

Project Charter

Team S.T.E.E.R. – Light and Hope

Project Description

Vision

The Light and Hope Project is a narrative-focused game that will centre around light and darkness, visually, thematically, and mechanically. The player takes the role of The Carrier, a person capable of carrying and using light in a world consumed by darkness. Light itself is a precious resource in this world, one needed for the remaining living people to survive. The player must explore to find Fragments to fix the Origin of Light and restore light to the world.

The core loop of the game will be based on exploration and resource gathering as seen in **Figure 1**.

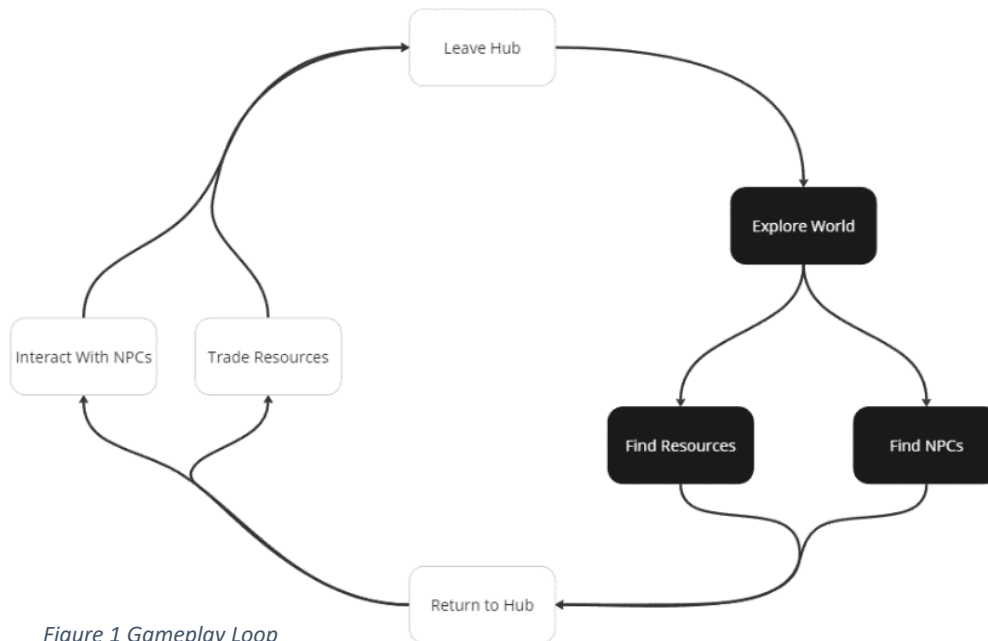
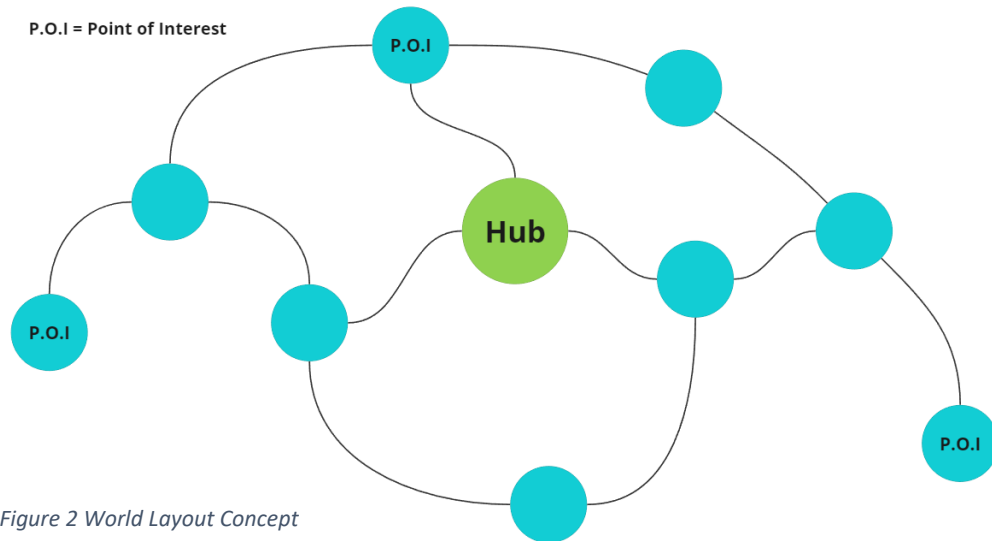


Figure 1 Gameplay Loop

Goals

The player will be able to explore the central hub that connects the world. Area can be explored for resources, collectables, NPCs, and levels that can be tackled in any order **[Figure 2]**. NPCs will provide quests that require the player to perform actions, collect resources, and discover locations of interest. The player will be able to move around the map and use light as stamina and a resource for navigation.



Value Statement

The foundations of our game are a strong focus on narrative, mechanics that evoke and strengthen the narrative, a cohesive aesthetic in visuals and tone, and simple gameplay that is easy to pick up and understand. This will result in a casual yet engaging experience with a focus on exploration and themes of perseverance and hope.

Pillars

The pillars of our design are *Exploration*, *Perseverance*, and *Hub-Style World*.

Audience

Our game aims to entice players who enjoy exploring new worlds, uncovering information, and learning about sympathetic characters. According to the Quantic Foundry Gamer Motivation model, the players that will enjoy our game are found in three archetypes; *Fantasy*, *Discovery*, and *Story* [Figure 3].

