

# B.E.A.K AND Plunder

- Operation Thunderstorm -  
[WORKING LOGO]

## Game Design Document

2018/2019 - Studio 3 Project



# Game Overview

## Game Name:

B.E.A.K. & Plunder! Operation Thunderstorm

## Genre:

Third-Person Action Adventure Platformer

## Target platform:

PC - Windows

## Controls:

Keyboard + Mouse & Gamepad

## Engine:

Unreal Engine 4

## Target group:

Everyone 7+

## Short Pitch:

B.e.a.k. & Plunder! Operation Thunderstorm is a Third Person - Action Platformer with a cute and cartoonish artstyle where you play as a pirate named Plunder and his robot parrot sidekick B.E.A.K. (from the future). They must journey together to put an end to a evil scientist and his experiments to save time and space.





# Game Description

## Story Synopsis:

The past and the future has been merged together after a crazy scientist made a mistake in a science experiment.

After the accident, a pirate named Plunder finds a mechanical bird called B.E.A.K, outside the tavern after getting kicked out for being too drunk. The pirate could not stand this talkative self loving bird that followed him all the way back to his ship. The bird asked the pirate to join him on a quest. At first the pirate said no since there was nothing in it for him. But then he mentioned that the pirate could potentially gain a lot of reputation from the quest. The pirate accepted the quest and The bird explains what has happened in the future and what will soon happened to his timeline.

## Description:

In B.E.A.K. and Plunder, you play as Plunder the pirate and the bird B.E.A.K. and switch between these at will. Both characters have their own weaknesses and strengths but complete each other despite their differences. For instance: the parrot allows the pirate to double jump by pushing pirate upwards midair. Player can switch to controlling the parrot which can fly to and reach places which is not accessible by the pirate, however, the parrot cannot fly too far away from the pirate.

The pirate cares a lot about his reputation, he has a 'reputation' meter which fills up when he does good deeds. The reputation can be used to get new unlocks through the biometrics upgrade system. You can gather reputation by collection/stealing from the enemies and sell or give them to different vendors in the game. The last option to obtain reputation is to use your companions hacking mechanics allowing you to copy files from enemies and selling them to vendors. You will get less reputation from this since it is not the original, or you can choose to corrupt the files creating chaos among your enemies.

The main goal of the game is to save captured animals, destroy all of the evil scientists' creations and restore balance of time and space, which has been corrupted by the scientist. The environment gives you a feeling like you can go where you want but you will always subconsciously go from point A to point B. Later into the game, mechanics that alter time are introduced, the parrot learns how to freeze time for a short duration.

## Why this project?

First of all we wanted to try something new. Something we haven't tried yet, But also something that was not too far away from our skill set. We had a lot of ideas in the start of the start, but we ended up talking about a platformer game and both got excited with the idea we came up with so after that we have not really thought about other project ideas.

We investigated online articles to make our game more relevant, one article that stood out for us was an article about wildlife crime. It is a serious crime and could open for some interesting story elements and gameplay mechanics. Other articles we use for inspiration were about cryptocurrency, piracy, DDoS attacks and hacking.

We also want to learn and develop our game-making skills during the development of this game and probably have fun in the process. The game will be developed using industry standards, working as a group to achieve a common goal will be a experience to take into working life.

## What makes it unique?

There are various of elements that makes B.E.A.K. and Plunder stand out from the other platformers. For instance, the two characters; Plunder and Beak have very different personalities, despite this they have to overcome their differences and work together to overcome the dangers on their journey and save the ways of time.

The story in our game is about time traveling that opens for a mix between two different "worlds/time-lines", per-say,

Research has been done to make B.E.A.K. and Plunder unique in the form of being relevant to our everyday life.

We hope the reputation system turns out well and will add depth, variation and player customization to make the game more interesting.

The secret story twist and themes hopefully adds another layer of 'uniqueness' to the game.

# Main Characters

In this game, the two main characters are B.E.A.K. and Plunder - player can swap between controlling either of the characters whenever. Their relationship is not exactly perfect as they have contrasting personalities.

## Plunder - The Pirate:

Plunder is a fat grumpy cat pirate that likes to drink beer and blow things up. Plunder also likes to collect treasures and cares a lot about his reputation. He does not have a sword, instead he uses a beer mug to take down his enemies. Since Plunder is so fat, he has a hard time walking, his drinking does not really help either. Anything that talks is "in the way" of Plunder, he does not like chitchat. Drinking and destroying things, chaos over order is the way of Plunders life, will this affect B.E.A.K. in a way?

## B.E.A.K - The Robot Parrot:

B.E.A.K (aka Beak) is a robotic parrot from the future, nobody knows what his name really stands for but its' probably something fancy. Beak travelled back in time to save the world and all wildlife from the evil scientists grasp. Being a robot has its' advantages, Beak is able to hack into other robotic entities from the future, take control of them, steal and sell their software (he is a bit like a pirate, too). Beak also has an ability called 'hacker-vision' that highlights certain important objects. After the evil scientists experiment went wrong, Beaks software got affected with time travelling power which makes it possible alter the ways of time, like pausing time for a peroid. Beak is kind and wants to restore balance in the universe, will he be able to change Plunder onto a better path?



# Relevant News Articles

## **News Articles purpose:**

At the start of this project we were instructed to find news articles that could make our game more relevant and be used as a source of inspiration. Below is a list of articles we found relevant and interesting.

## **Operation Thunderstorm (Wildlife Crime Article):**

<https://www.maritime-executive.com/article/operation-thunderstorm#gs.837GL0s>

We take heavily inspiration from this article, Wildlife Crime is the fourth largest crime in the world which is a serious theme we want to explore. We added the animal rescue mechanic/goal of the levels based on the article, it also helped us define the title of the game.

## **Inside Wildlife Crime (WWF video YouTube):**

<https://www.youtube.com/watch?v=93BiHyjF8gk>

Like the article above, we used this short mini documentary video to set theme, add story elements and mechanics to the game. The way the narrative, editing and materials presented in this video could work as a introductory cinematic to our game.

## **Piracy article:**

<https://www.theguardian.com/film/2016/aug/10/movie-film-piracy-us-interpol-extradition>

Piracy is a 'hot-topic' which is often brought up in media, it is a endless battle between the pirates and the movie/music industry. Since our game has a pirate main character we will continue to read about, and take inspiration from other piracy articles. How does piracy differ in our time, the past or the future?

## **Hacking article:**

<https://www.theguardian.com/technology/2018/aug/29/nude-photo-hacker-prison-sentence-jennifer-lawrence-victims>

Another article which portrays dangers of hacking and technology and how it affects us as human beings. Hacking and stealing software from A.I. are some mechanics we explored after reading this and other similar articles.

## **DDoS articles:**

<https://www.wired.com/story/github-ddos-memcached/>

<https://nordic.ign.com/world-of-warcraft/14441/news/world-of-warcraft-player-sentenced-to-one-year-in-prison-for>

These DDoS articles are interesting in their own way but also relate to the previous articles. We want to further explore DDoS as a crime like Wildlife Crime and Hacking to find some interesting narrative or gameplay elements.

# Player Mechanics

## Plunder the Pirate:

### **Movement:**

4 direction movement via movement input.

### **Jump + Double Jump:**

Single jump first – on second parrot swoops under pirate.

### **Ledge grab/slide/climb:**

Self explanatory. Only works on certain platforms and parts of the levels.

### **Hook Ability:**

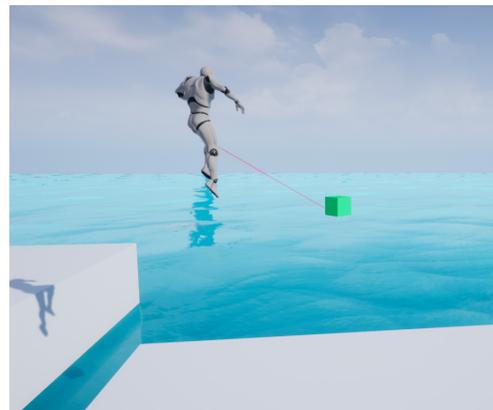
Learned during tutorial, hook to a grapple point and leap towards location, needs certain distance, can be upgraded through biometrics.

### **Basic Weapon Attack:**

Swing 360 degrees and damage/kill nearby enemies

### **Basic Shoot Attack:**

Shoot a target from distance with the gun.



## B.E.A.K. the Parrot:

### **Movement:**

Can be controlled by player, is able to fly, has a max distance from player. Does not like water.  
Running on Parrot OS 10.2

**Energy Meter:** To perform actions, parrot needs certain amount of energy (displayed on HUD, regenerates).

**Scan Environment:** Take control of parrot, enables spy vision to show points of interest and objectives.

[Hack A.I.]: – Flies toward A.I. in level and hacks (puzzle for each hack?)

**First prototype video:** <https://www.youtube.com/watch?v=HVxKJrhqXI8>

# Control Scheme

## Keyboard & Mouse / Gamepad

This part is still under development.

### **Movement:**

W-A-S-D / Left Thumbstick

### **Switch Characters:**

F / Y

### **Turn Camera:**

Mouse / Right thumb stick

### **Input:**

?? / ??

### **Jump:**

SPACEBAR / A

### **Input:**

?? / ??

### **Basic Attack:**

Left Mouse / B

### **Input:**

?? / ??

### **Hook Ability:**

Right Mouse / Y

### **Input:**

?? / ??

## KEYBOARD + MOUSE

Space	JUMP
F	INTERACT
E	SWAP CHARACTER
W A S D	MOVE
Mouse	TURN CAMERA
Shift	SUPER VISION [HOLD]
Mouse	ATTACK
Mouse	AIM CHARACTER
Mouse	CANCEL CHARGE

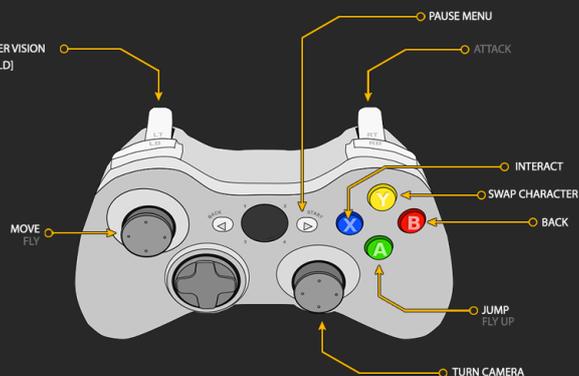
[Plunder the Pirate]  
[B.E.A.K. the Parrot]

## INFORMATION

B.E.A.K. and Plunder! Operation Thunderstorm  
BASED ON TECHNOIA - CONTROLLER LAYOUT - WORK IN PROGRESS!

CREDITS  
OLE-KRISTIAN JOHANNESSON  
ANDREAS NORDDBOE

## GAME CONTROLLER



[Plunder the Pirate]  
[B.E.A.K. the Parrot]

# UI Design & Functionality

## Health Bar:

UMG progress bar with Health value (float) displays: 0-100%.

## Parrot Energy:

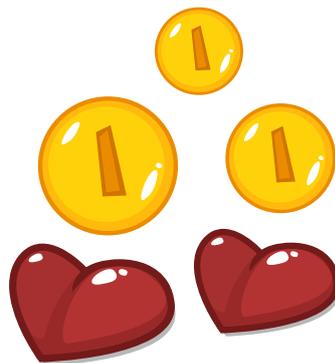
UMG progress bar with Energy value (float) displays: 0-100%.

## Coins Counter:

UMG text with BitCoin value (int).

## Hidden Items Counter:

UMG text with Hidden Collectibles value (int).



# Aesthetics

## Art Style

B.E.A.K. and Plunder will have a cartoonish stylized art style with handpainted textures, we think this will fit with the theme, narrative and target group. On earlier projects we used Substance Painter and Quixel Studios to add PBR style textures to our 3D assets, so this will be a different learning experience and a way to step outside our comfort zone. We have been looking into other games for inspiration, RiME (by Tequila Works) is a good base to work on.

## Theme

The game has contrasting timelines (past and future) which will open for a mix of unusual themes within one game. It is important to convey to the player what's from the past and what's from the future. The 'past' part of the game will be more prominent at first, as the player ventures through the game, the future starts to merge with the past, this is when it will be important with the contrast. The past is going to look like a tropical paradise with islands, pirates and large ships while the future is going to look more robotic, dangerous, sharp and out of control.

## Colors

We are going with a cartoonish artstyle which means the overall color palette should consist of bright and colorful colors.

### **Environment:**

As mentioned under the theme of this part, specific colors will represent the different 'times'. The color set will be different depending on the theme and overall look of the environments. Example: The volcano level will consist of brown and gray colors for the rocks/mountains. The lava would be red and orange colors.



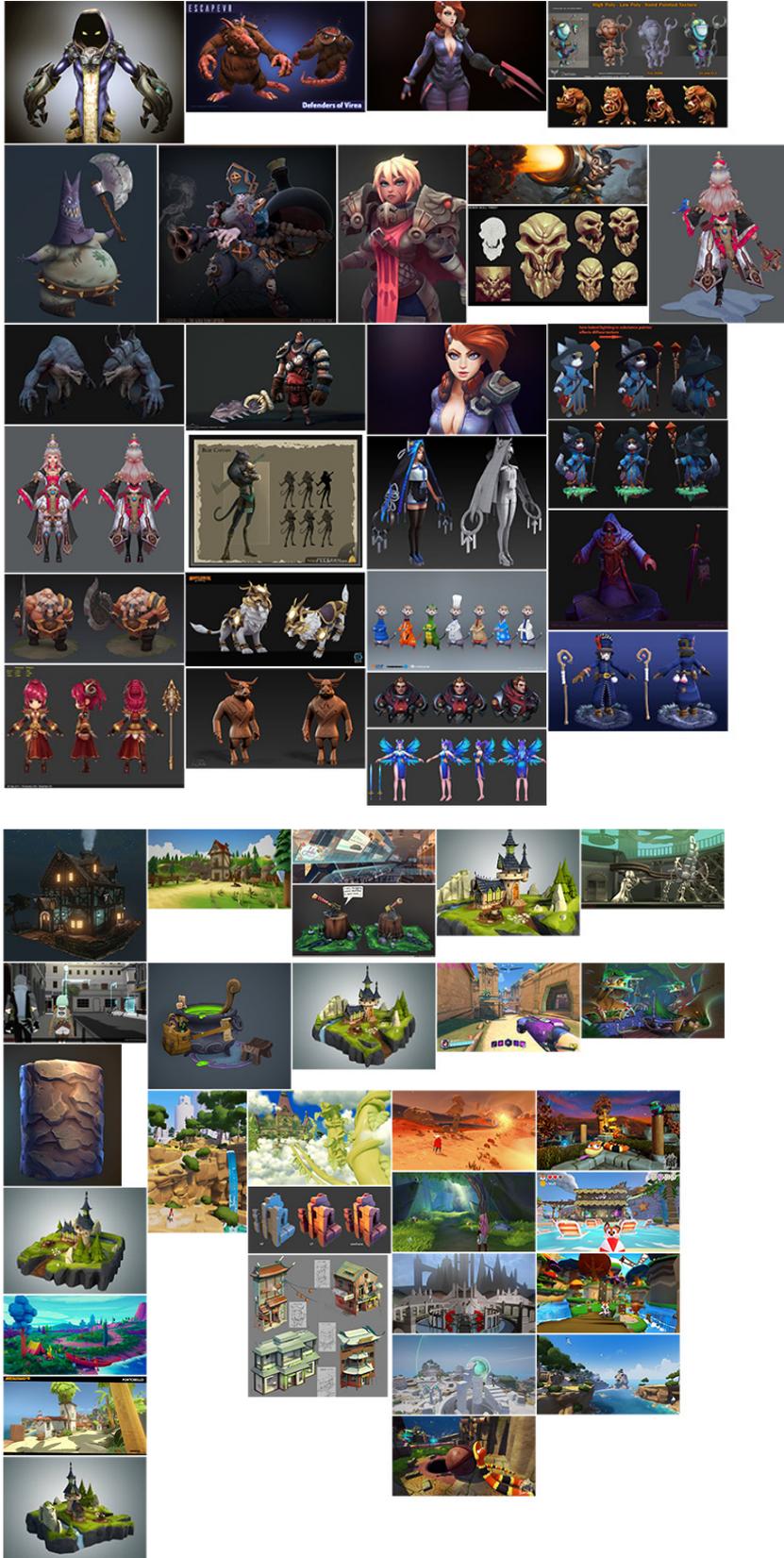
### **Characters:**

The characters will follow the same artstyle as the game and the environment.

## Post-processing

Post processing will be used in all levels to enhance the atmosphere and make game feel unique.

# Art Style Concepts +



# Menu Flow and Functionality

## **Main Menu:**

The first that player sees is the Main Menu, will contain a 3D rendered background and some buttons, looking into adding animated elements.

### **Buttons:**

Play -> Open Level Selection Map

Options -> Open Options Widget

Credits -> Open Credits Screen Widget

Exit Game -> Close Game

## **Background Environment:**

On a pirate ship, Plunder is sitting on a barrel drinking beer from a tankard, Beak is flying around the scene.

## **Pause Menu:**

Pause menu is a part of the game and can be accessed from anywhere but the main menu. Uses UE4 UMG Widgets, has a map as the background. Has ways to restart level from checkpoint or from start.

### **Buttons:**

Resume -> Resume Game

Options -> Open Options Widget

Exit Game -> Close Game.

## **Game Over Menu:**

Appears when a player dies in a level.

### **Buttons:**

Resume -> Resume Game

Options -> Open Options Widget

Exit Game -> Close Game.

## **Game Complete Menu:**

Game Complete Menu is displayed on game completion.

### **Buttons:**

Level Select -> Open Level Selection Map

Options -> Open Options Widget

Credits -> Open Credits Screen Widget

Exit Game -> Close Game

# Main World Hub

## Main World Hub:

### Aesthetics and functionality:

Sea uses a flat plane with a water shader - islands scattered around the map.

Each island has a portal to a level, some islands might contain multiple levels.

A lock icon on the island means it is not yet available (player must clear the previous levels to unlock the next).

Certain areas are covered by fog until that area is unlocked.

Kraken and his tentacles may appear some places in the overworld level map which the player needs to avoid.

