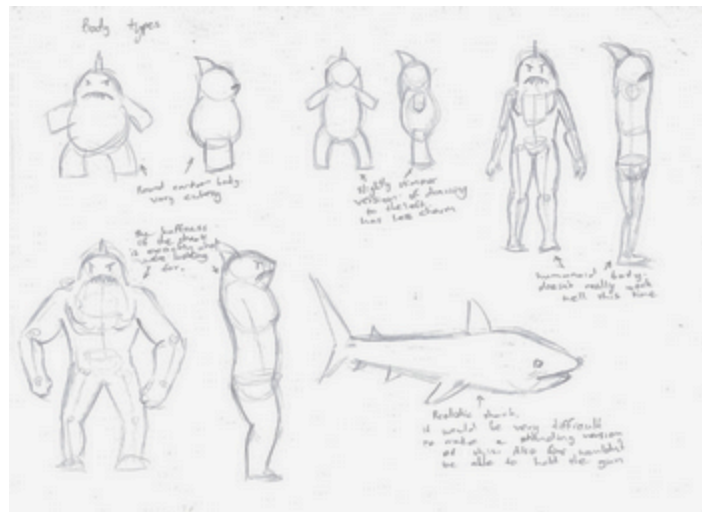
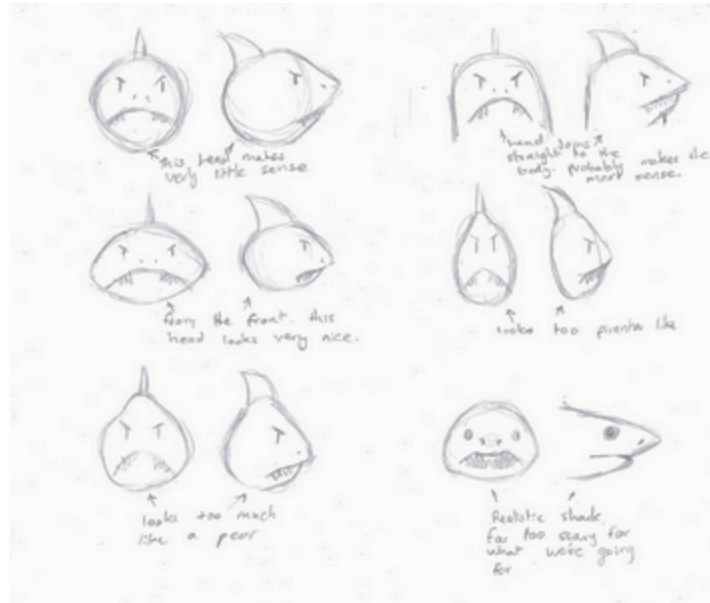
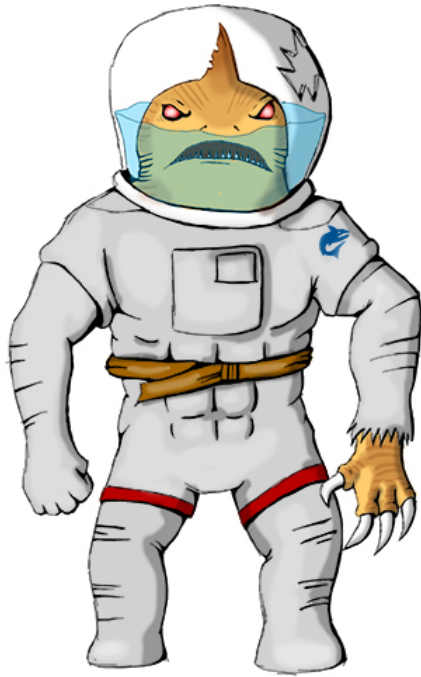


