

Student Name:

Project Title: FMP Idea 1

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:

Bully gets taught a lesson when his target puts him into a world where he is dominant and can give him a taste of his own lesson.

Design Pillars:

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

1	Sympathy
2	Happy
3	Relief

Genre/Story/Mechanics Summary:

From a gameplay and/or story perspective:

Action, Comedy

Student being bullied puts the bully into his FMP game and makes him fight for his life and battle monsters that he created to teach this bully a lesson.

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

Presentation Date: 12/03/2019