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# Story

## History:

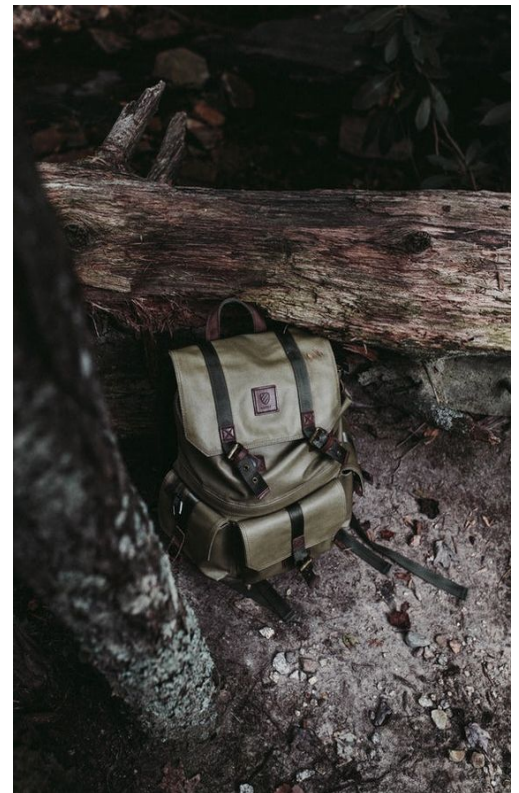
The year is 2035. Earth has become a desert wasteland. Majority of Humanity has learned to adapt, either living in communities called Shelters or in groups/gangs as Bandits. Those who took to the dangerous roads in search of a new home or solitude would be left to wander and eventually die. But alone stands a single base stranded among the sand. It's only resident, a young girl by the name of Jane.

## Premise:

The story follows a young girl named Jane as she survives throughout the day, alone in a post-apocalyptic earth. Players must choose how Jane's day will play out through her morning routine. Based on their choices, the day will play out differently.

# Reference

General Aesthetic:



Environment:



Setting(s):

Home: Jane's home

Just a semi-enforced house or trailer

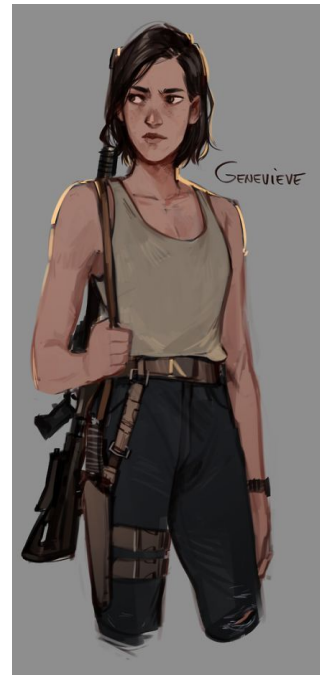
- 1 Bed-Living area
- 1 Kitchen attached to Bed-Living area
- 1 Bathroom



Character(s):

Jane

A young female survivor, living alone in a small, secluded home.



Dog

A random dog, wandering the roads alone in search of food. But is it really alone?



## Bandits

A group of usually violent survivors. They come in all shapes and sizes. Some have camps, some wander the open roads.



a fresh start isn't a new  
place, it's a new mindset

## Themes:

- Post-Apocalyptic Future
  - Desert Wasteland
  
- Fear of the Unknown
  - Survival
  - Who can I trust?
  - Choices are based on survival
    - Health
    - Entertainment
  - Events are altered based on
  
- The Will to Go On
  - What's the point?
  - Appreciate the Little Things

## Important Links:

[Pinterest Board](#)

[Presentation Slides](#)

# Programs / Requirements / Features

## Prototype Tools:

- Twine
- Unity
- Fungus
- Visual Studio C#
- FMOD (Stretch Goal)

