

Executive Summary – 120 Hours, Matt Thompson

120 Hours is a game that allows a single player to experience a real time survival game that will keep them addicted until end. The USP would be the real time events and the player using the motion controllers to play the game and feel more involved.

The target platform that I have selected for the game is a PS4 because the controller has a motion control function. This allows the player to use the controller in certain aspects of the game rather than just the buttons on the controller. This means that when the player moves the controller in a certain direction the game will mimic the action. The light is measured in the way that it is moved and can determine the way it is moved.



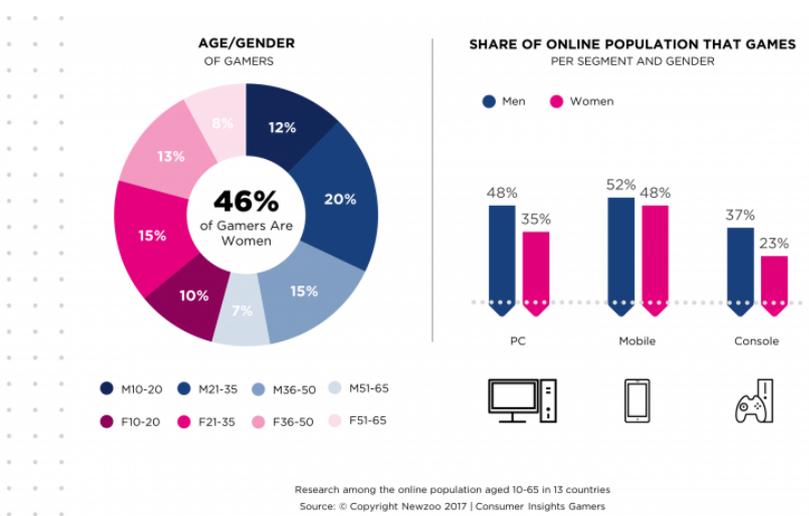
(Graytech, 2017)

According to USGamer.net the top 15 best PlayStation games as of February 2018 are: Bloodborne, God Of War, Final Fantasy XIV: A Realm Reborn, Hitman, Inside, The Last Guardian, Persona 5, Monster Hunter: World, Nier: Automata, Rocket League, Titanfall 2, Uncharted: The Lost Legacy, Undertale, The Witcher 3: Wild Hunt and Yakuza 0. (USgamer, 2018) These games are a variety of genres so that they can attract all types of gamers and interests on a console game.

Market Research

A core gamer is considered to play more than an average of 5 hours a week but on a home console. Among 8 to 15 year old gamers, 20 hours of game playing were carried out weekly on average. (statista, 2018) This game will allow the users to play for that average hourly rate in one go, the game will keep gamers interested for the period of time in which they would normally play. A core gamer has no specific age range and they complete games that they enjoy enthusiastically, they also play a variety of games without the dedication of a hard-core gamer.

Newzoo.com has studied the demographics of console, mobile and PC gamers, their studies show that 37% of men and 23% of women have played on a console. And the largest percentage of gamers are males aged 21 – 35 at 20% of all gamers but 15% of women at the same age are the second largest sector. (Osborne, 2017) Core gamers cover the widest range of opinions and interests in games, this is why my game is pitched towards core gamers due to the large variety of interests. Core gamers also enjoy trying out different games therefore the market for my game would be just right due to its ability to attract a wider variety of players trying out different games.

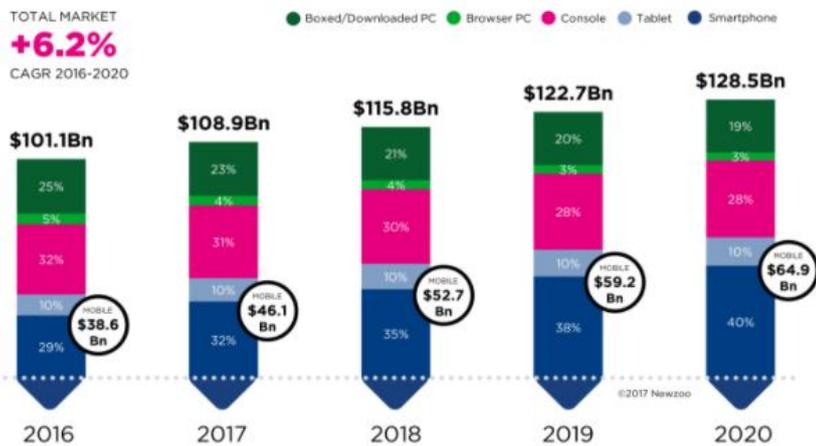


A casual gamer normally would use their spare time to play a game for 10 minutes while waiting for something. These players are normally 44 year old women, where as a core gamer is a range of most people. The core gamers will play a game to defeat it and they need a sense of reward from the game. Core gamers want to feel a sense of reward and tend to play against themselves so that they can develop their skills and have bragging rights from beating the games. (Adams, 2000)

The games that would compete with my game would be: The Last of Us Remastered, Until Dawn, Evil Within, Dying Light and Far Cry 4. These games are similar to mine because of the way that they are graphically showed but they also have similar

storylines where the character has to do certain things in a certain order to complete the game. They are realistic looking graphics and they do not have any type of cartoon feel in them including the realism of the enemy characters. (ps4home.com, 2018)

The platform I have chosen for the game is PS4 because it has the motion control ability. PlayStation 4 hold 77% of the market share from all consoles with XBOX in second at 21.03%. (statcounter, 2018) This is why I have chosen the PlayStation over the XBOX for this specific game, I could also release it on the XBOX but there isn't a motion control feature with it.



