Cuboid

OGPC Team³

Roles

Director: Haven

Writers: Nate, Madi

Artists: Haven, Mailani

Code & Game Mechanics: Henry

Modelers: Mailani, Haven, Violet

Production Assistant: George Lucas

Music & Sound Fx: Nate

UI: Henry

Jan						
S	M	T	W	T	F	S
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31				

Feb						
S	M	T	W	T	F	S
			1	2	3	4
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26	27	28				

Mar						
S	M	T	W	T	F	S
			1	2	3	4
5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30	31	1

1.   1/1-1/14 Pre-Production
2.   1/15-2/25 Production
3.   2/19-3/18 Polishing
4.   3/19-4/8 Post Production

Sources:

Gameplay Document

Cutscenes Doc

Detailed Game Mech

Pre-Production

Week 1-2:

- Overall Vision
- Designate Team Member Tasks
- Director & Writers Create Concept & Story Outline
- Coder Researching Tech Req & Full Design Document
- Artists & Modelers Work on Character Designs

Week 1

Tuesday:

- Designate Roles
- Writers & director create a detailed story outline

Thursday:

- Coder begins researching tech req and creating a detailed design document
- Artists begin working on concept art and character design

Story Synopsis

In this strange world, everyone's head is a cube until reaching early teens when it changes into a human head.

Unfortunately, the main character never has this transformation resulting in a life shunned into outcast. And his family letting him go. His only purpose to work in a factory where others like him survive. But unlike the others - he hasn't given up on himself.

Overtime, he began to carve his own head using the tools in the factory. Using game mechanics to solve puzzles, and complete his shift he's able to find time for himself.

Eventually, he had a head of his own, but at a cost. He was scarred and disfigured in a mangled mess. The world that once rejected him now looked upon him with fear and disgust.

But he didn't care. He escaped the prison in his own head. He was free at last, and that was all that mattered.

Artist: Huleeb

The Game

Lvl. 1 Introduction

- Int. Rundown Bedroom
- Goal: Escape
- Chall: Minimal. Just showing player through mechanics. Bedroom door is locked. Escape through window

Lvl. 1.5

- Ext. Overgrown Urban Alleyway
- Goal: Make it through alley
- Chall: Minimal. Show character running, jumping, crouching, and grabbing mechanics. Move objects out of path or go around.

Lvl. 2 Set Up

- Ext. Urban Forest
- Goal: Make it to work without being eaten by wolves. (The wolves don't like cube heads, and they lurk around the edge of the city where 'normal' people live)
- Chall: Outrun/hide from wolves. Move objects to block their path. On a 1 min timer or he'll be late to work

Lvl. 3 Development

- Int. Old Factory
- Goal: Complete his shift so he can work on his head
- Chall: Complete Puzzles within time limit to not get caught by The Managers

Character Design

Idea:

- Muted Colors - Grim
- Square Based Design
- Industrial Factory Worker
- Heavy Cube Head - **Cement** or luminous? Color changes could convey feelings
- Hip/Back Lantern
- Minimal Loose Clothing - Practical
- Young - Smaller than environment
- Details that connect to the outside world? Misses the sky color blue, etc.

Week 2

Monday-Tuesday:

- Writers & director refine story outline & create a list of characters & locations
- Coder continues research & design document

Thursday:

- Artists continue character design
- Review issues and progress
- Plan for moving into production

Story Details

[Gameplay Document](#)

[Cutscenes Doc](#)

[Theme Writing](#)