## Prototype Assets:

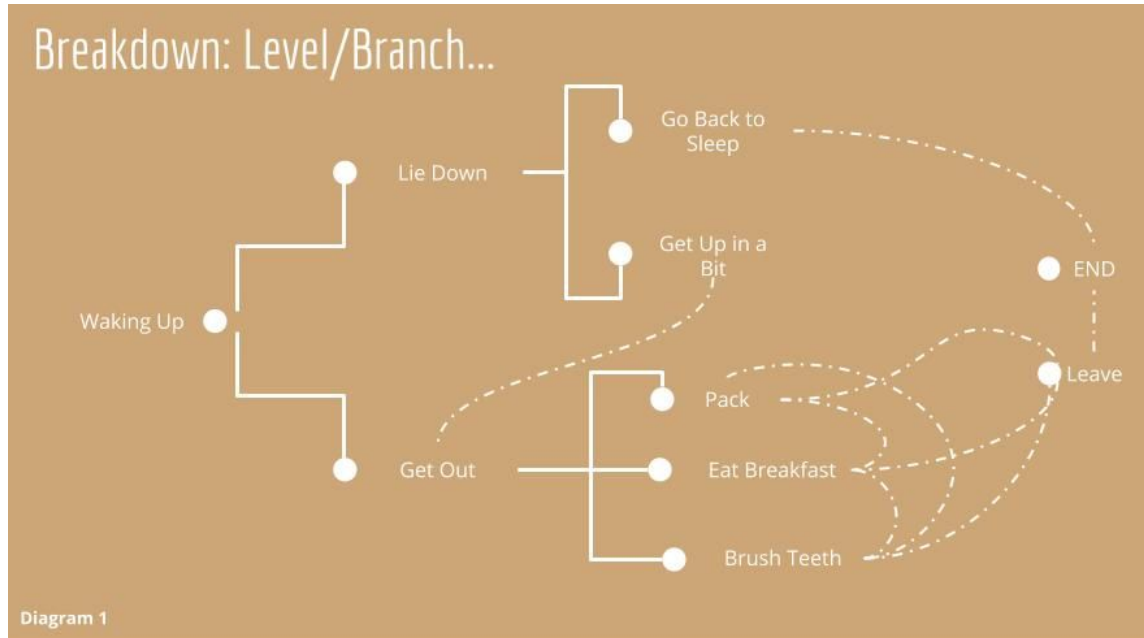
- Player Sprites (possible animation)
- Environment Art
- NPC Sprites (Stretch)
- Looping music (Stretch)
- Menu UI

## Stretch Goals:

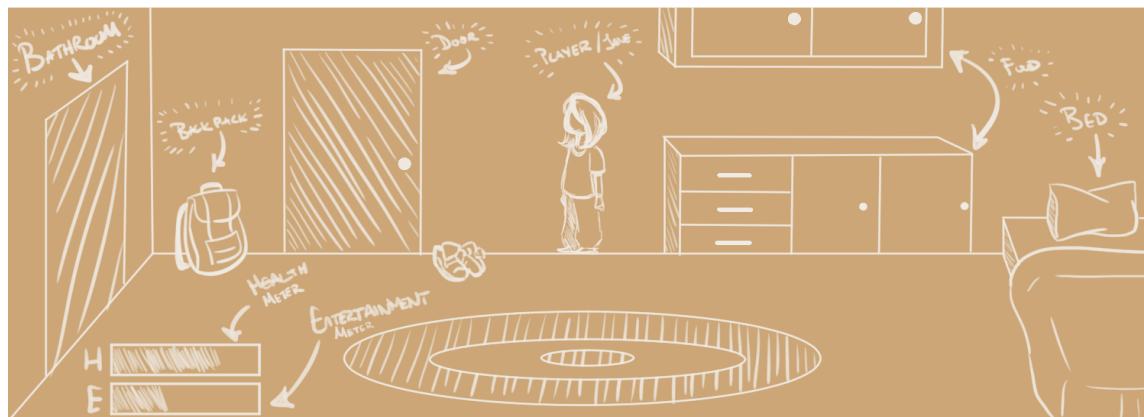
- Additional Branches/Choices Available
- Dialogue
- Events + Triggers
- A Death State
- Audio
- SFX, Ambience
- Refined Art Assets
- Refined Narrative + Plot
- Helps for world building
- Prompt which tells the player that their decision is final
- Menu
- Design Document
- Cutscenes (possibly overscoping)

