**­­­­THE SPACE RACE**

*Design Brief & Production Plan*

**Overview**

Our client, ***History Buffs***, is seeking for software developers to develop a game that teaches a historical concept. The game must explore must impart fair amount of information to the players while also illuminating that the historical situation had multiple perspectives. There are no limitations in building the game so long as the goals and the required elements are not forgotten. The client does not limit the team to one platform, as it will be decided and chosen on by the team. The team has complete design decisions as long as the goals are met.

The team at **Owl Eyed Games** are very proud and excited to deliver a game that meets all of these requirements.

Goals of the development team are fairly straightforward. The team will follow the timeline of 5 weeks that the client has asked for. Producing a Grey-box Level and introducing basic functionality during the first week of production. The production within the following weeks will incorporate the **Alpha**, **Beta**, and **Final** builds of the game. The team is also pleased to hold meetings every week with the client to show and discuss the development process.

The constraints that the project will face is time and man-power. Due to these factors, the production will primarily focus on two main mechanics and on the simple stylized art for the game.

**Production material**

**THE SPACE RACE** is a single player narrative experience. The game is set 100 years into the future and primarily takes place in a spaceship inside the quarters of the captain. His son’s toys are found scattered on the floor. The toys are the old models of the first spacecrafts, e.g., the Enterprise, Apollo, Sputnik, etc. As the toys are picked up, dialogue can be heard from the captain and the AI of the ship. Description boxes will also pop-up alongside the toy ships.

**MECHANICS**

* Place and Pickup
* Movement
* Interact

**VISUAL STYLE**

* Simple stylized – atmospheric and well-lit room.

**CONTROLS**

* Mouse and Keyboard
  + WASD Movement
  + Mouse – Head Movement

**INTERFACE & PLATFORM**

* Simple and clean menu
* Windows OS
* UI elements for interaction with Items

**RISKS**

The team involved in this production is also involved in other projects concurrent to this one. Thus, the team involved in this project is not as big as the teams involved in other projects, programmers and artists specifically. However, the team is very confident in its ability to deliver this phenomenal narrative experience.

**DEVELOPER RESTRICTIONS**

**Owl Eyed Games** exclusively works on the UNITY ENGINE. The game will be made using the Unity 2019.2 engine.

**ASSET LIST**

* Couch
* Table
* Lamp
* Glass Window
* Sputnik
* Apollo
* Chair
* Bed
* Paintings
* Plants
* Bookshelf