Bacon the Pig

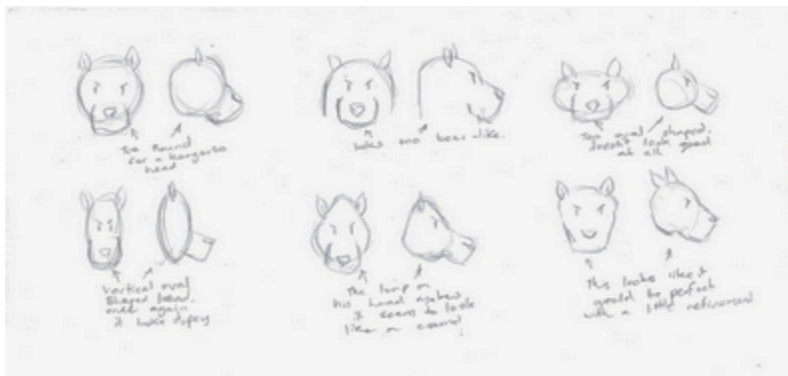
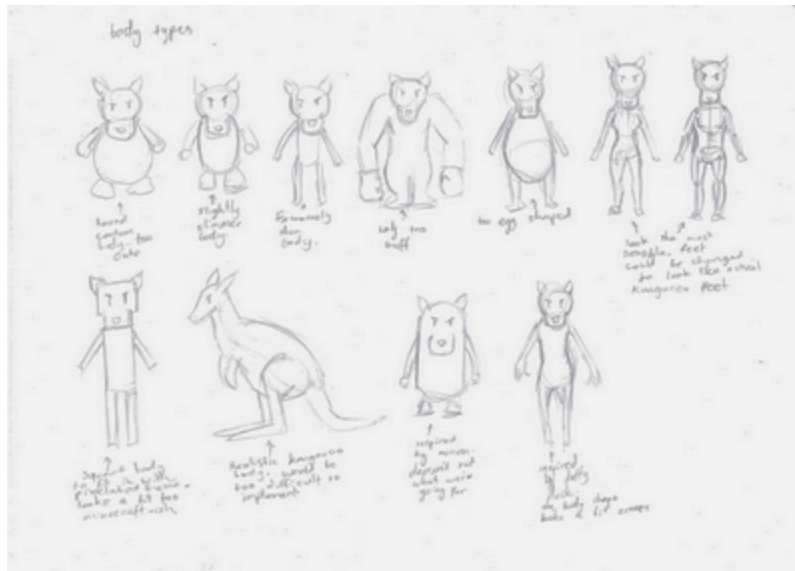
BACON THE PIG!



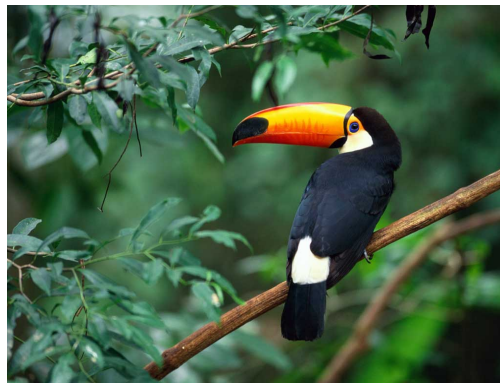
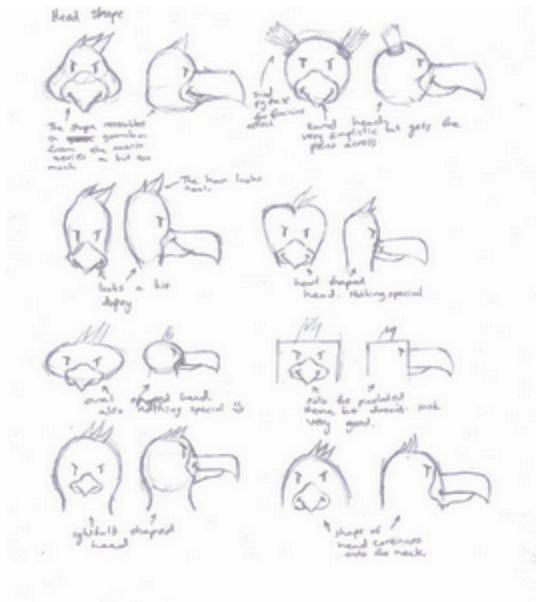
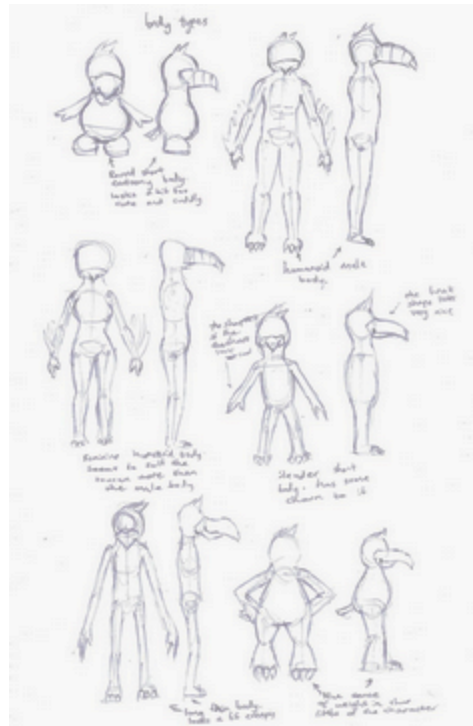
Bubbles the Tiger Shark



