



*Passione*

# Game Project Proposal V2.0

## ABSTRACT:

Car modification, which we can often see from TV advertisements, magazines, and even from various websites, as the name implies, car modification is to replace the original parts of the car and install highly customized general modification parts. From the invention of internal combustion engine, car modification has a history of about hundred years. The scale and quality of modern car modification are much more impressive than before. Today, with higher scale and quality, people are becoming more and more critical of cars. A small number

of people think that the original vehicles do not meet their own requirements, or they want to be more personalized, or optimize in places that can not be seen outside, so as to get better performance on roads. In addition to regular events, these people are the main consumers in the car modification market.

However, excessive car modification is more likely to lead to violations of the law, and even some people will use the modified car for illegal transactions to obtain high profits. Illegal racing on open roads has a certain impact on public safety.

What's more, some people will take advantage of racing events to gain profits, they will make illegal gambling, the winner may highly invest in the events to gain greater decision-making power and voice. Often this situation will lead to unfair results to contestant.

But facts are often hard to expose, and pressure from the media and the government makes it difficult for ordinary criminal police to intervene. At this time, if anyone can uphold justice and possess it, then he is a hero.

From the above point of view, *Passione* tells the story of the protagonist's search for his persecuted father and his own growth path. Maybe this will teach players to resist the temptation of illegal profits and to fight for justice.

# GOALS:

The goal of this game is to make all the players who participate in the game feel the happiness brought by pixel game and the sense of achievement after the end. Although the story of the game is a linear rather than an open world, there are still many areas to explore and worth to discover. Players in the process of playing will gain the immersion and realism, to think about every action, even the value and meaning of every sentence.

The game does not instill the right idea and values into players. Players need to think about themselves during the game. This will not make players bored.

The mechanism of the game is a single-player game. As the plot develops, players discover little by little the secrets hidden behind "The Organization".

The game runs on MacOS and Windows. I optimized some game files, so when running, the game screen usually keeps smooth.

I hope that I can enhance my ability to develop games through this project. Actually, the number of RPG games I

have been contacted so far is much larger than the current field, so I want to improve my adaptability to working in different fields through this project.

# USER EXPERIENCE

## Audience:

The target audience is mainly people who very interested in RPG games, classic pixel video games, car racing or car modifications. The game may need slight knowledge in car modification, also may contain slight violence, the use of mild bad language, gambling contents. Therefore, it would be better to have a "PEGI 12" label to limit potential possible customer and consumer.

## Competitive Analysis :

This game does not have any 3D scenes and special visual effects because of the limitations of the game engine. So I want to make use of the advantages of RPG Maker to dilute the deficiencies of the game. The game will have excellent story plot and excellent interactions, so that

players can be immersed in the scene and put themselves into the role of the protagonist.

"The interactivity" in this game means that players can interact with the characters, objects, devices and so on in the map even when they are free to explore the world. For example, players can buy energy drinks from a beverage vending machine on the street, etc.

The game is expected to be run on Mac OS and Windows platform when it's completed.

## CRITICAL ANALYSIS:

Before I make the game, I have been studying the knowledge of car modification, including the modification parts that modern vehicles can be modified, the effects they get after the modification, which modifications can achieve positive results, and which will get negative evaluations. