

Blake Buckingham

12/29/17

Jimmy and Stella GDD

The title screen will feature the artwork of Jimmy, Stella, Titan, and the spirit of Titan.

On the cover to the far-left Titan as a spirit has the entire scene in his palm, with a mix of a smile and a snarl. On the left we see the weaponized version of Titan in its mound, which is like the sword in the stone imagery. We see Jimmy reaching toward Titan but looking towards Stella. Stella's left hand is pushing Jimmy's hand forward, but her body is facing towards the right. She is veering over her shoulder past Jimmy towards the weapons. Beyond Stella on the right we see the miniaturized version of hordes of soldiers headed toward them. The whole scene is greyed out with the exception of the blood highlighted on their weapons and the colors seen as highlights in Jimmy and Stella's outfits. The lone tag on the cover is N.E.W. Age, the company it is under.

Flipping to the game overview the major details being that it was made in a version of Unity. The game itself being single player, with the option of one extra player in local cooperative effort. The game is played in third person and it is an adventure themed brawler game. The game is exclusive to PS4 and is aimed at gamers between 18 and 40.

At the end of the day Jimmy and Stella is linear adventure game with tons of action. The games star as a precursor to an extended line of games under N.E.W. Age. The game is non-stop action with a touch of tactical play, but a huge focus on teamwork. The game is designed to play with two people on one couch, though can be played with A.I. instead. The game focuses on teamwork as much as anything else, and the power and the fun of the game come when both Jimmy and Stella are being optimized to their prime. Each of their combos and moves being empowered when both characters are being used. Seamlessly weaving their attacks together and their combos as they play off each other more similar to the fighting seen in live action, or animation.

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The artistic direction of this game follows a slightly exaggerated comic version of reality, and looks much like the art of the God of War series, with less of the exaggerated physique. The game deviates but is based on reality because that is the overall feel of the game. It is designed to have some similarities but is to feel like the player has a chance to play a role in a legend of history. The theme is a recollection of the past, a romanticized tale of two heroes well before their time, but has the obvious precursors of being something magnificent and special.

The fighting mechanics are designed to be seamless and much less limiting than seen in many games. Where most games rightly put a ton of emphasis on the special moves of their characters and their special abilities, we fuse that idea with teamwork. Doing a special off Jimmy Honcho depends on what is happening with Stella. In moments where Stella is defending, Jimmy will register her move and intercept and attack the person who is attacking her. The idea is that it follows more naturally and sensibly with the action of the two. The combat doesn't simply function as two people fighting in the same space with no ability to hurt each other, it is two people fighting together.

In movies we constantly see heroes working within each other but that is something rarely seen in the game spectrum. This will be the entry to make that happen. This fluidity of combat will make the game more believable and really feel like two people working together. Seeing Stella deflect an enemy's blow downwards while Jimmy steps into the now open guard of an enemy is one thing, but being able to do it will be one of many of the players favorite moments from the game.

The gameplay and story are that of legend and gives the player not only a ridiculous amount of attacks moves and combos to play with it also allows the player to explore early facets of the universe to be seen and introduces the player to not only the mechanics but the storyline.

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This game is a minor entry into a huge lineup. The player advances this part of the mythology of the game and explains the workings and powers of the individuals in the universe. The victory conditions are quite simple. Jimmy and Honcho are searching for Titan with the idea of Jimmy being the first soul ever selected and deemed worthy of wielding it. Each level will be a progressive step towards this goal.

The true highlight in terms of features in this game is the plethora of moves available and how the play out based on the current setting of the fight. Whether or not the player when controlling Stella has a multitude of outcomes depending on what Jimmy is doing. If Jimmy is blocking, attacking or being hit, Stella's response to the player will change.

The other major standout of this game, is that will it is indeed action. The underlying theme is this idea of the romance and kinship of the two heroes. That is the steady subplot of the game, and can easily be deciphered as the focal point of the game. This is their honeymoon or an incarnation of that. The number one place that will be highlighted is in the audio. The game's music in and out of scenes will constantly have an undercurrent of romance. Slow songs to make the player at times feel like the fight is much more than that, and gives way to the movements of the two being an intense and passionate dance routine. This goes back into the idea of this being a legend. Sound wise we incorporate the feel of early tragedies when rehearsed dance were used to praise the heroes of that time. This game and the music is the only real connection to that.

The industry standard way of charging is weak at best and is in need of a shake, not to permanently change but to give variety. I want my game to be inexpensive and I want the design to be agile. These games are designed to be minor in the grand scheme but also to serve as an alluring appeal to pull people into the lineage of the game. While the universe has no name yet, this game will push that agenda. To keep that in mind we go into the game's actual development.

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These are designed to be side projects for the team as we push the main arc and main game. The timeline for this game, and subsequent projects like this, are not to exceed a year. The actual development plan is to be able to finish this game in 6 months even with a light team.

This game itself is aimed at the price tag of 19.99. Though it will regularly be featured in promotions, the true focus is to build buzz for the actual series. Like a mixtape for an artist. It will function as a net loss. The player has the option to pre-order sign up for the remaining content and will constantly be enticed to look for more of the installments where the revenue would come from. This functioning as a form of fee advertisement for the rest of the products, and the actual brand within it.

The costs concerned with this game come mostly from a marketing standpoint. The other draws are going to be paid towards the staff and the overhead. The game is ideal for resume building for aspiring game design candidates. The short term of the projects is perfect to fill in the blanks and gain valuable experience to help with the entry level jobs in outfield. They won't be paid a major salary, but housing and relocation would be covered. The team designed to be lightweight the total overhead for this project being 500,000 for the one year of work. We would have no more than 10 people working. With 200,000 going to the actual employees.

The team would consist of myself as the lead designer, a general game designer, a level designer, two programmers, two artists one of those specializing in 3D, and the revolving members of staff would be other designers or programmers.

The first two weeks would consist of simply pre-design and the design phase. Prototyping would range from there to the end of the 2nd month. The development would run until the 4th month. With testing and extra time being allocated to marketing and any over run.

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The last slide would simply present a link to my website, Juperanium.com, My email at

Juperanium@gmail.com, my phone number, and finally my company's website.