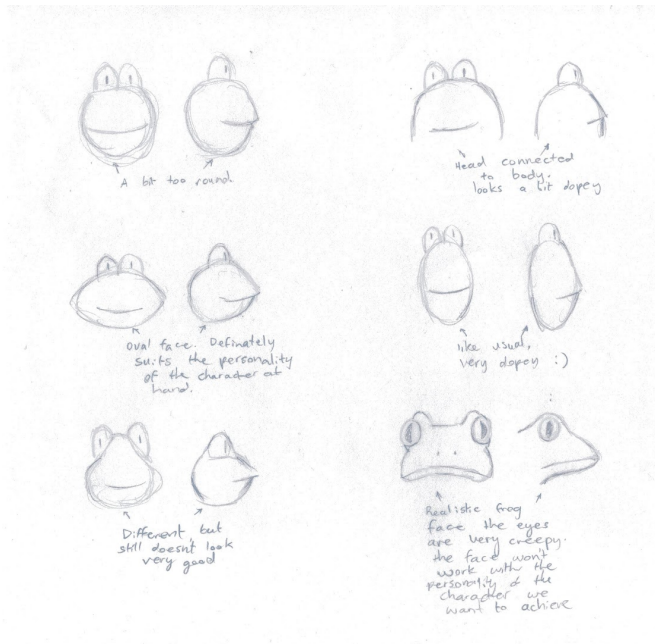
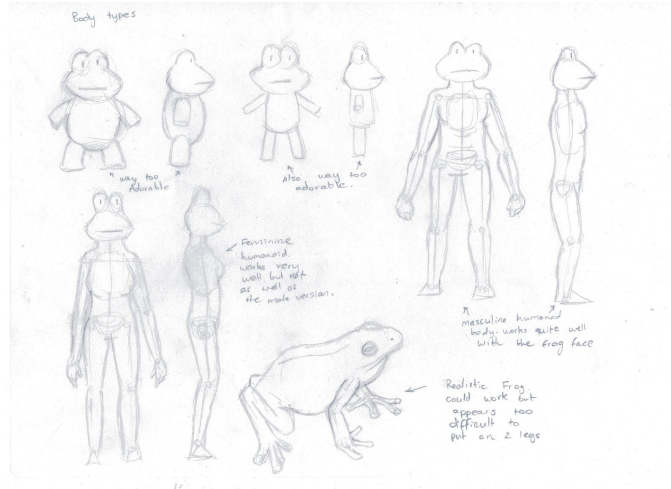
Roo the Kangaroo