# Diagrams

## Breakdown of Branches



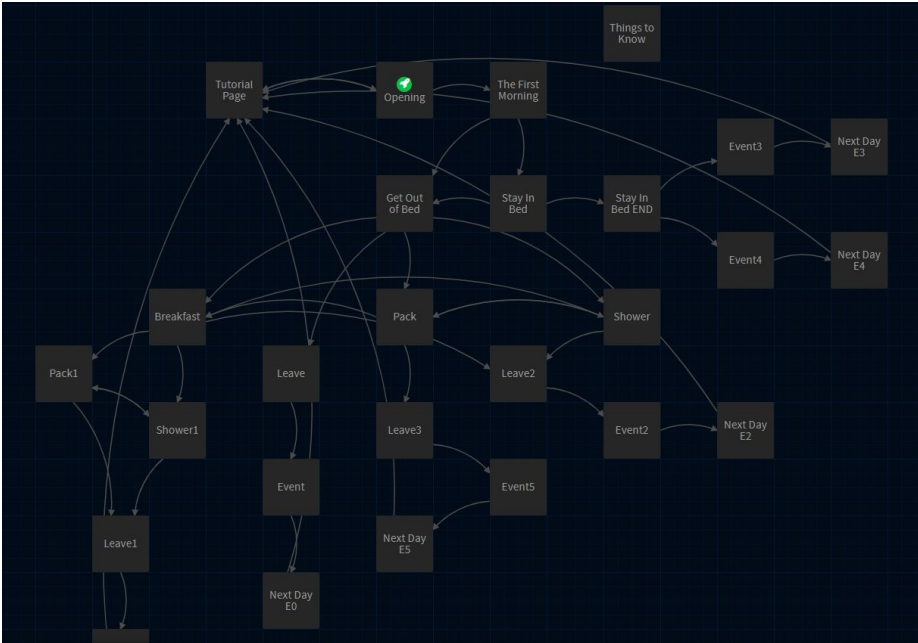
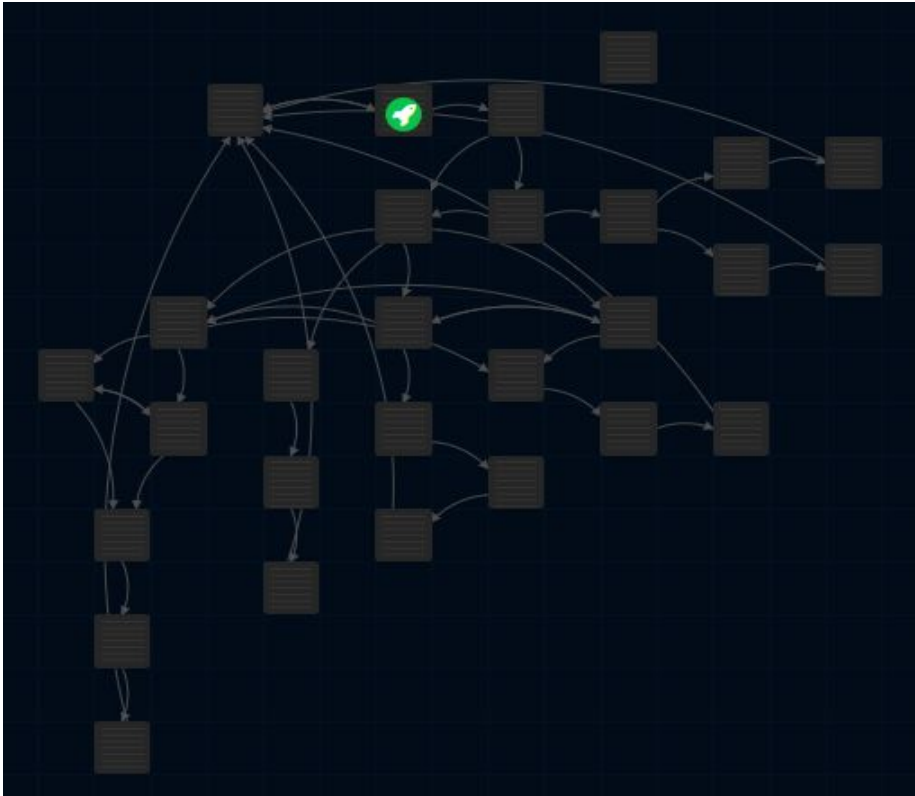
## Rough Unity Layout Sketch