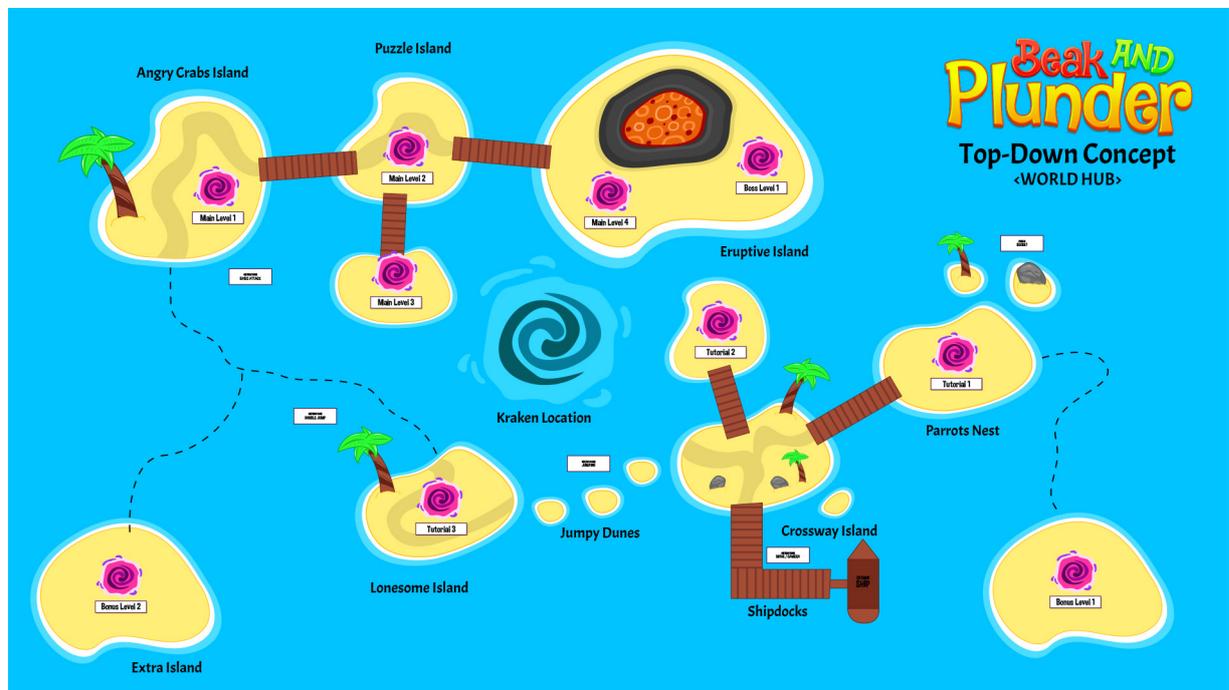
After completing a level, player returns to the World Hub level selection map.

SaveGame handles player progress.

Player can select levels in a mostly non-linear fashion.

### Island theme ideas:

volcano, tiki, party, snow/ice, tropical, caribbean, swamp, voodoo, harbour, caves, underwater, space, mechanical





# Tutorial Levels

Player starts in Main World Hub, gets access to 4 tutorial in which he/she can do in any order. Needs to do all tutorials before progressing to the main levels.

## **Tutorial - Jumping:**

### **Theme:**

Tropical Island, daytime, calm.

### **Purpose:**

Learning the player, the basics of controls, setting stage for the story introduction of the world and the characters.

### **Goal:**

Goal is to gather enough XX objects to restore the time machine.  
Release captured animals

## **Tutorial - Attacking:**

### **Theme:**

Tropical Island, daytime, calm, raining, thunder.

### **Purpose:**

Learning the player to avoid dangers and use attacks.

### **Goal:**

The player learns how to protect him/herself from Enemies

## **Tutorial - Parrot Control:**

### **Theme:**

Tropical Island, daytime, calm, future elements.

### **Purpose:**

Learning the player how to control the parrot companion

### **Goal:**

The player will learn the basics of the parrot.

## **Tutorial - Obstacles and Dangers:**

### **Theme:**

Tropical Island, daytime, calm, future elements.

### **Purpose:**

Learning the player how to navigate through different obstacles

### **Goal:**

The player learns how the different obstacles work

# Main Level Flow

After Tutorial Levels, player will unlock the main levels, some can be done in any order. After main levels linked to World Hub are completed, then player will face Kraken. After beating Kraken player unlocks the 'Time Themed' level travelling through time until eventually meeting with the Evil Scientist as the end boss. The content of the levels are going to be developed during Alpha development phase. There will be bonus levels too.

## Level Flow:

### Tutorial Levels:

- Jumping
- Attacking
- Parrot Control
- Obstacles and Dangers

### Main Levels:

- MainLevel 1
- MainLevel 2
- MainLevel 3
- MainLevel 4

### Boss Level:

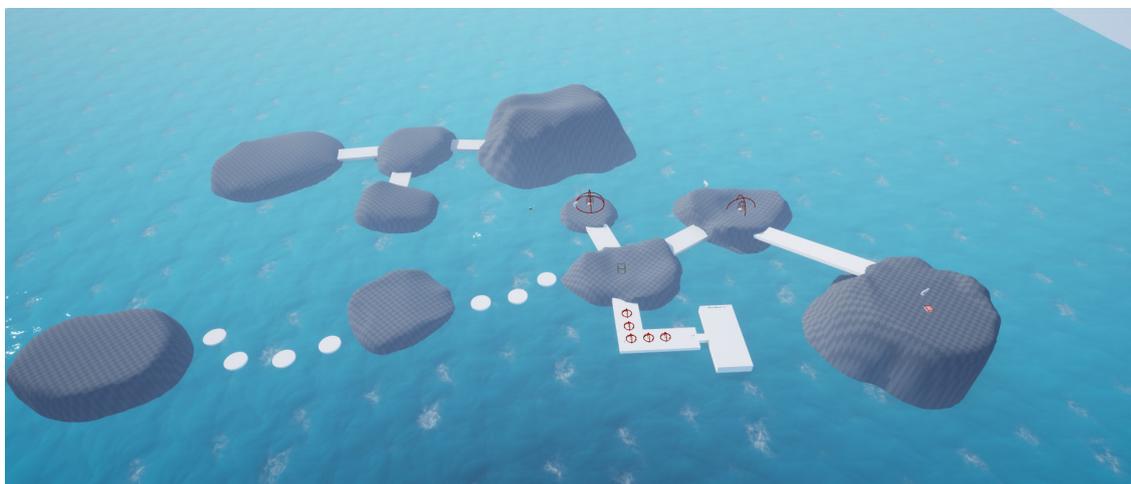
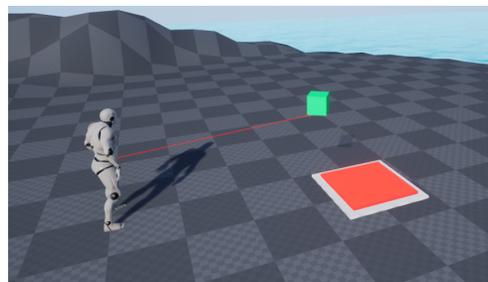
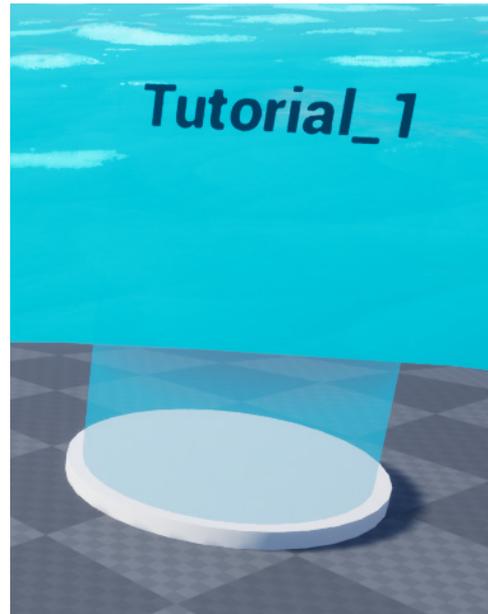
- Kraken

### TimeTravel Levels:

- TimeTravel 1
- TimeTravel 2

### Boss Level:

- The Evil Scientist



# Narrative and Dialogue

## Narrative systems:

Speech bubbles with dialogue appears between the pirate and the parrot, it is also used to learn the player how to play the game. Dialogue is there to add another layer of humor and insight to the story of the characters, settings and history. Dialogue bubble will be located at the bottom center part of the screen, the text will appear as it is being 'spoken' with option to skip.

More dialogue that is not in this document will be added later in the development phase of the game.

## Prologue:

### [Intro Cinematic – Pre-rendered or using UE4 sequencer]:

Plunder gets thrown out of a bar, has a beer tankard in his hand.  
Despair in Plunders eyes  
Suddenly a portal spawns above his head.  
Plunder looks surprised  
From the portal a robot parrot, B.e.a.k. appears.  
Parrot hits Plunders head, his hat falls off, Plunder looks angry, Beak ????  
Idea: Narrator to talk over the intro sequence?

### [Pre-player-control dialogue]:

"We need to work together"

### Mid-game dialogue:

Under Development!

### Epilogue:

### [Outro Cinematic]:

Narrator speaking again (same as intro cinematic).  
Location, child room.  
A little kid is playing with action figures/toys that look like Beak and Plunder.  
Camera zooms out through the windows and away from the house.



# Sound and Music

We will (probably) not be making our own music and sound effects, we will gather the required sound assets from stock sites. More 'required' sounds will be added later.

## Music Theme:

Playful, funny, upbeat track with pirate instruments and a pirate choir in the background. Each world will have different themes, the main menu should also have its' own track.

## Sound Effects:

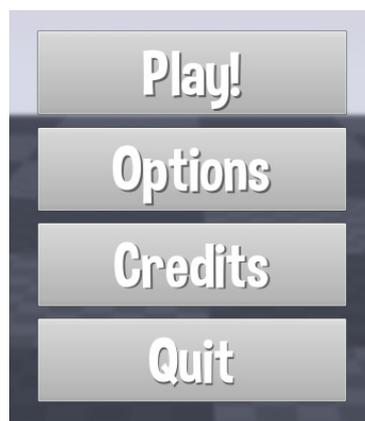
- Various button and menu sounds
- Jump
- Footsteps
- KRaa!!
- And more..!

