



**DEAD**

**LOCK**

**GAMES**

# Important Links

[OGPC](#)

[TMS](#)

[Gameplay Story Overview](#)

[Game Demo Script](#)

[Art & Assets Achievements](#)

[Management Achievements](#)

[Game Design Document Achievements](#)

[Programming](#)

[Theme and Story](#)

# Roles

Jack - Director, Writer, Music

Adam - Lead Programmer

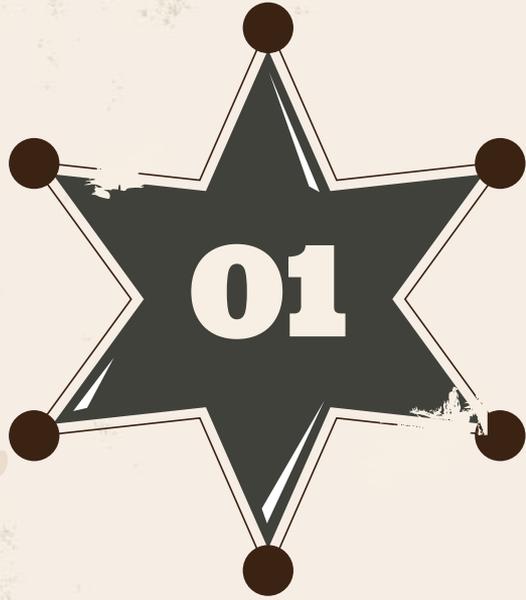
Ethan - UI, Lead Modeler

Lizzie - Artist, Writer, Character

William - Concept Artist, Modeler,  
Rigger, Animator

Rhyse - Modeling, Texturing,  
Website

Lucas - Marketing, Modeling,  
Social Media



# Week 1

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- ❑ Finish story, Beats
- ❑ Concept Inside of Train
- ❑ Organize Slideshow
- ❑ Puzzle ideas
- ❑ Character concept
- ❑ Moodboard, colors, reference images

# Characters, *Concept Art*



# Characters, *Names and Description*

## Player Character “Jesse Moore”

**Age Range:** Late 20’s

### **Description:**

A hard-headed, and charming outlaw who isn’t afraid to go head to head with any threat.



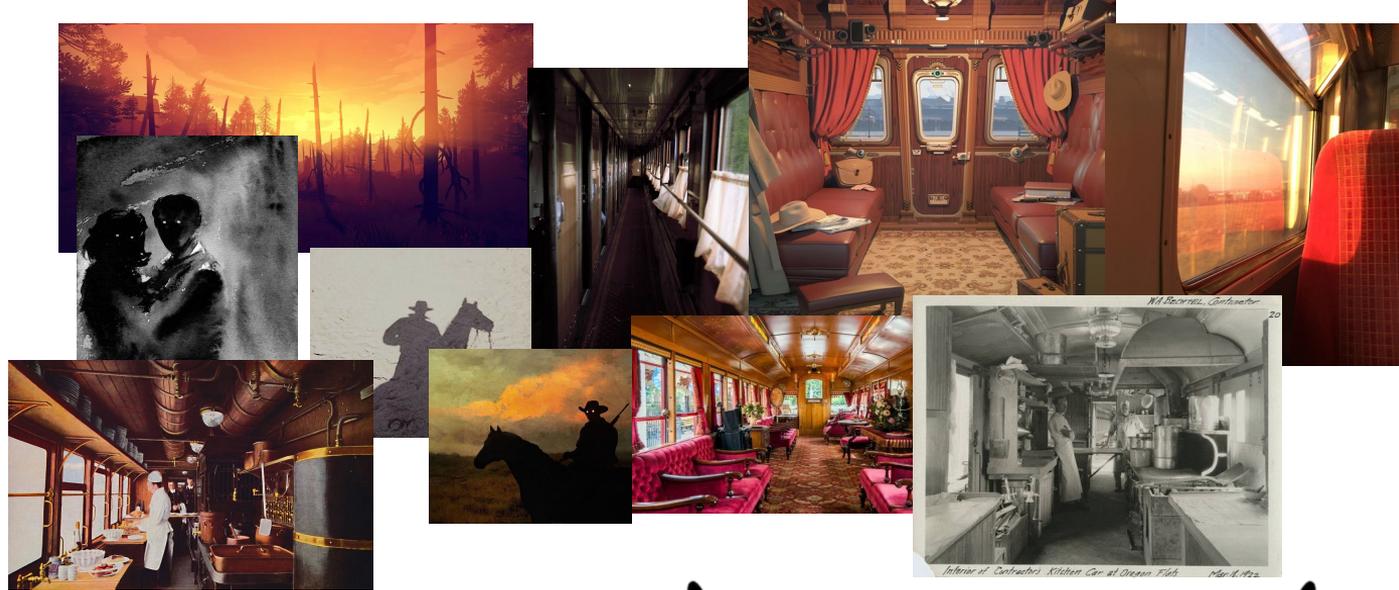
## Waitress “Florence Bennett”

