

*Student Name:*

*Project Title: FMP Idea 2*

*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:*

2 Friends get sucked into another students FMP and must work together to escape and make it out alive.

**Design Pillars:**

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

<b>1</b>	Funny
<b>2</b>	Tense
<b>3</b>	Teamwork

**Genre/Story/Mechanics Summary:**

*From a gameplay and/or story perspective:*

Action, Comedy

2 friends wondering through college get sucked into another students malfunctioned computer which puts them both in a virtual world that the student has created for his FMP. With no idea what is happening the 2 friends must help each other overcome the fear and escape this strange world.

**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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<b>Interface:</b> <i>Player input method, the controls, and how the player interacts with your game:</i>	
N/A  Animation instead of a game.	
<b>Software:</b> <i>Software you intend on using for the development of your game &amp; assets (i.e. Unreal/Unity, Logic, etc.).</i>	
Illustrator, photoshop, cinema 4D, after effects, audition, filming and camera equipment, green screen	
<b>Development Roadmap / Launch Criteria:</b>	
<b>Platform: Youtube, Blog</b>	
<b>Audience:</b> Teenagers and students 12+	
<b>Milestone 1</b>	<b>Research into ideas</b>
<b>Milestone 2</b>	<b>Solidify ideas and start pre-production</b>
<b>Milestone 3</b>	<b>Production and filming</b>
<b>Milestone 4</b>	<b>Post production and editing final pieces</b>

**Presentation Date:** 12/03/2019