Story Summary: Our character is born with a cube head as is the rest of society, but as others start to mature and hit puberty their cubeheads form to shape a face, our character is one of the few whose heads does not change. This causes his parents to rid themselves of him and send him off to the factory where the ones whose heads didn't mature are forced to work. He escapes this depressing factory and tries to reunite with his parents who shun him. He then ends up on the streets where the outcasts hide from society. Our game starts when he realizes he doesn't need to accept this form of himself and heads back to the factory where he will sneak in and attempt to use the tools there to shape his head and fit in with society.
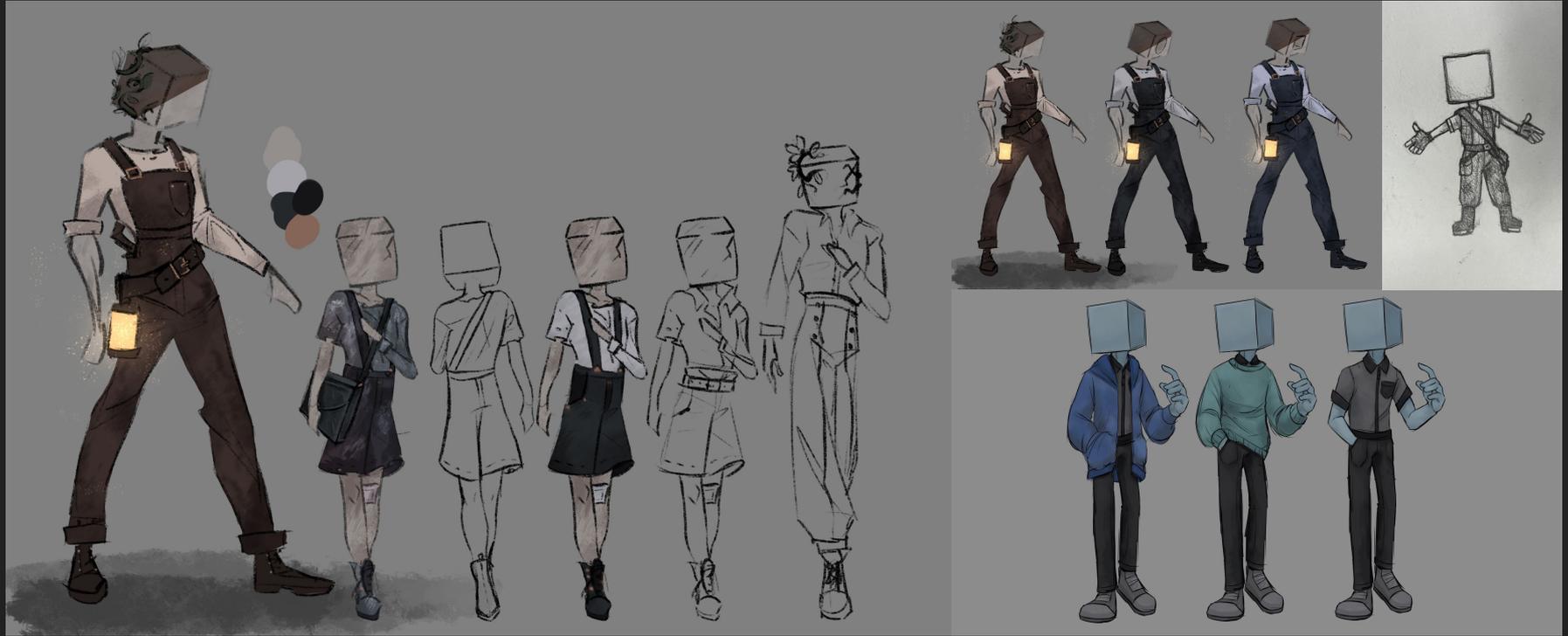
Characters:

- Player
- Side Characters
- Parents
- Factory Workers
- Wolves

Environments:

- Old House
- **Old Bedroom**
- **Alleyway**
- **Urban Forest City**
- **Forest**
- **Factory**

Character Designs

Production

Week 3-8:

- Coder Implements Gameplay Mechanics & Core Systems
- Artists/3D Modelers Create Assets
- Writers Work on Dialogue & Narrative
- Director Regularly Tracks Progress & Issues

Week 3-4

Monday-Tuesday:

- Coder begins implementing gameplay mech & core systems
- Artists/3D begins modelling assets
- Writers work on dialogue & narrative

Thursday:

- Meeting identifying progress & issues
- Team continues working on their tasks

Modeling Assets - Lvl 1

Characters: Wolf, Player, *Workers, *Normal People

Environments: Bedroom, Alleyway, Overgrown City, *1st Factory lvl.