**Age Range:** 22-28

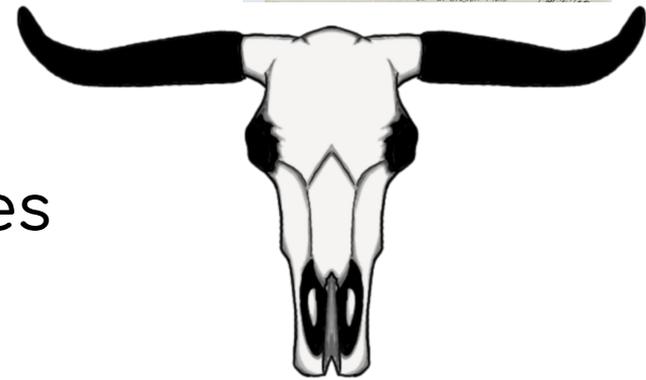
### **Description:**

A naive, outgoing and ambitious, young woman excited to have independence and is ready to make her mark on the world.





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# Game Day One Overview

Man wakes up in kitchen car, finds the notes and finds a key not hidden very well on a counter to get to the next car where more letters are found explaining what his job is (to set up tables for parties). He heads back to the kitchen car to set up everything in the car he just unlocked. Once he does, he notices that nighttime begins to settle in and remembers that he must go back to the tiny pantry room in the kitchen car to rest for the night.



# Level One: Day One

## Assets:

aprons

Stove

Spoons

Pans

Fork

Plates

Candy

Silverware

Paper

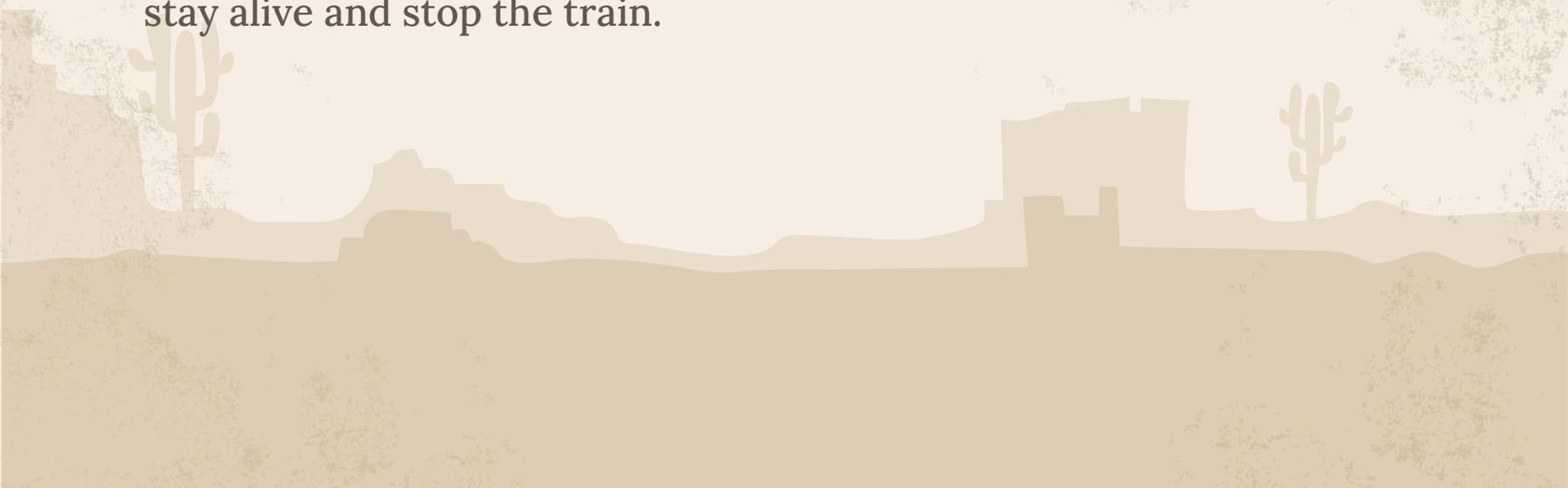
Key(interactable)

Benches

Ovens

# Story, logline

When a man (Jesse Moore) wakes up on an early 19th century train, he must traverse the mysterious cabins where following instructions from a woman who previously worked on the train is the only way to stay alive and stop the train.



