

Executive Summary: Destined Failure by Scott Cullis

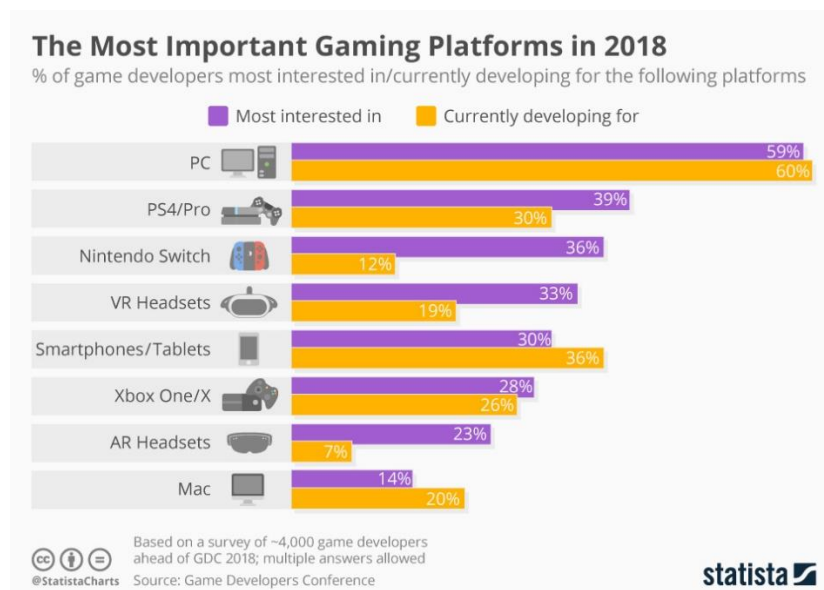
Destined Failure is a tense and breath-taking story about a man who makes mistakes which will lead to his past actions coming back to torment him into accepting what he has done wrong.

What is a core gamer?

A core gamer is someone that is usually dedicated to a game and that spend a lot of their time playing the game, this could mean that the game that I am going to create would have to have a lot of replay ability so that the core gamers are able to make the most out of their game and spend a lot more time on it. A core gamer is someone that is willing to reach the final levels and get most if not all of the achievements in the games.

What consoles do Core Gamers choose?

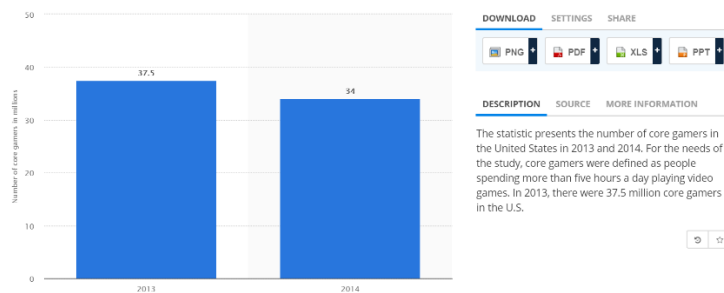
In my research I have found some statistics which tell me which gaming platforms the Core gamer audience are. I have found a website which states that over 50% of core gamers chose the Xbox 360 when it came out which means that it is the preferred platform. Whilst 24% of core gamers chose to use the PlayStation 3, PC had around 13% of core gamer's choices. However these statistic were from 2011 which could have changed massively as there are newer platforms out at the moment which could mean that one platform has overtaken the other and these older platforms have died down and no one could be playing on these platforms anymore.



In the picture above which is up to date it shows that game developers are most interested in the PC platform and the PlayStation 4 platform. These statistic show that what platforms should be focused on at the moment, this suggests that gamers are playing on these platforms which means that I would prioritise these two platforms for the game to be made on first.

According to statistic from 2014 the amount of Core gamers in the USA is at 34 million which means that there is a huge audience of core gamers and that's only just in the USA this is according to Statistica. Core gamers are defined as gamers that play more than 5 hours a day of video games.