# Menu/UX Assets

We want to make all the UI Assets from scratch using Photoshop and Illustrator, should follow the artstyle and theme defined in this document. More to be added during development.

## Menu Assets List:

- Buttons
- Fitting fonts
- Main Logo
- Text Headers
- Canvas boxes
- Illustrated icons and ornaments
- Controller layout graphics
- Dialogue box
- Various Icons
- And more..!



# Environment Assets<sup>+</sup>

The environment will follow the artstyle defined in this document, below is a list of some required assets. All assets will be in 3D with hand painted textures. Environment assets will be created to suit the different timelines (future = metallic / past = wood).

## Environment Asset List

- Pirate ships
- Islands
- Palm trees and bushes
- Decoratives (seashells, tiki totems, skulls, planks etc.)
- Vegetation (grass, flowers, sand dunes etc.)
- Treasure chests
- Caribbean Buildings
- Robot parts
- Non-functional technology
- And more..!



# Characters<sup>+</sup>

A short list of current planned/required characters (playable and enemies), we might add more as we see fit during the development process. All characters will be sculpted in ZBrush, unwrapped, retopologized, textured (handpainted), rigged and animated before they are brought into the game engine.

## Main Characters:

- B.E.A.K. the robotic parrot
- Plunder the mad pirate
- The evil scientist

## Enemy Characters List:

- Crabs
- Turtles
- Seagulls
- Sharks
- Various robotic A.I. enemies
- And more..!

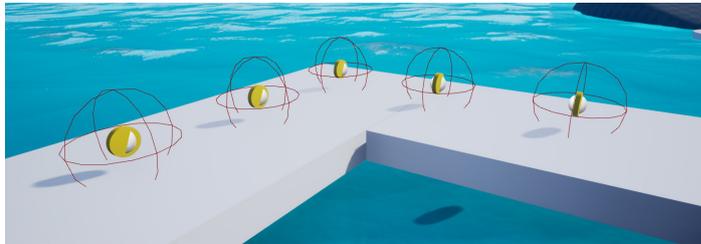


# Level Objects and Obstacles

Objects, collectables and obstacles will be introduced in phases, often early in each level. The aim is to make player use certain abilities to overcome them. We will add more obstacles as we see fit during the development process.

## Object List:

- Moving Platforms (up down, in a path, sideways, rotate)
- Saws (moving, still, pause-move)
- Cannons (avoid, steer, getting shot out from).
- Lava floor
- Various collectables (coins, map pieces, machine parts).
- Powerups (magnet, speedboost, temporarily invisibility, super vision).
- and more...



# Visual Effects

The engine used in our game is Unreal Engine 4 which has a built in particle system/creator, most of the particles will consist of sprites. We will try to not go overboard and value performance. Particle systems will be used to make the game look aesthetically pleasing but also work as a indication to guide the player away or towards certain objectives. More will be added as we see fit during the development.

## List of VFX needed:

- Bubbles
- Caustics
- Torchflame
- Smoke
- Gunfire
- Bonfire
- Wind/fog
- Time Effects
- Technology particles



# Inspirations

## Crash Bandicoot:

The hub area in Crash Bandicoot makes it feel less linear than some other platformers, the level design is very cleverly planned. Good use of sounds and music, has a touch of humor.

## Spyro the Dragon:

The Spyro games has clever narrative systems to tell the story, the characters are relatable and sometimes quirky. Controls and Spyros' abilities are simple and excellent, it also has intuitive collectible systems with a purpose.

## RiME:

The theme and storytelling in RiME makes it very unique, each of the worlds reflect upon the five stages of grief. The game has a artstyle which is simple that stands out, good use of colors and atmospheric effects to tell the story. RiME is linear but feels more open as the player can often decide which matter to handle first.

## Snake Pass:

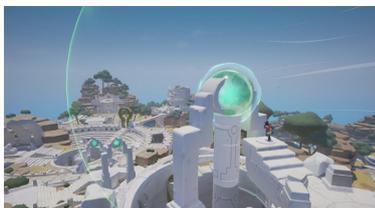
Snake Pass is a very unique platformer in its' own way, you control two characters that are very different (like our game). The music fits the game well and enhances the immersion. Overall a good source of inspiration for characters and clever gameplay and level design.

## Psychonauts:

Use of psychic powers is what makes Psychonauts unique, the characters are quirky, game has a lot of humor as well. Going into peoples minds is a really good idea and the implementation works. Overall, a very good indie game that stands out from the crowd.

## Sly Cooper:

The Sly Cooper games artstyle stands out, great idea to have a racoon as the main character, the stealth mechanics works well. Very good level designs and player controls/abilities (can ride on rails, change the environment, climb etc.).



# Inspirations

## **Banjo-Kazooie:**

Banjo-Kazooie is critically acclaimed game and often mentioned as a great platformer game, has good narrative, level design and gameplay mechanics.