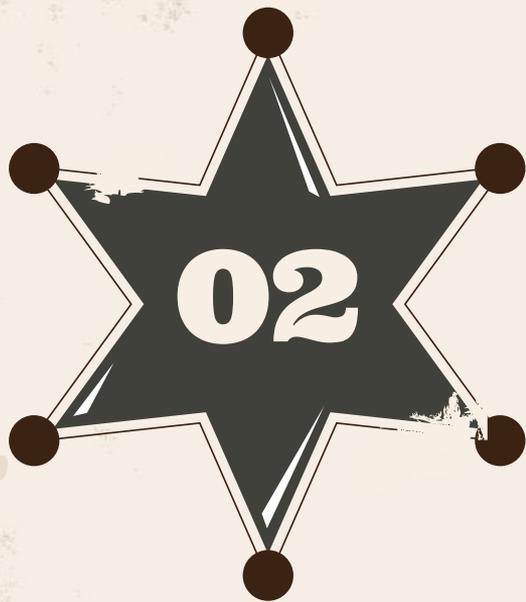
# Fonts

Docktrin

Posse

Bleeding Cowboys



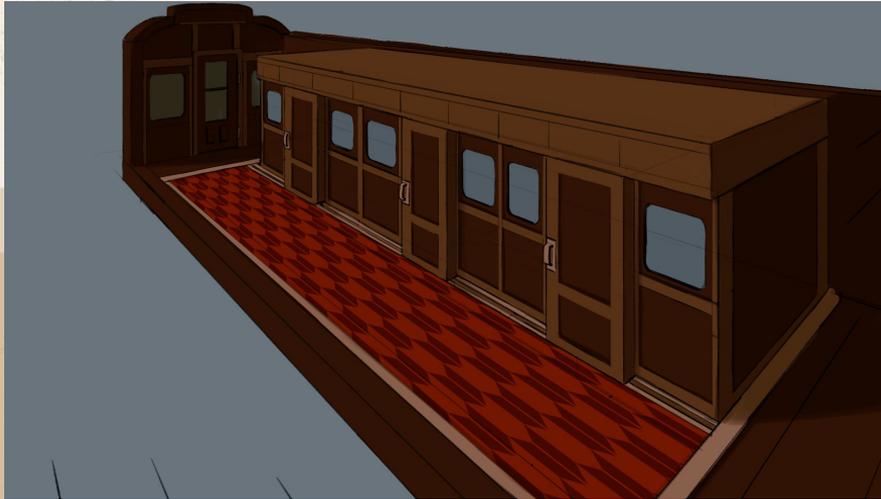
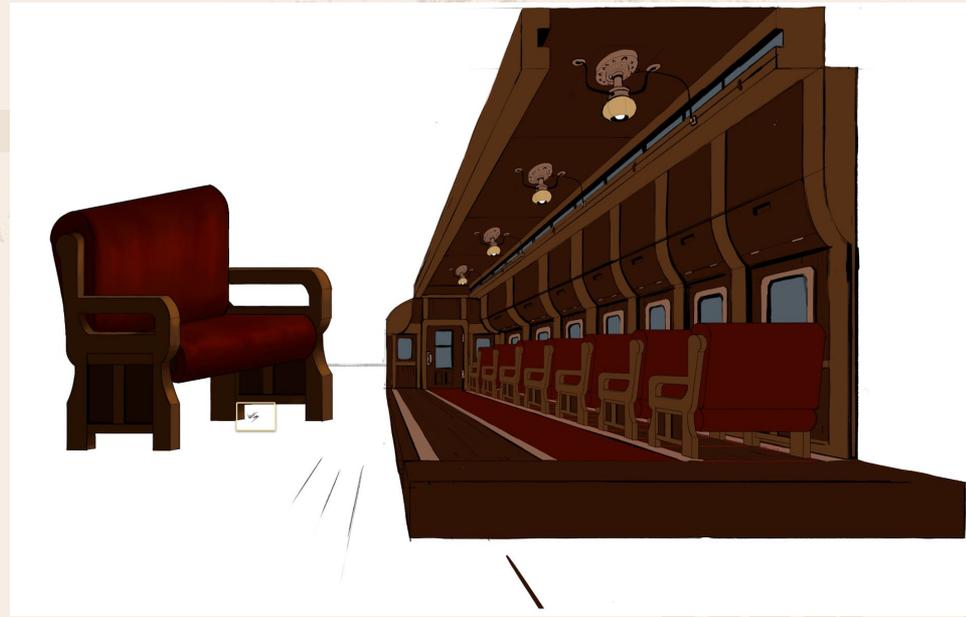


