

# TC446 Final Project Design Document

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## OVERVIEW

We propose creating a flash based interactive game which will be complimented by an interactive flash website.

The game will be called Alien Abduction. At its core it is a side scrolling, arcade style, action game in which the player controls a 1950's-esque flying saucer and "beams" up ordinary, tax-paying American citizens. The UFO will be controlled by the arrow keys on a standard PC/Mac. The spacebar is used to beam up your un-willing (or willing) human specimens in store for a very special night.

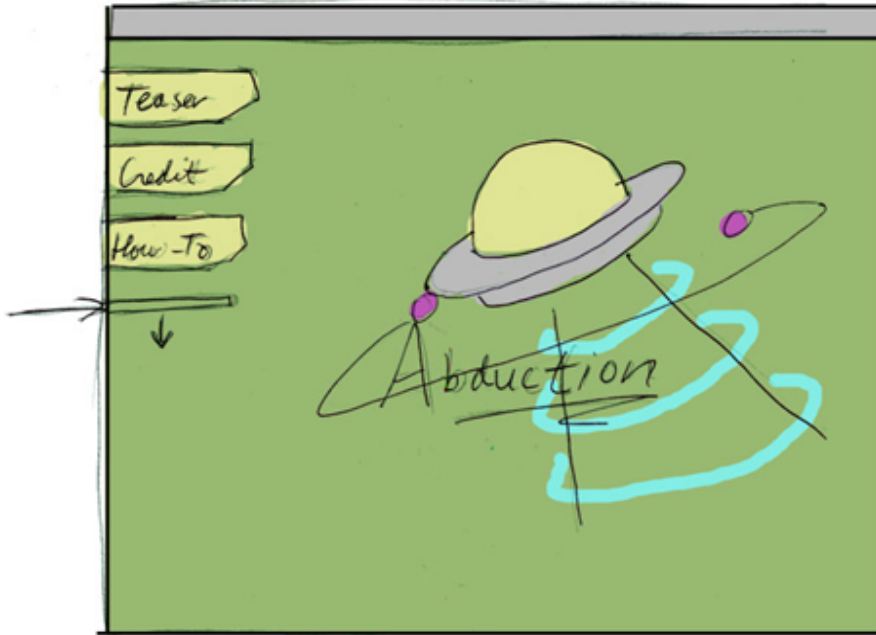
Going against the player are government "men-in-black" style agents equipped with left over alien busting ray guns. They will shoot at the player while he or she is trying to tractor beam up humans.

The goal is to offer players a fun, light-hearted, comical, and action packed web experience that will keep players coming back again and again. These goals will be aided in achievement by quick gags and tributes to classic science fiction flicks, shows, and games. A few different gags will be included as visual commentary on different sci-fi films and shows from the 50s to today, such as Close Encounters of the Third Kind, the X-Files, and Futurama.