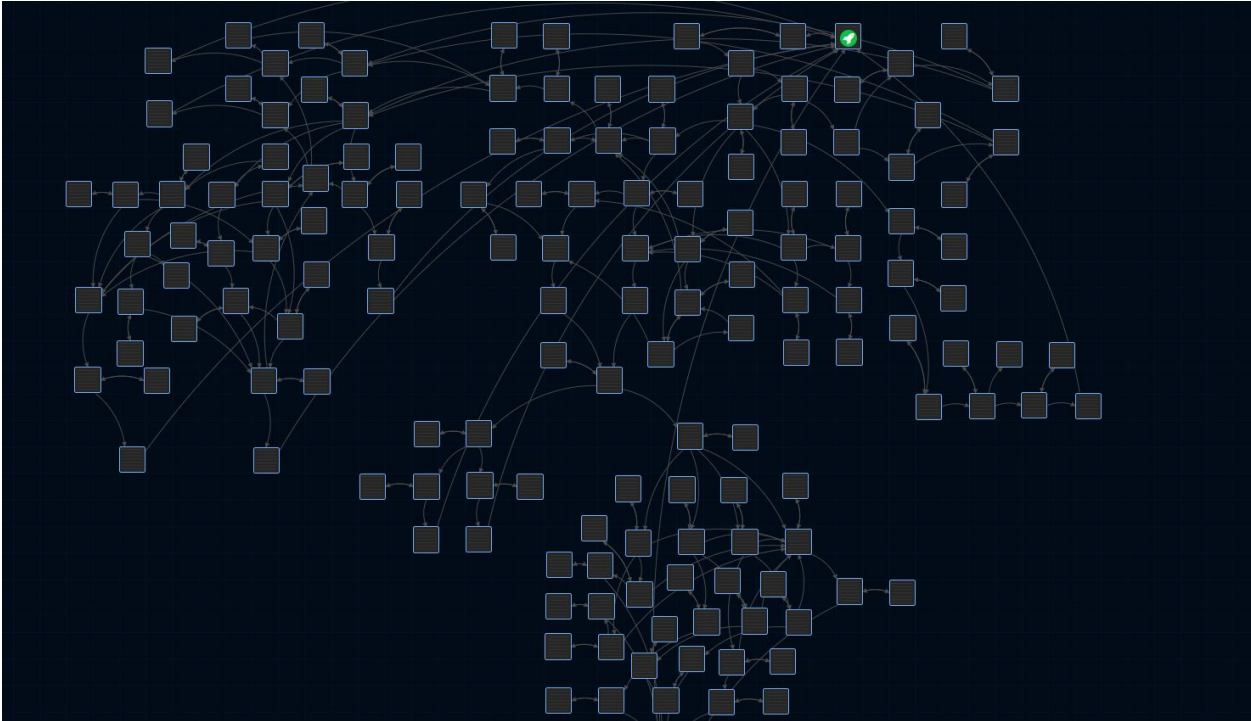
As you get up from your bed you begin to notice the room around you. Everything is as you left it. Your shoes and backpack are by the door, which is locked for your own protection. You stretch just a bit more, raising your arms high above your head. What do you do next?

- > Brush teeth <
- Eat breakfast
- Pack Backpack
- Leave

Early Prototype Tree



Finished Prototype Tree



## Character Concepts

N/A

# Schedule/Estimates

Original Schedule

## Schedule...

X	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
Week 1	Narrative (Story)	Narrative (Dialogue)	School	Narrative (Dialogue)	Document (Update)	Twine Prototype	Break
Week 2	Twine Prototype	Twine Prototype	School	Document (Update)	Twine Prototype	Playtest	Break
Week 3	Unity Integration	Document (Update)	School	Unity Integration	Playtest	Re-iteration	Break
Week 4	Create Art Assets	Document (Update)	School	Create Art Assets	Audio Integration	Last Minute Aesthetics	Break
Week 5	Playtest	Document (Update)	School	Fix Bugs / Touch- Ups	Fix Bugs / Touch- Ups	Fix Bugs / Touch- Ups	Submit

- **Week 1:** Reading week (Oct 21st - 27th)
  - Pre-Production Deadline Oct 25th
- **Week 2:** Sprint week (Oct 28th - Nov 3rd)
  - School event, no classes basically a game jam, lasts from the 28th - 1st of Nov
  - Expected to work in school from 9am - 5pm
- **Week 3:** Regular Schedule (Nov 4th - 10th)
  - First Playable Deadline: November 8
- **Week 4:** Regular Schedule (Nov 11th - 17th)
- **Week 5:** MIGS Trip (Nov 18th - 24th)
  - Final Submission Deadline: November 20 (Please note this is Wednesday)

Weekly Reports:

- **Week 1:**
  - This was my reading week and after feeling ill for the first few days, I decided to just take time off and slowly work on narrative/plot. Pinterest board was created for assistance. Design doc was created and is slowly being updated. Not too much work was done.
- **Week 2:**

- Very busy and difficult week. Worked long hours on the game jam and was heavily burnout come Friday afternoon. Started process on Twine, but overall too exhausted to work. Very behind schedule...
- **Week 3:**
  - Lots of work done in a shorter time period, very proud. Doc has been updated quite a bit, needs much more work. Twine prototype plays a full day with several different outcomes however, narrative is either in short bullet points or rough story.
- **Week 4:**
  - Lots of work done throughout the week. Doc has been updated where needed. Twine Prototype plays two full days with several different out comes (14 in total) and has a decent narrative. Stats have been integrated. Through minor playtesting, minor bugs and fixes are required. Will be aiming for three full days.
- **Week 5:**
  - MIGs trip actually takes up about three days of work so not a lot can be done. Cutting out three full days down to two as I realise now it is a bit of an overscope. Have fixed all the errors/bugs and refined it more. Playtesting brings back positive feedback when delivered to playtesters who are interested in narrative heavy games. Everyone likes Dog.