The Light and Hope Project will create interest for *Fantasy* and *Discovery* motivated players through the visual aesthetic and design of the world. Information about the world itself will need to be pieced together by the player through collectables and NPC dialogue. We want players interested in exploring our world and travelling across the different areas, learning more about its history and events.

Story motivated players will find intrigue in the characters and plot, driven by individual sympathetic stories and events.



Figure 3 Quantic Foundry Gamer Motivation Audience Targets

Features

In order of priority:

Player Controller

Feature Owner: Echo

The *Player Controller* is about the player's interaction with the game and abilities. This is our highest priority because players need to control the character to explore the world and be able to interact with NPCs. This feature will include movement, abilities, and interactions with NPCs (managed by the *Narrative System*) and objects such as checkpoints and resources (managed by the *Light & Resource System*). The player will be able to manipulate light through unique abilities, the first implemented being a light bubble that protects the player from hazards and drains their light meter. Each action the player performs will have a sprite animation and provide visual and audio feedback.

Light & Resource System

Feature Owner: Rose

The *Light & Resource System* is the primary form of friction against the player through the light meter, which acts as a stamina bar that drains when the player is not near a light source. This will work in combination with hazards setup in *Area 1*. This system also contains the checkpoints that allow the player to regenerate their light and progress by activating new ones throughout the world. The extended goal of checkpoints would be that they can be "bought" by consuming Resources instead of existing in the world statically. The system ties into our pillars of Exploration and Perseverance by enabling the player to travel further by activating checkpoints, and forces the player to continue against a hostile environment. This feature is intended to directly speak to a Discovery-based audience by generating challenge through exploration.

Narrative System

Feature Owner: Elora

The *Narrative System* will handle the infrastructure for dialogue and quests. The *Narrative System* will involve the dialogue system, character dialogue, item descriptions, quest tracking, dialogue UI layout, and dialogue sound effects. This feature is necessary for the *Quest 1* feature to allow quest tracking and NPC dialogue and will work with the *Area 1* and *Hub* features to populate the locations and allow for NPC and item interaction. This feature allows supports the pillar of Perseverance, containing the narrative and story elements of the project. This appeals to the section of our audience who enjoy Story-based gameplay and allows for complex narrative and story elements.

Area 1

Feature Owner: Tristian

The first area of the game will be self-contained, with a definitive beginning and end point. The area will feature at least one puzzle element for the player to overcome and *Quest 1* available for players to complete separate from the main objective. This feature will support our exploration pillar by encouraging exploration of level and test the perseverance of players by using the light meter. *Area 1* will appeal to Discovery and Fantasy driven players through the unique environment and progression through *Quest 1*.

Quest 1

Feature Owner: Sayo

For this feature, we will focus on a handful of user stories. The character design of the NPC that will providing the quest to the player, the dialogue between the player and the NPC(s) throughout the quest, the success and fail states, and the branching choices that will lead to each state. The quest will have direct influence on the design of *Area 1*, these features will be developed in tandem. This feature will engage players that are driven by Story and Discovery. These players will be interested in the narrative of the quest and learning more about the world. *Quest 1* will span over a minimum of two stages, the first being the player receiving the quest and the second being completion of the quest. These can be expanded upon if needed.

Hub

Feature Owner: Tristian

The Hub will be the main area where players spend their time between quests and exploration. The Hub will feature 2 NPCs. Later in development, one of these NPCs will allow the player to attain upgrades for their light meter and abilities and players will gather NPCs here that they help in the world. In hub-style games, players build attachment and familiarity with the hub as a base of operations and space to spend down-time. The Hub acts as a center point for the world map, leads to all other areas, and is core to the hub-world design that we aim to create.

Stretch Features

- Enemies
- Ending/Conclusion/Boss Battle
- Additional Player Abilities
- Resource Collection
- Built-In Tutorial
- Additional Areas and Quests

Roles and Responsibilities

Sayo – Artist

Artist Responsibilities: Creates 2D assets for UI, characters, backgrounds, items and objects, etc.; Work with Project Manager to ensure art direction is aligned with the theme and vision

Tristian – Level Designer, Project Manager

Level Designer Responsibilities: Design area layouts; Work with Narrative Designer and Mechanical Designers to ensure layouts match Ludo-narrative; Work with Artist to determine environment design.

Project Manager Responsibilities: Organise and facilitate team meetings and discussions; Organize project files including documents, repositories, and user stories; Facilitate a healthy work environment and psychological safety.

Elora – Narrative Designer, Product Manager, Mechanical Designer

Narrative Designer Responsibilities: Design world building, plot and NPCs; Writing dialogue and object descriptions.

Product Manager Responsibilities: Ensure all work aligns with project goals and scope; Offer support to team members in need of assistance; Facilitate communication between different teams.

Mechanical Designer Responsibilities: Ensure mechanics align with project goals and narrative themes.

Echo – Programmer

Programmer Responsibilities: Writing pseudocode and designing interactions; Ensure readability of scripts; Set up prefabs.

Rose – Mechanical Designer, Programmer

Mechanical Designer Responsibilities: Ensure mechanics align with project goals and narrative themes; mechanical analysis.

Programmer Responsibilities: Writing pseudocode and designing interactions; Ensure readability of scripts; Set up prefabs.