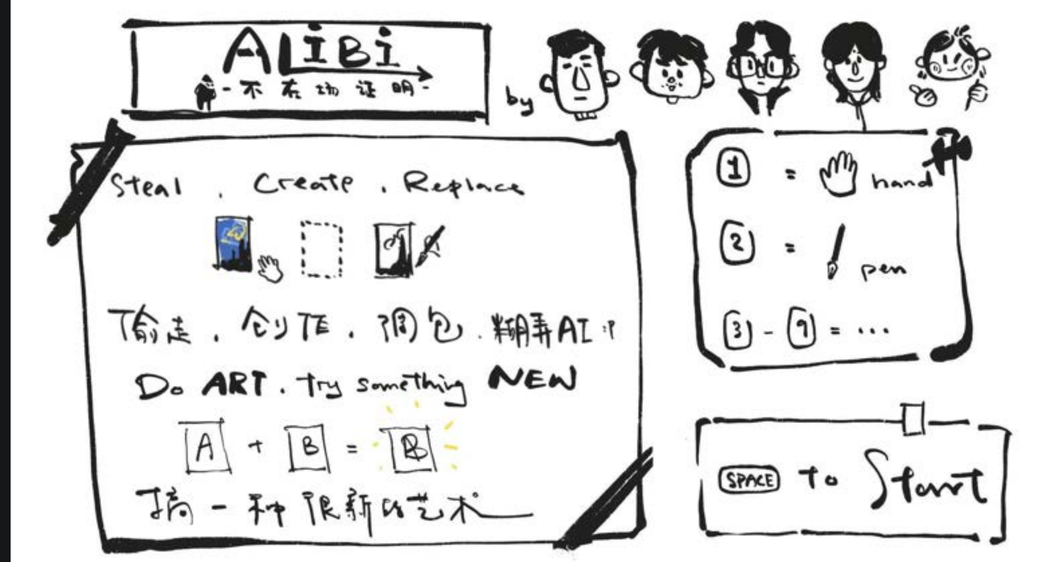
Alibi Design Document

This is a group Unity Game Jam project by Junting (David) Zhu, Yufeng Liu, Runze Wang, Viki. and Xia Yu. The topic is “end where you start”. My role in the team is game design and game production documents.

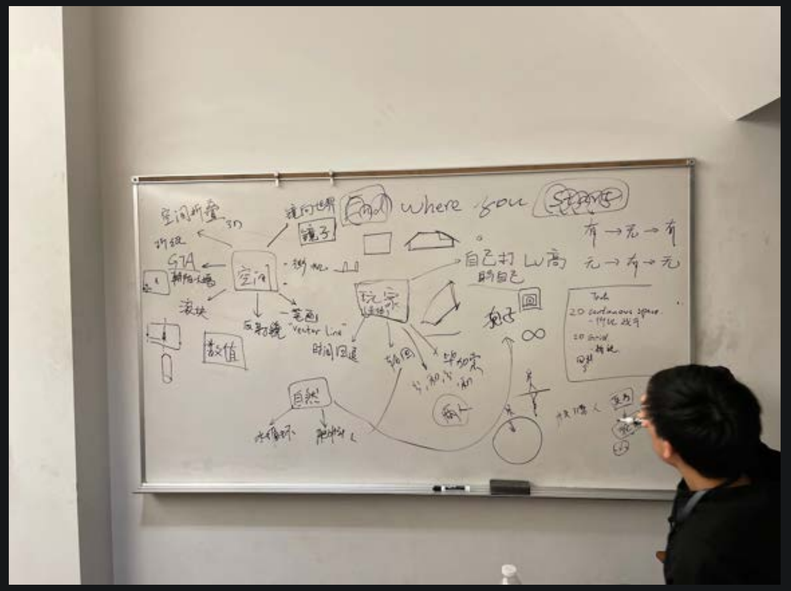
GROUP PROJECT | GAME DESIGN | UNITY DEV JAM

October 14, 2022 ~ October 21, 2022
Game Link: https://lyf1436.itch.io/alibi
Video Link: https://www.youtube.com/watch?v=p0yVpWvXGI4
https://group-alibi-game-design-production.blogspot.com/





