FMP preliminary design document

You must complete three of these prior to deciding on your final idea. These should be accompanied with extensive documented research to support your ideas.

Game/Product Identity/ Focus:
Write a single sentence description that you will use to guide design decisions:
1 friend is sucked into a game and the other is left in the real world controlling him within the game with only communication to help them progress through the dangerous world.

Design Pillars:

Write up to 3 words/phrases that convey the feeling or emotion you want the player/audience to experience:

1	Funny
2	Confusion
3	Surprise

Genre/Story/Mechanics Summary:

From a gameplay and/or story perspective:

Action, Comedy

Non-Linear
2 friends walking through college notice a bright light behind a door. Curious, the boys inspect the room when a big flash of light appears when they open the door but now only 1 boy is in the room and the other is within a computer in a game world that another student has created for an FMP. They must communicate and work together but the boy in the game world cannot move because he must be controlled by his friend in the real world. They begin fighting beast's in a hope to escape but with only 3 lives and not a clue what is happening will they both walk away from this disaster?

Features:

Features or unique elements that you want to include in your game:

I have a few unique features in the animation like...

Various art styles in 1 short film (live action, paper cut stop motion, 3D and 2D)

The narrative is also original with some little parts similar to existing products.

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Interface:	
Player input method, the controls, and how the player interacts with your game:	
N/A	
Animation instead of a game.	
Software:	
Software you intend on using for the development of your game & assets (i.e. Unreal/Unity, Logic, etc.).	
Illustrator, photoshop, cinema 4D, after effects, audition, filming and camera equipment, green screen	
Development Roadmap / Launch Criteria:	

Platform: Youtube, Blog

Audience: Teenagers and students 12+

Milestone 1	**Research into ideas**
Milestone 2	**Solidify ideas and start pre-production**
Milestone 3	**Production and filming**
Milestone 4	**Post production and editing final pieces**

Presentation Date: 12/03/2019