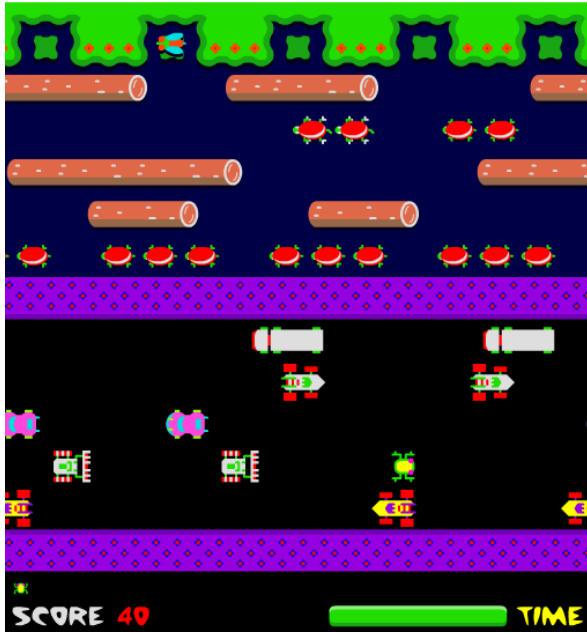
Tootsie the Toucan



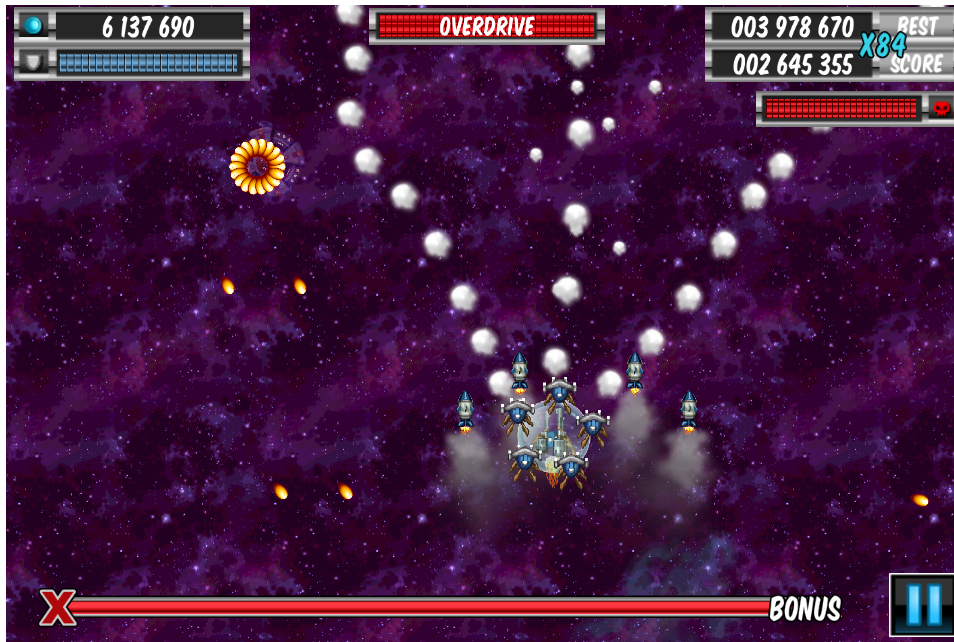
Frog



Other Inspirations:



Frogger is one of the main inspirations for the game in terms of art style, considering that both game are top down, use areas of traffic and are pixelated. The biggest thing our development team can take from this game is its art style but our programmers could use similar methods of coding in terms of traffic control.



Another inspiration is from the classic space shooter genre. The constant shooting and avoiding mechanic is a huge part of Artery and will play off from this genre immensely. The pixelated top down style will also be used efficiently in Artery.

Technical Specifications

Communication Methods

Facebook: This will be the main method used for general chat while we are not together as a group.

Trello: Trello will be used as our main work hub where we will post up completed assets so that the group can get easy access to them.

Face to Face: On Monday and Tuesday workshop sessions we will meet together and work on the project as a team. This will include more detailed discussions on ideas and implementations to the games prototype.

Programs and Software

Unity 4.6.3: This will be our engine for the game. Unity is a simple yet powerful program that can easily be tuned to handle the physics based traffic system that will appear in our game. It also has a number of features such as simple GUI additions that make it advisable for use.