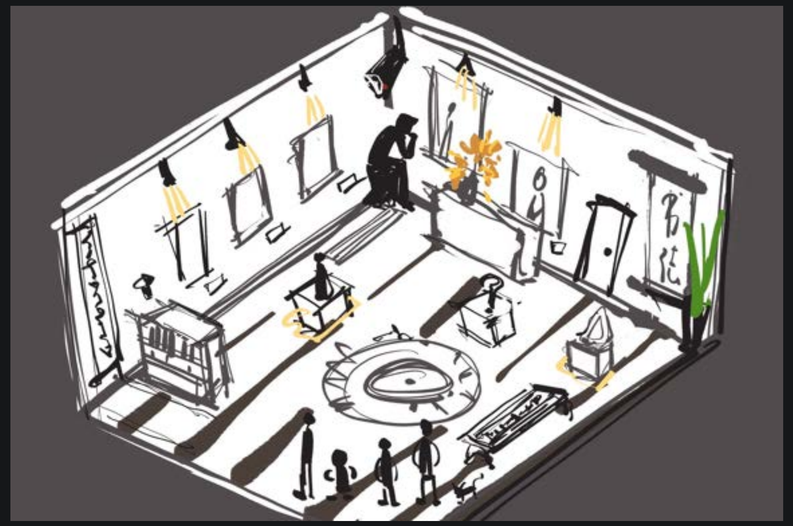
Brainstorm and Concepts



Mindmap Brainstorming

After we get the topic of this week's Game Jam: End Where You Started, we started to brainstorm ideas on the whiteboard, consisting of everything, game-related or nongame-related:

- the paper roll that the start and the end is one point
- Mobius belt
- the mirrored world that two sides end up together
- player level up and at some point, the player has to defeat him/herself (the stronger, the more difficult)
- the natural circulation: rainwater - river - sea - steam - cloud - rain
- the HP and stats of the player have to remain the same at end and start
- one single line draw of a vector line, (and so on.....)



Conceptual Map

This is a rough sketch of the game map. The major game elements are paintings, calligraphies, sculptures, plants, furniture, and a door. In conceptual gameplay, players can steal these exhibits, or makeup exhibits using items in the scenario to earn revenue.

Several ideas are:

- use paintings as a tool to combine other exhibits
- explore the room to find hidden keys, fingerprints, and materials to make up fake statues
- players can use the pen to modify the exhibits or draw on the blank canvas to create fake exhibits (to avoid being caught by the camera)
- there will be limited time for players to interact with things around; also, creating fake items also takes some time

more about concepts can be found here>

Rhythm of the Game

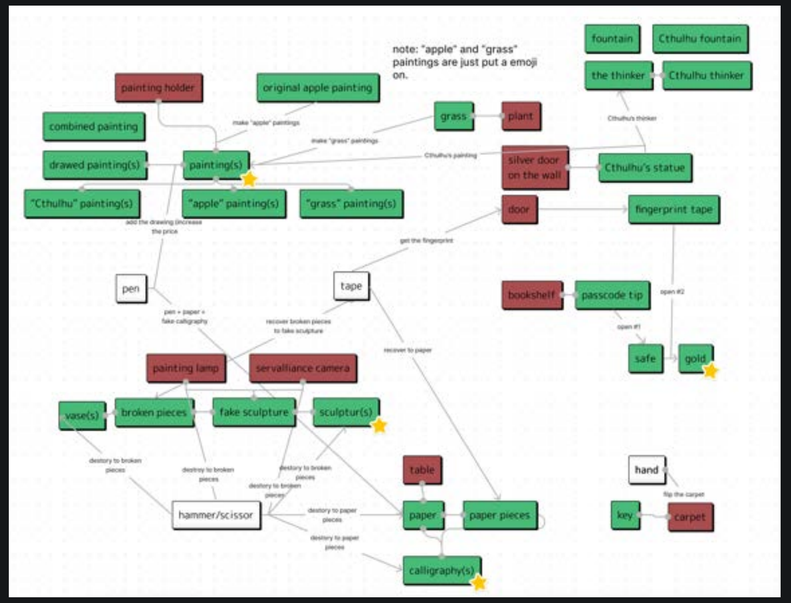
The player is role-playing the thief who sneaks inside a collector, Ms. Viki's room. You have to steal as many valuable exhibits as possible in the given time as long as you are not being caught by the camera. You can even make your creations!

