

Desiderata

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Classification: Senior

Overview

Blank is a three dimensional point and click adventure game based in the ideology of Desidism to be developed for PC. The player becomes the character they are playing as experiencing everything from a first person perspective. Interaction with the world and the people in the world is the main mechanic of gameplay. Throughout the game the players knowledge of the world will increase and grow to be the base of a religious text that will later be written by the player. The game story is not linear, instead the player is placed in a city and can interact with elements and people in whatever order they feel. The game will have a system of time that is faster than real time, which will limit game play to a certain number of hours, so the in game character will actually grow up and die. A few years will be jumped over from the time the player stops playing (around age 70), to the time the player dies. If the game had been played perfectly it is revealed that you are the deliverer of Desidism, the knowledge you accumulated throughout the game led the people you encountered and the people you influenced to write a religious text and create a religion from many words you said. If the full game were developed and released, after the first person achieves this the game would then send a message back to the developer and the actual religious texts would be published. Otherwise the game shows you are a follower of the religion and you influenced/converted a certain amount of people, although conversion is not the goal.

The system of gameplay will be entirely based on clicks, for example click to move and click to interact with the world (people or environment). The keyboard will only be utilized to pull up menus as the game should have no heads up display during gameplay, inventory menus and menu screens will be separate entities to be pulled up, but will not be seen at the same time as gameplay. This allows the player to focus and become more immersed in the game.

The story would be a very heavy piece of the game. Throughout the life of this player an entire religion must be created, but it must be created unintentionally by him/her. A lot of background story will need to be done for the world and the player. The religion will need to be written for basis of how the "perfect" player should act, and many quotes will be used as his/her dialogue throughout the game.

The art of the game will be semi realistic much like monkey island 2, so the player can relate to the world in some manner but still know it is fictional. The world

should feel very cohesive, meaning nothing can stand out too much, allowing the world to be more believable. But structurally there should be a range of building types so it emulates a city well. Some buildings will need to have graffiti on them and other details that make the city more believable. The sound effects will be cityscape effects, cars birds, wind, and general the general hum of a city. There will be light instrumental music that plays throughout the game. The only person who will have voice dialogue in the game will be the main character, meaning NPC's dialogue is shown only through text. This will highlight how important your character is in the world, and push the player towards paying more attention to other characters dialogue.

Justification

The game will be an experiment in whether or not people actually find the "solution" to the game. It will also test whether even though the game is obviously fictional, the ideas behind the game effect the players on a deeper level.

Target Audience: mild gamers

Target Platform: PC

Project Scope: Multiple years of background and story development, 1 year of production

Resources: UDK

Project Team:

- 1 Creative Director
- 1 Producer
- 1 World Designer
- 1 Writer
- 3 3D artists
- 2 Animators
- 3 Programmers
- 1 Sound Designer