## **Jak and Daxter:**

The Jak and Daxter games do story telling through cinematics and has voiceovers throughout the entire game. You learn to love the characters while playing this game. As a action platformer it has unique gameplay mechanics, level design and use of obstacles.

## **Ratchet and Clank:**

In the Ratchet and Clank games you control two characters, Ratchet the Lombax and Clank the robot, they are different. The collectible effect is very cool, it also uses time altering elements and has some good puzzle and level designs. Story is appealing.

## **Yooka-Laylee:**

Much like Banjo-Kazooie, the dialogue system is a clever way to tell the story and relate to the characters. Yooka-Laylee has a good sense of humor and quirky characters.

## **Super Mario Odyssey:**

In Super Mario Odyssey, player can choose to throw Mario's hat at certain objects or entities and control them. We will use this mechanic as inspiration for controlling B.E.A.K. in our game.

## **Super Lucky's Tale:**

The artstyle in Super Lucky's Tale is very simple and cartoonish with handpainted textures. Controls are simple and intuitive, the level design is clever. Some levels have 2.5D point of view. Has a lot of dialogue and a functional level Hub area that leads to other levels. Enemies have very simple A.I. The



# Gantt Chart / HacknPlan

## HacknPlan:

We are using HacknPlan (<https://hacknplan.com/>) for this project.

We used HacknPlan on the Studio 2 course and found it very helpful, want to become better at using it more frequently. At the start of each milestone we will go over all the 'new' tasks and check if something is in the backlog that needs to be transferred to next phase/milestone. Message our team if you want to have access to our project ([andreasnordboe@gmail.com](mailto:andreasnordboe@gmail.com)).

The screenshot displays the HacknPlan interface for a project. At the top, there is a 'Milestones' section with a '+ Pending' button and a 'View backlog' button. Below this, five milestones are listed, each with a star icon, a title, a description, a date range, and a progress bar. The milestones are:

- Pre-Production** (★): Aug 20 → Sep 30. Description: Develop and deliver a Game Design Document and a Production Plan. Includes greenlighting process. Progress bar is approximately 25% full.
- Alpha** (☆): Oct 1 → Dec 3. Description: Produce and deliver a playable 'Alpha-Version' of the project. Progress bar is approximately 10% full.
- Beta** (☆): Jan 3, 2019 → Mar 18, 2019. Description: Produce and deliver a playable 'Beta-Version' of the project. Progress bar is approximately 10% full.
- Gold** (☆): Mar 18, 2019 → Apr 22, 2019. Description: Finalize and deliver the final game (Gold-Release). Progress bar is approximately 10% full.
- Post-Mortem** (☆): Apr 29, 2019 → May 26, 2019. Description: (None). Progress bar is approximately 10% full.

Each milestone has a green checkmark, a pencil icon, and a trash icon. At the bottom, there is a note: 'Click on the star icon to set/unset the milestone as default'.

hacknPlan

A decorative banner for 'Project Milestones' designed to look like a rolled-up scroll. The banner is brown with a red ribbon on the left side. The text 'Project Milestones' is written in a large, bold, black font. A small red plus sign is located to the right of the text. The scroll has a spiral binding on the right side.

# Project Milestones

## Planning Phases

### **Pre-Production:**

**Date:** Aug 20, 2018 -> Sep 30, 2018

**Goal:** Develop and deliver a Game Design Document and a Production Plan.

Includes greenlighting process. Prototyping should be done here.

## Development Phases

### **Alpha:**

**Date:** Oct 1, 2018 -> Dec 3, 2018

**Goal:** Produce and deliver a playable 'Alpha-Version' of the project. All fetures should be in place.

World Hub will be completed and fully functional. Tutorial Levels will be finalized. Major part of the main levels should have whiteboxing. Main characters should be in-game.

### **Beta:**

**Date:** Jan 3, 2019 -> Mar 18, 2019

**Goal:** Produce and deliver a playable 'Beta-Version' of the project. The heavy-lifting will be done here, which means: asset creation, level design, programming. No new features can be added after Beta Phase.

### **Gold:**

**Date:** Mar 18, 2019 -> Apr 22, 2019

**Goal:** Finalize and deliver the final game (Gold-Release). This is a polis-phase, no new features can be added here. Working on packaging, fine-tuning difficulty, testing, overall polish.

## Completion Phases

### **Post-Production:**

**Date:** Apr 29, 2019 -> May 26, 2019

Packaging, Post-Mortem, Presentation preparation. A lot of writing.

### **Project Delivery:**

**Date:** May 20, 2019

Deliver: Portfolio, Report, Reflective Journal. Presentation. Make gameplay trailer/video.



### **A few last words:**

We are confident about this project plan and will try to make it as unique as possible. Our goal is to work as a group, work hard and make a good game using industry standards while learning and have fun in the process. We are excited to get started with development.

Hope you liked reading this document :)

# **Thank you for reading!**

**Ole-Kristian Johannesson**

**Andreas Nordbø**