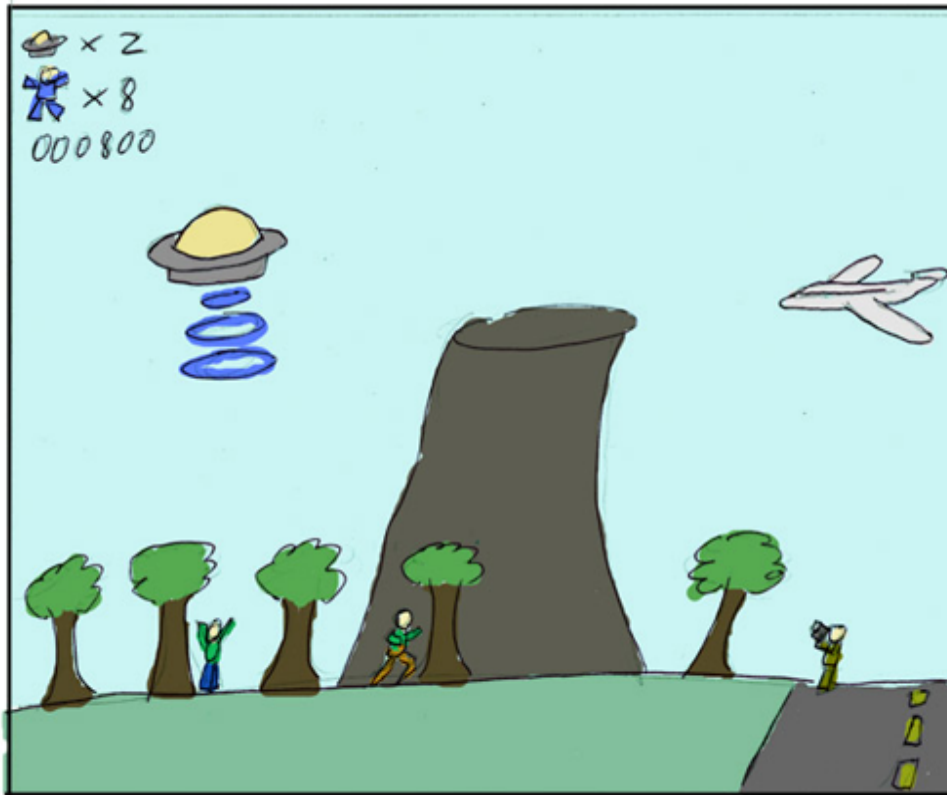
In addition to making the game, we will also be documenting our design process for the game and building a web site around it. Our site will contain the game itself, the credits, and a few pages showing our concept art and our design process. We will also make a short trailer or teaser that shows off the game.

# STORYBOARDS

Site layout



Game Screen



## TIMELINE

### **Week 1 > March 13 – March 19**

#### **Presentation Monday, March 14<sup>th</sup> @ 3:00pm**

Web – begin graphic design, page layout, navigation  
Game – begin graphic design, interactive programming

### **Week 2 > March 20 – March 26**

Web – begin interactive navigation elements  
Game – continue work on graphics, programming

### **Week 3 > March 27 – April 2**

Web – begin intro movie, write content, begin adding sounds  
Game – begin work on non-game screens, begin adding sounds

### **Week 4 > April 3 – April 9**

Web – first group usability testing (rough draft version)  
Game – first group play testing (rough draft version)

### **Week 5 > April 10 – April 16**

Web – correct usability issues  
Game – correct play testing issues

### **Week 6 > April 17 – April 23**

Web – second group usability testing (working version)  
Game – second group play testing (working version)

### **Week 7 > April 24 – April 30**

Web – correct usability issues  
Game – correct play testing issues

### **Week 8 > May 1 – May 2 @ 5:00pm**

Web – final phase of usability testing (polished version)  
Game – final phase of play testing (polished version)

## INFORMATION ARCHITECTURE

Due to the limited amount of information required for our group project the only information architecture needed is for the web site content.

**Trailer** – flash trailer that makes a teaser for the game

**Project** – overview & background

**Game** – the game itself

**Screenshots** – images taken from actual game play

**Team** – presents group members & their roles

Alternate pages (to be determined if needed)

**Strategy** – strategy / hint guide

**Making Of** – a brief 'making of' documentary or overview

**Credits** – people instrumental and/or influential in making our game

## COMPARISON

The following web-based games are similar examples of the game we intend to design.

- Our inspiration for the beaming-up idea is the old arcade game, Galaga, found here: <http://www.smiliegames.com/galaga/index.php3>
- We were also very inspired by the simple Flash games at <http://www.orisinal.com>. In particular, the alien game, <http://www.ferryhalim.com/orisinal/g2/truth.htm>, where you have to take photographs of alien space ships. Orisinal also gave us the idea to do a trailer for our game and host it on the site.
- As an example of other web sites that are doing what we want our site to do, we like <http://www.daringplanet.com>. Daring Planet has the about and credits and making-of sections detailing process, and it also has the 1950s Sci-Fi look we want to use
- Side scrolling game.  
[http://www.energex.com.au/community\\_rescue/rescue\\_game/#](http://www.energex.com.au/community_rescue/rescue_game/#)

## GROUP MEMBERS

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