Number of core gamers* in the United States in 2013 and 2014 (in millions)



I have decided that the core gamer audience is the audience I am going to attempt to appeal my game to, this is because the core gamers are willing to spend a lot more time with the game and my game is going to have a lot of replay-ability which will make it to appeal to this audience. The data in the graph above shows that I will have 34 million gamers in the USA which could potentially buy this game if my game was to be £39.99 then £1,359,660,000 could be sold only in the USA if everyone was to buy it and that's only regarding the USA and not the other countries which could potentially be a lot more money. According to Wikipedia the game Heavy Rain had a total cost of \$52.2 million so I would place the games budget around the same as it requires similar aspects to this game like design and voice acting. If the game was to sell well in one country then the game would be highly successful.

Target devices and platforms

For the target devices and platforms, I am planning on my game to be very diverse when it comes to platforms. Whatever features are enabled on a certain platform that is not present on another platform will be disabled so that all platforms will have the exact same game and all of the players will be playing as similar as possible.

PlayStation 4 / Pro: I have chosen to release the game on this platform as it is an industry leading platform which a lot of players are interested in.

Xbox One: I have chosen to release the game on this platform as it is very similar to the PlayStation 4 and is a competitor for the PlayStation which means that the gamers that do not own a PlayStation most likely own an Xbox One instead due to their personal preference.

Personal Computer (PC): I am deciding to release the game on the PC also, this is because the PC has a very wide expanding userbase which would be perfect for a new unique game. Also, the Personal Computer has options which enable the game's settings to be modified so that the game can be displayed at high resolutions and perform a lot better. So, this would be a platform which would show off the game's true potential.

Nintendo Switch: The Nintendo Switch is a brand-new gaming platform, there is currently a lack of games on the system however the system has taken a high market share (not as big as the others above but still very high) if my game was to be on this platform it will likely be very popular due to the lack of games on the console and core gamers complete games very fast which could mean that some of them are waiting for new games to release on the system.

MAC OS: Choosing the MAC OS platform was very tricky as not a lot of people use Apple MACs for gaming due to how expensive they are, however newer MAC computers have very advanced graphics capabilities. However, this platform lacks in games massively which is because there are a lot more PC users that use Windows which is guaranteed to sell more because not many MACs have

powerful graphics processing units. Despite this, I would be willing to make my game on this platform which is because if there is a lack of games on this platform then there will not be very many competitors and also the amount of more advanced MACs are increasing which their users are purchasing. A lot of these MAC users will want games to play on however there is a lack of them so I think that my game would be perfect for this platform as it will be one of little games on the market which will make MAC users most likely to purchase my game.

USP (Unique Selling Point)

In my game I want to feature a player interactive feature which is very unique as I have never seen it before in a game. This feature would be a combination of buttons which could be used at certain moments in the game only which would enable the player to purposely glitch (this would be appear like a pixelated glitch to the user only on the main character) this glitch would take the player back in time however it would be energetic and get the player (especially geeky players) thinking that the character is cool and the player thinking they are superior as they override the rules of the game by glitching.

DESIGN YOUR OWN NEW GAME

Name of my new game: Destined Failure

My Name: Scott Cullis

Game genre: Action / Adventure

Storyline:

A man wakes up to his mistakes which will torment him till he glitches back to the past and fixes them. After everything is fixed he is taken back to discover the past cannot be changed.

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)



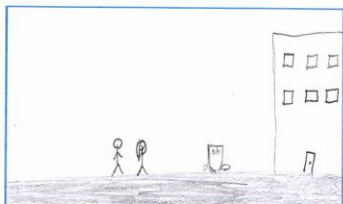
The character wakes up from a nightmare to see that his house is now only ruins. The environment constantly switches between what it used to be and the ruins.



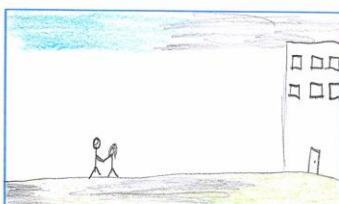
The character is greeted by the pixelated person and told they have done terrible things. They then close their eyes and blackout like an old TV screen.



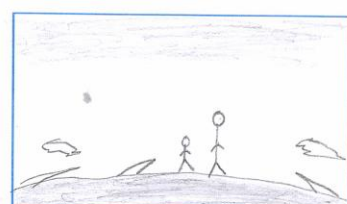
The character is in a natural environment and the pixelated person appears and expresses something that he has done wrong and glitches to that time zone.