Pickle: This program will be used for the majority of our asset creation. Pickle makes it extremely easy to create smooth pixel animations and has a number of features that will increase workflow for the team.

Game Maker: Used during the very early stage of development game maker shows us how the game will operate to a small degree before we actually go into the heavily code based system in unity. Game maker can also be used to check out some earlier examples of pixel artwork due to its simple pixel art maker.

Microsoft Word Online: Word online is a very simple and useful tool when it comes to creating game design documents and other crucial documents like this one here. Trello also allows users to post documents straight from One Drive to Trello.

Microsoft PowerPoint Online: Another very simple tool to use by Microsoft which can be posted onto Trello with ease. This will be used for a majority of our presentations to get the core messages of our game across to the public.

Photoshop: A crucial tool for almost any creative project Photoshop will be used for asset creation specifically in the areas of concept art and high end imagery.

Google Drive: A great web based software that allows for the group to share documents and more importantly edit documents together in real time.

Release Platforms

Windows Computer: During the development phases the game will be made with a windows version of Unity. As such most of the trial versions of the game will be released on the windows operating system.

Mac Computer: In order to create games for IOS mobile devices we will have to move the game to the Macintosh system. Therefore the game should also be playable on the Mac Operating system.

IOS Mobile Devices: This is where we hope to reach by the end of production. IOS devices are the main release platform for the game due to the whole simple nature of the game that promotes a pick up and play style which is enhanced by being on a mobile device.

Android Mobile Devices: A bit more of a stretch goal the Google Play store is a little more difficult to get games in. However to add our game here would indeed be a great success.

Risk Management

Sickness: Keep in contact with Facebook and continue work on other areas. If there are no other areas required then try to get that group member to send their work over to us with Google Drive or Trello.

Corrupt Files / Loss of Files: Depending on the file we will either just have to start again or scream in panic. However the best option is prevention which will include back up files for all of our key assets like the actual Unity prototype.

Loss of group member: Get that group member to send over all of the things that they have completed to this point and reassign group roles to fit the situation.

Natural Disaster: It all depends on the scale and how much it actually affects each member of the group. If it causes sickness or Loss of Files we will do as mentioned in the previous categories. If it is on a larger scale though we will analyse the situation and continue work around the circumstances at

play. The key plan is to save a lot of our content on the web which will keep it alive even if all our equipment is destroyed.

Apocalyptic Disaster: Survival is second in our list to do with this project coming in first. We shall bunker out at SAE and work on the game in shifts with one group member guarding the fort and the rest hard at work to present our game to our inevitable aggressors.

Roles and Deliveries

Roles:

... = Team Manager

Leading the team Lachlan must keep the project to a strict schedule and help out in all areas that require assistance. Documentation and Presentations are key in his role as well as keeping everyone in touch through online tools.

...= Lead Programmer

Dylan brings the game to life by putting in the Ai mechanics, player controls, interface options and anything else that requires code. He may also help out in other areas if need arises.

... = Lead Designer

Using the power of his mind Ricky is in charge of tuning out the fine details of development. This includes character, stage and interface design. Most decisions by him will be accomplished with Lachlan and Peters support. Ricky will also produce a number of the audio assets like sound effects.

...= Lead Artist

Peter is in charge of giving flesh to the games design by drawing the majority of assets for the game. The other members of the group will support him however in this task to keep to time constraints.

Deliveries:

Week 1: Initial designs with all members present

Week 2: Fleshing out game design and concepts

Week 3: Work inside the game engine begins

Week 4: Some character designs and weapons completed

Week 5: Game works in a very limited sense

Week 6: Stage assets are completed

Week 7: All primary visuals are completed

Week 8: All primary coding works inclusive of gameplay and interface

Week 9: Continued work on purchasable equipment

Week 10: All coding is complete and beta testing begins

Week 11: All visuals completed and Testing continues

Week 12: Game should be completed with only minor changes or additions if need be

Week 13: Everyone sits back and relaxes with a smile on their face

Presented by Republic of Cheer