- the tone of the game should be humorous regarding players can make up the exhibits
- we are using lots of slang and cliches (such as The Son of Man) with humorous descriptions to make the game more engaging and interesting
- the players will laugh out seeing those descriptions, and also feel challenged when they are stealing things without being caught by the camera



Image Credits: Viki, David Zhu

GamePlay Design



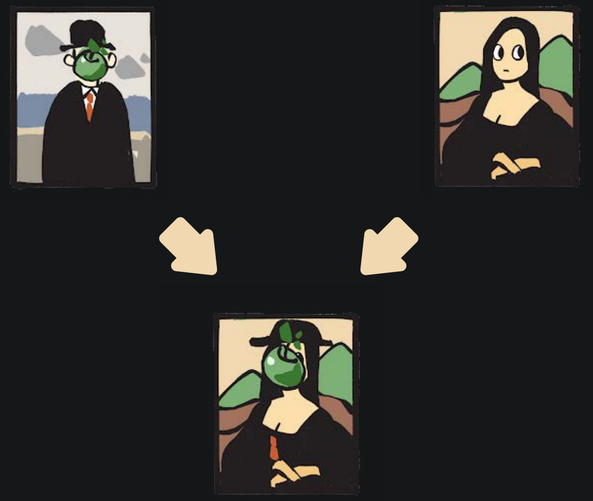
Game Design and Quests

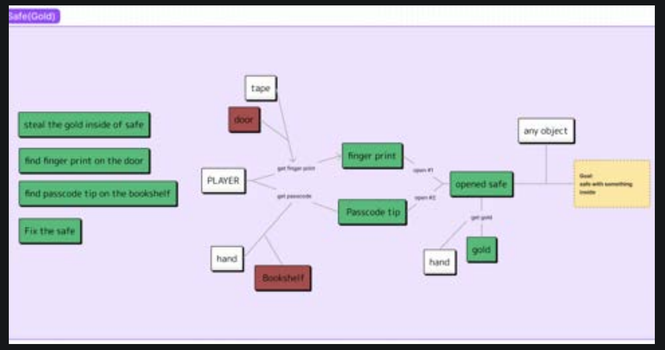
We designed several quest lines and tag them with how many steps the user has. there are also reward designs to figure out the best parameters to best reflect gameplay.

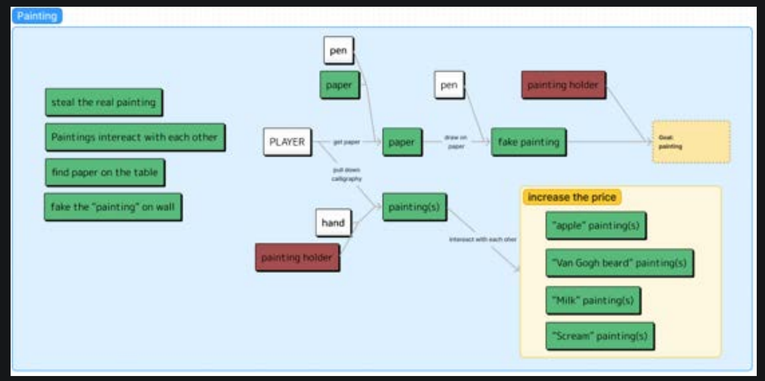
We used some math implementations to figure out the model between player interaction times (like how many times they have to click on something) and the reward he/she gets.

- In the map, RED are scene objects (can not be collected to player's bag), GREEN are collectable objects, WHITE are default tools, STAR are ultimate goals for players.
- These steps were done on October 17th, 2022
- Main contributor: Junting (David) Zhu