Objects: Light Post

Completed: Lantern, Trash Can, Crate, Bed, Fire Escape, Player, Workers, Wolf, Rocks, Alleyway Base

***Save for after week 8**

Haven: N/A

Madi:

Nate:

Violet: Bedroom, Light Posts

Mailani:

Lucas: Fences/Gates, Mailboxes

Henry: N/A

Drive:
https://drive.google.com/drive/u/0/folders/1_-uufdDIk8evJ6eTVoaFbpmG1p0VYSuaOf

Modeling Assets - Lvl 2

Characters: Wolf, Player, *Workers, *Normal People

Environments: Overgrown City, Rundown Rooms

Objects: City Buildings, Vegetation, Hammer, Planks, Rubble, Signs, Barricaded Doors,

Completed:

Haven: N/A

Madi: Overgrown City, Hammer, Planks

Nate: Overgrown City, Buildings, Rundown Rooms

Violet:

Mailani:

Lucas:

Henry: N/A

Drive:
https://drive.google.com/drive/u/0/folders/1_-fdDIk8evJ6eTVoaFbpmG1poVYSuaOf

Week 5-6

Monday-Tuesday:

- Coder begins integrating gameplay & core systems
- Artists/3D begin creating environment assets
- Writers & director complete first pass on dialogue & narrative

Thursday:

- Meeting identifying progress & issues
- Team continues working on their tasks

Week 7-8

Monday-Tuesday:

- Coder begins playtesting & identifying issues
- Artists/3D Polish Assets
- Writers complete final pass on dialogue & narrative

Thursday:

- Meeting identifying progress & issues
- Team continues working on their tasks

Polishing

Week 9-12:

- Playtesting
- Coder Polishes
- Artists/3D Modelers Polishes
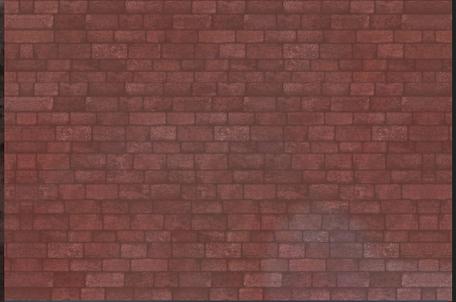- Writers Complete Dialogue & Narrative

Week 9-10

Week 9:

- Coder continues play testing & fixing issues
- Artists/3D Polish assets
- Review/Revise Story
- Team meeting

Week 10:

- Coder begins finalizing game mechanics & core systems
- Artists/3D Finalize assets
- Final narrative
- Team meeting

Textures Lvl. 1

Week 11-12

Week 11:

- Coder finalizes game mechanics & core systems
- Artists/3D All assets are completed
- Narrative complete
- Team meeting

Week 12:

- Team conducts final play testing
- Coder fixes any issues
- Artists/3D Polish final assets
- Writers revise story if needed
- Team meeting

Post-Production

What we'll be judged on

Week 13-16:

- Finalize Game
- Review Judging Categories
- Presentation
- Game Trailer
- Game Documentary
- Team/Game's Brand
- Socials

Week 13-14

Week 13:

- Coder fixes remaining issues
- 3D/Artists Final tweaks to assets & UI Design
    - Go over Art & Assets judging category
- Final revisions to narrative
    - Go over Theme & Story judging category
- Team meeting

Week 14:

- Coder optimizes and tests game for platform
    - Review judging categories for programming
- Artists/3D Marketing & promotional assets
    - TMS Page
        - Game Logo
        - Team Photos
        - Game Screenshots
    - Trailer
    - "Making Of Cube Head" Documentary
- Writers create manuals & guides
    - Poster
- Team meeting

Art & Assets Judging Category

Category:

- 4-10 Game Assets were team made
- Show off concept art and share on social
- The team and the game have their own logos
- Game doesn't use system fonts (Ex.papyrus, comic sans, times new roman)
- **Decorative effects (particles, atmosphere effects) to enhance gameplay**
- **Include a soundtrack of at least 3 songs made by team**
- **Game has sound fx (made by team?)**
- 18x24 promo-poster
- **Make and explain your own color palette**