In the game industry mobile gaming accounts for 35% of the market and consoles are second with 30% of the market. Mobile gaming is predominantly casual gamers whereas console gamers hold a variety of gamers but mainly core. My game would be best on a console game due to the fact that it needs the hardware capacity to function and a mobile wouldn't be able to cope with the games graphics. Therefore, as console holds the most core gamers and PlayStation has the largest market share of consoles this is the reason that I have specifically tailored my game to work with the PS4 exclusively. (McDonald,

2017)

The Idea

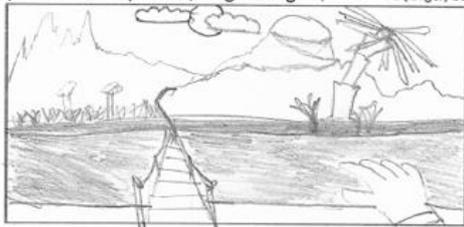
DESIGN YOUR OWN NEW GAME

Name of my new game: 120 Hours

Storyline:

Stuck on an island, the characters has to find a way off by using the surroundings, at night there is a deadly mist so shelter must also be built and food needs to be found to stay alive. There is no time limit but the character will be affected by the choices they have made in the game

Storyboard the Key Scene/Stage Designs (use the blue (larger) boxes to draw the scene and the black (smaller) boxes to describe what is going on in the scene- including sound/speech/timings/actions, etc)



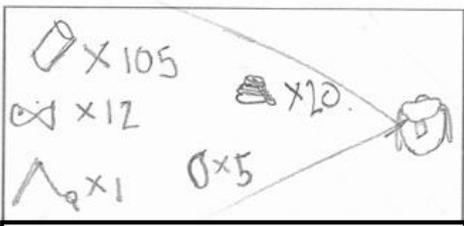
Starting the game, the character wakes up and realises soon that there is no one on the island and they need to find a way home.



The character has to collect resources so that they can build shelter to survive the night safely. The resources also help build the chosen way off the island



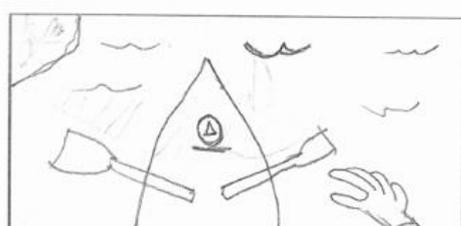
The shelter provides protection from the night, and allows the character to cook food to stay alive.



Inventory shows the items held by the character, there is also a way to craft different items from the material collected. They are crafted by completing certain patterns with the controller.



The character can regenerate shield while around the campfire, food also replenishes health. The character has to use the controller to cook the meat by turning the analogue stick in a certain pattern



The final scene shows the character escaping the island by boat and the character has to use the controller to row away.

My storyboard is posted above, this shows the different stages that a character would see when playing the game. The choices that the character makes during the game will affect the character in the way that once the decision is made they are sent on a different path in the game. This allows them to finish the game at different points with different outcomes. The character will be able to finish the game by completing different tasks like finding material to build the shelter and boat. They also might have to fight native islanders which gives them rewards to help them complete the building of their escape faster. The player has to be mindful of the health bar and ensure that they do not die on the island.

The game will use the buttons on the controller as well as the motion control to allow the player to explore the island. When the player points the controller in a certain direction then the character will look in the direction in which it is being pointed. I wanted to use as much of the motion control feature as possible because it makes the game different to its competitors like 'The Forest'. The game will also evolve in real time, for example the days in the game will be as long as the days in the players origin, this means that in winter the days will be shorter and will require more skill and different decisions to be made. The player can sleep whilst the game has been played as all saved data would be in the cloud and depending on what time the player next plays means that they will have only a certain amount of time left in the day.

Blue Light – motion control is monitored by tracking this light from the camera in the movements that the player makes.



Buttons – the buttons will be used by the player to complete interactions like finding materials or building/cooking objects they will have to press them in a certain sequence to complete the task.

The details of the gameplay regarding loops will be very simple, I will demonstrate the movements and rewards if the loops with the player experience in a table below.

Loop	Trigger	Experience/Reward
Running	By pointing the controller in the direction and pressing the square repeatedly the player will move in that direction.	The player has to engage with the game more by physically moving their body to get around the map.
Cooking	By holding down the cross button and moving the controller in a circular motion to spit roast whatever food they caught.	By doing this the character can eat and replenish health, this makes the player feel more attached to the character and they will want to complete the game.
Building	When building they will have to pick up items and by pointing to and grabbing them by pressing the circle to hold them. They will then have to hammer the material together by using the other controller in a hammering movement.	The player actually feels as if they are in the game and with the VR capabilities available it makes the whole experience of the game more enjoyable for the player.
Farming Materials	They will have to use the same sort of	The player then feels accomplished

	<p>motion as the building technique to farm the materials like trees, they will then need to pick up the item and put it into the bag by holding the circle and touchpad at the same time to store the item in the inventory.</p>	<p>when they collect the materials, they feel more of a self-reward than a physical one.</p>
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The player will get more self-fulfilling rewards than physical ones because core gamers like to feel accomplished and this game will make them feel as if they are part of the game.

To deliver this game the animators need to replicate the real-world graphics of an island, this includes lapping of waves, swaying of trees and the animation of flying birds as well as a daytime cycle. The programmers need to be able to implement a system that connects to the correct time zone and they daylight cycle in the real world and use the animator's creations to speed up or slow down the daylight cycle in the game. This includes having to factor in the time at which the player turns on and starts the game. The animators need to the work with the audio developers to get the sound right for a stereo headset, this means that when the player moves the background lapping of the waves goes from one ear to the next. This creates the realism in the game and makes the player want to carry on. The wind also needs to rush from one side of the [player to the next and if they move then it needs to correspond with that movement.

A full flowchart of the characters options has been constructed see the below.

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