details can be found on Game Design> and Figma Board>







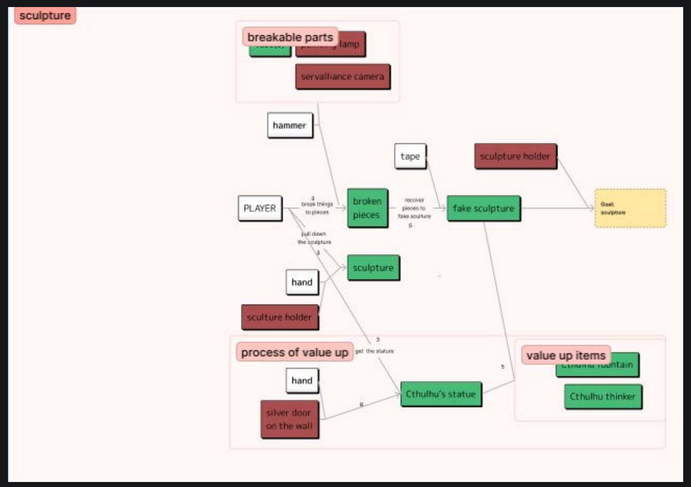
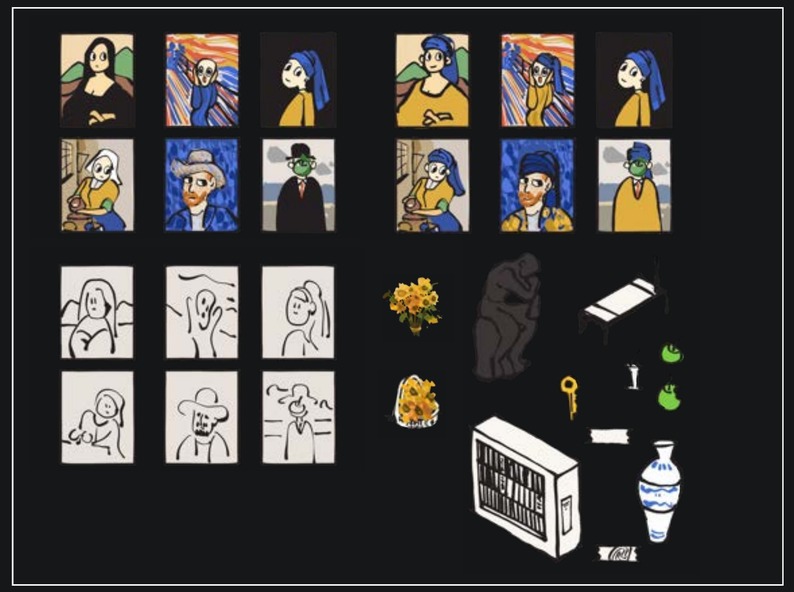
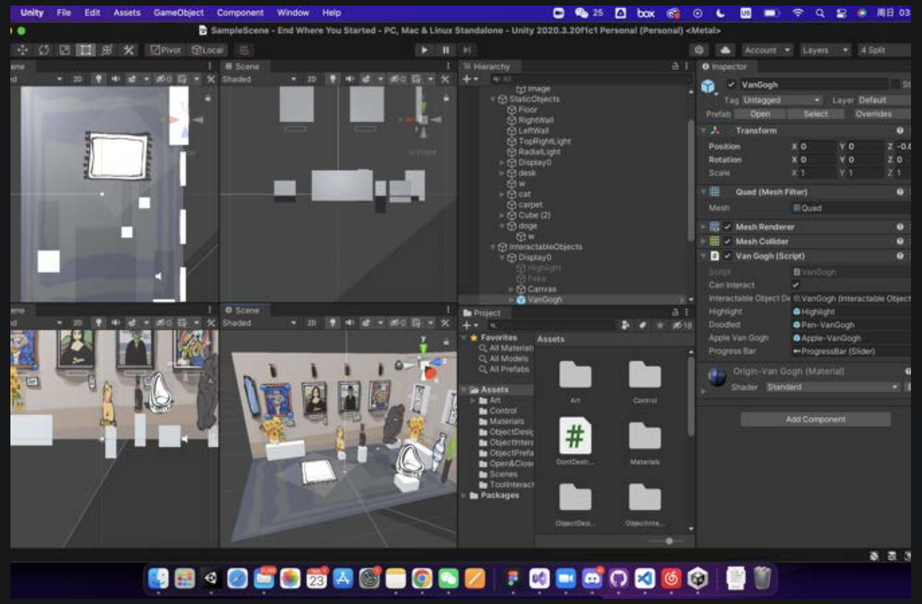


Image Credits:Viki, David Zhu

Art Assets, Development and Final Video









Arts

Our core mechanics is to steal paintings and sculptures and combine them with different artwork; we selected several arts from the most famous artworks and tried to combine the art style, scene objects, and color palette to create a hilarious feeling.

One of the proudest merged artworks we created was the Sunflower Fountain (VanGough's Sunflower and Duchamp's Foutain).

details can be found on Art Assets Page>

Development Process

We used Plastic SCM for version control and different branches for co-programmers and Unity version 2020.3.20f1c1 as the developing engine. Main developer was Yufeng Liu, co-developer was Junting (David) Zhu.

- Final production was done on October 21th, 2022
- Main contributor: Yufeng Liu (programming), Viki (Art)

Final Video

The Final Video Can be Found on YouTube HERE>

- Otherwise, the Chinese version is HERE>
- All credits: Junting (David) Zhu - Game Design and Production, Yufeng Liu - Development, Runze Wang - Number Design , Viki - Art, and Xia Yu - Game Design

the online game can be found on itch.io>

Image Credits: David Zhu, Viki