The character has multiple legak (loop) after each memory. This will make him accept what he has done.



The pixelated person appears again and sets the Player to correct what they have done wrong.



The main character is taken back to the brown house and tells the Player that they cannot undo the past. The game then cuts out like an old TV screen.

Target Audience

For my target audience I am going to target the core gamers, this is because my game will have lots of replay-ability and offer roughly around 40 hours to satisfy the core gamers which is what core gamers enjoy. This is ideal as it will keep the core gamers happy.

Constraints and Considerations

- The details of gameplay – the loops and rewards the player experiences

The rewards the player will experience in my game would be that they would be earning parts of the story and learning about how the main character has got to his position at the end of the story. The idea is that the story is earned by the player's effort and interest in the game. For the loops I am going to have actions that can be replayed which means that they player is able to replay parts of the game that they have potentially missed something if they have either forgot the story or they have to go back to certain chapters in the game so that they are able to get an in-game achievement to fully complete the game and unlock all of the secrets in the game by collecting certain objects in the game.

- Characters and story – this is a narrative game, and a clear demonstration of a strong story ideas is important

Characters

The characters I will have in my story are very limited but I will list the main characters that will keep appearing throughout the story as they will be the most relevant.

Main Character (which the player is constantly playing as): the name of this character is going to be called Leon.

The unnatural looking person: this character will not have a name however will be dressed in dark clothes which are ripped and also the face of the character will look off-putting which will leave the player feeling uneasy, this character will also be abnormally tall which would appear intimidating to the player making them feel as if they are the ones that have done something wrong and not the character.

Story

Key scene 1:

The character wakes up from a nightmare of him falling through his bed. And wakes up to see himself only on his bed and his house has turned to only ruins, there is smoke everywhere and certain objects are out of place which defy the laws of physics. The environment keeps switching back quickly between what used to be there and the future.

Key scene 2: the main character gets up and is greeted by an unnatural looking person that appears in front of him instantaneously out of nowhere. This will scare the player and the make them feel a sudden rush of horror which is what the character is supposed to be feeling. The unnatural looking person speaks to the character and tells them to look at what they have done in a loud and frightening voice (which will put the player on edge) the character then asks what they have done in a nervous and frightened voice. At this point the unnatural looking person will walk closer to the character and the player will see a first person view of what the main character is seeing, the unnatural looking person will then grab the player by the face and look into their eyes menacingly for a few seconds and shout at the player "SEE FOR YOURSELF!!" the background will then get dark

and the players eyes will start to close as the unnatural looking person moves their face away, the player will then seem to black out like a TV screen being switched off.

Key scene 3: then main character will then be in a natural and normal looking environment which will make the player feel at ease and then the unnatural looking person will appear once again and explain where they are and why they are there. (they will be in the past) the player will then follow instructions from the unnatural looking person and the game will make the player experience parts of the story when the player glitches to the moments in time where their character has made the wrong choices and the player will then take in what the character has done wrong.

Key scene 4: the players character will have break downs which will lead them into accepting what they have done wrong in their life this will make them think how to change this.

Key scene 5: the unnatural looking person will be appearing and then taking the character back to where the character has done something wrong in their life and then gets the player to attempt to correct what they have done wrong. (This would be mostly gameplay controlled by the player. Once the character has all of the errors in their life corrected then the player will be taken back to the very starting scene with the broken house and a first person view of what the character sees.

Key scene 6: the unnatural looking person will appear suddenly in the characters face (holding their face) and tell them “do you see what you have done?” “Impressive isn’t it? How many mistakes you can make without feeling bad” “unfortunately you can’t undo the action you have done so think carefully. The unnatural person will then glitch and disappear, and the player will then be able to walk around their broken house. Memories and voices from them memories will play and appear to bother the character. And then a sudden black screen will show of an old television and bold white text will show with the words “Destined Failure”. The credits for the game will then show.

- Team make up – what types of skills are needed to deliver the game.

To deliver the game successfully there will need to be someone that has a very flexible imagination and is able to create and continue parts of the story to make it more interesting and to develop the hidden stories within the game.

There will also need to be a team that will be focusing on the environments and the design aspects of the game, the skills needed by these people are a strong imagination with lots of creativity.

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