

Kene Umelo

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Professor Bertozzi

GDD 210

Team Project 2 Proposal

Working Title "Closure" Prototype

After receiving positive responses to my 201 project one paper prototype, I decided to focus my Team Project 2 on developing the demo of "Closure". The game will be set to be a 2D top down storytelling game. Game will possibly feature a small open environment and a story that touches on gun violence and politics. Over the next four weeks, we will be building out a demo prototype of the game, the entire game will not be the goal. We will be starting with basic steps and will be building/extending off that. In the end, we hope that the game will be set for future development once finished. **THE GAME WILL NOT FEATURE ANY ASSETS OR ART WORK FROM THE INTERNET. ALL WORK BE ORIGINAL. CREAIVITY IS IMPORTANT!**

Possible Gameplay and Mechanics:

- Story for players to follow
- Single-Player (In this prototype)
- Mini-Town for players to explore
- Top Down 2D movement
- Ray-casting for enemy detections
- Text Dialogue (Choice Based Dialogue)/AI interactions
- Items/Weapons (Blinkers, Empty Bottles (and may the Fake Phone))
- Audio (Possible Voiceovers)
- More listed on Game Design Document on our Trello page!

Minimum Goal: Players must collect **three crucial documents** that will expose the Mayor for using the towns money to promote more gun violence by buying military weapons and giving them to the citizen.

(P.S. A game title will be discussed and decided by the end of this project)