EC:

- **Have a credits page that cites all sources**
- All game's graphic assets were made by team
- Game features multiple animated graphics
- Use 3D models
- **Audio changes with gameplay**
- Use voices recorded by team

Bold = Not Done

Team: Haven, Nate, Mailani, Violet, Lucas

Website: Madi

Haven, Madi, Nate, Violet, Mailani, Lucas, Henry

Theme & Story Judging Category

Category:

- Story, art, assets are connected to theme
- Gameplay communicates story
- Game environment communicates story
- Story is revealed progressively - Cutscenes & player interactions
- Well defined setting
- Gameplay reflects theme
- Family Friendly
- Detailed story outline
- Clear beginning, middle, & end
- Story has a secondary/supporting character

EC:

- Story features character development
- **Research theme and write one page (~500 words) on findings with 2 at least 2 sources**
- **Create a reference guide**
- **Write a short story (~1200 words/4 page comic)**
- **Create a storyboard and written description of one scene**

Bold = Not Done

Team: Haven, Nate, Madi

Website: Madi

Haven, **Madi**, **Nate**, **Violet**, **Mailani**, **Lucas**, **Henry**:

Programing Judging Category

Category:

- Use Source Control
- Describe a logic bug and how you fixed it
- Game doesn't crash, lock up, or experience any game-breaking bugs during judging
- Game has a time based system (Real or game time) Time of day, plants, weather...
- Use a console or hidden menu
- Include a save system, high score table, or some kind of persistent, local record of previous plays of the game
- Show early screenshot of the game with place hold sprites
- Include a start menu
- A pause menu
- Release source code online under an open source license

EC:

- Use an advanced game engine (Unity)
- Diagram some aspect of the game with a professional diagram/flow chart
- Game uses a severe tool to track high scores or other statistics globally
- Game features procedural content generation
- Program an "easter egg" into the game

Bold = Not Done

Team: Henry

Website: Madi

Haven, Madi, Nate, Violet, Mailani, Lucas, Henry:

Management Judging Category

Category:

- **Show meeting minutes/notes**
- **How we worked together**
- **How we resolved a conflict**
- **Have a slideshow or poster board**
- **Elevator Pitch**
- Business Cards, Flyers, Buttons, Etc.
- Coordinate dress -shirts/matching colors/outfits
- Have a blog or social (Post once a week for 1-2 months)
- Complete TMS Page
- **Make a Banner/Sidebar on Blog/Social**
- Use Slides

EC:

- **An online tutorial of how we solved an issue**
- **Submit a press release**
- **Make a trailer**
- **Make a physical mascot**
- Schedule

Bold = Not Done

Team: Haven, Violet, Lucas

Website: Madi

Haven, **Madi**, **Nate**, **Violet**, **Mailani**, **Lucas**, **Henry**:

Game Design Judging Category

Category:

- Write a game design document
- Have a paper or low fidelity prototype of your game
- Show a diagram of at least one aspect of the game
- **The game starts simple, and then introduces new features or mechanics gradually**
- **Show or explain how your game changed after a design review**
- **The game periodically gives the player feedback (score, rank, etc.)**
- **The player can have a notably different experience through each replay**
- **How did outside feedback from playtesters affect the game?**
- **Describe the game's largest target audience and how you appealed to them**
- **Have 2-4 game levels/environments**

EC:

- **The game communicates new mechanics through tutorials or similarly**
- **Use a physical object as a part of your game to complete a challenge**
- **Multiple game difficulties**
- **Explain how a player can use different strategies to solve a problem**
- **Create a style guide**

Bold = Not Done

Team: Haven, Henry, Madi

Website: Madi

Haven, Madi, Nate, Violet, Mailani, Lucas, Henry:

Individual Tasks:

Haven:

- Business cards, flyers, buttons, etc.
- 18x24 Promo-Poster
- Coordinate dress
- Complete TMS Page

Madi:

- **Game website**
    - Concept art
    - **Meeting Notes. How we worked together, How we resolved a conflict**
    - Elevator pitch
    - Make a banner/sidebar
    - **Show how game changed after design review, how did outside playtester's feedback affect the game?**
    - **Describe game's largest target audience**

Nate:

- **Game soundtrack 3< songs *that change with game play**
- Low fidelity game prototype
- The game starts simple & gradually gets harder
- Game has 2-4 levels/environments

Violet:

- In-game decorative effects
    - Light particles
    - Dust
    - Fog
- Game sound fx.
    - Walk
    - 3 Thuds
    - Barking & growl
    - Wolf sprint

Mailani:

- Animations
- Baby wolf
- Player's shadow

Lucas:

- Presentation slideshow/poster board

Henry:

- **Everything on slide 25**
- Analyze slide 27 with Nate
- Game design document
- **Game diagram**
- **Game has a score, rank, etc.**
- **The player can have a notably different experience through each play through**

EC Tasks:

Haven:

- Make a physical mascot
- Schedule

Madi:

- **Game website**
  https://mebmjohnston.wixsite.com/cuboidgame
  - **With credits & source page**
  - **Submit a press release**
  - **How a player can solve a problem in multiple ways**
- **500 word finding with 2 sources on theme**
- **Game style guide**

Nate:

- **4 Page comic**
- **Game has tutorials**
- **Use a physical object to complete a challenge**

Violet:

Mailani:

- **Cutscene storyboards**

Lucas:

- A tutorial on how we solved an issue
- Game trailer

  Things I need for game trailer:

- **Some renders/aerial shots of the levels and environments.**
- **Footage of completed cutscenes.**
- **Footage of completed game play.**

Henry:

- Multiple game difficulties

Week 15-16

Week 15:

- Coder & artists work on presentation
    - Game Poster 18x24
    - Poster
    - Elevator Pitch
- Writers complete supporting materials
    - Logo for team and one for game (2)
    - Team photos
    - T-shirts/matching colors/outfits
    - Business Cards
    - Buttons or stickers?
- Team meeting

Week 16:

- Final quality assurance for video game
- Presentation is ready
- Review judging categories
- Market and promotional efforts for release
    - TMS Page Complete!
    - **ASAP** Blog/Social Media Page
        - Post once a week for 1-2 months
        - Make a banner/sidebar ad
- Team meeting

Week 16-17

Week 15:

- Coder & artists work on start menu
    - Sky box
    - playtests
    - Textures for levels
- Writers complete supporting materials
    - Voiceover for Game Trailer
    - Short Story
    - Breaking conventions writing
- Marketing
    - Poster board
    - Steam page?
    - Team Photo

Week 16:

- Playtesting and quality assurance
- Final Presentation Design
- Review judging categories
- Market and promotional efforts for release
    - TMS Page Complete!
    - Blog/Social Media Page
    - 3D Models to raffle
    - Tattoos and stickers

Story Marketing

Logline: A character whose body never matures is forced to take his role in society as an outcast, but he refuses to accept his fate.

Notes:

Elevator Pitch: Our character is one of the few whose body doesn't mature, dubbed Cuboids. This causes his parents to rid themselves of him and send him off to the factory where he is forced to work. He escapes this depressing factory and tries to reunite with his parents who shun him. He then ends up on the streets where other cuboids hide from society. Our game begins when he realizes he doesn't need to accept this form of himself and heads to the factory where he will sneak in and attempt to use the tools there to shape his head and fit in with society.

Notes:

Target Audience:

Notes:

Meeting Notes 2/9/23

- Read and evaluate the gameplay document

- Official team name was decided to be "Team^3"

- Alleyway design is nearly complete

- Gameplay document for level 2 is still a work in progress.

- Assets to be coded in next week hopefully.

- Game test planed for two weeks.

- Assets still needed for level 1: Light Post.

Meeting Notes 2/16/23

- Story beats need to be completed by next week.

- Need a fleshed out game document for programer to work with.

- Reviewed the checklist and redefined roles for each check.