# Week 2

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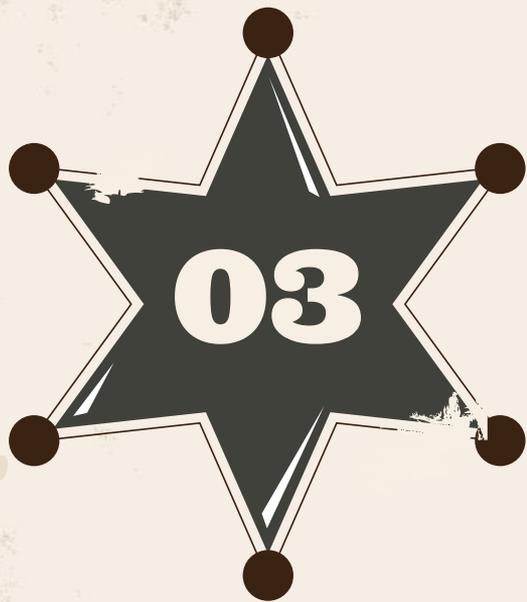
- ❑ Puzzle ideas
- ❑ “Level One” asset list completed; modeled
- ❑ SM - What do you need for Instagram account? (Teaser)
- ❑ Prototype, how many cars, caboose, engine?
- ❑ Logo
- ❑ Playable level from Adam?

# Train Cars, *Concept Art*



# General Assets, *Models*

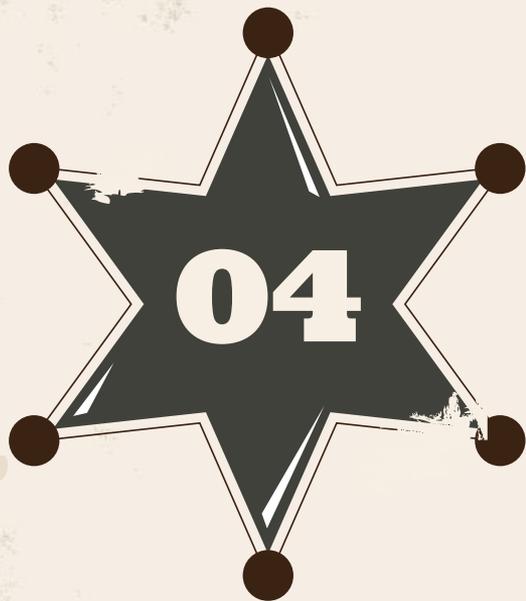




# Week 3

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- Puzzle ideas
- “Level One” asset list completed; modeled
- SM - What do you need for Instagram account? (Teaser)
- Prototype, how many cars, caboose, engine?
- Logo
- Playable level from Adam?



# Week 4

- ❑ Poster
- ❑ Title of Game
- ❑ Character names, general description, concept art
- ❑ Lizzie to organize sweatshirt design, logo with Zimm
- ❑ Lizzie to start working on character bios
- ❑ Jack to work on music
- ❑ William to continue work on comic
- ❑ Ethan 3D modeling
- ❑ Lucas - update SM, add poster, make “storefront” ad
- ❑ Rhyse and Adam get playable game working OR prototype (paper)



# Week 5

- ❑ Poster
- ❑ Title of Game
- ❑ Character names, general description, concept art
- ❑ Lizzie to start working on character bios
- ❑ Jack to work on music
- ❑ William to continue work on comic
- ❑ Ethan 3D modeling
- ❑ Lucas - update SM, add poster, make “storefront” ad
- ❑ Rhyse and Adam get playable game working OR prototype (paper)



# Week 6

- ❑ Lizzie to create sandwich board
- ❑ Jack and Rhyse - Making of
- ❑ Lucas - update social media
- ❑ Ethan - render final images, upload to TMS
- ❑ Adam - continue to program
- ❑ Lizzie - final touches to script
- ❑ William - comic, upload all concept art
- ❑ All play test, give feedbacks



# Week 7

- More playtesting, give feedback
- Adam and Rhyse - read through feedback and make updates
- William - 3D model ghost
- William - 3D print ghost
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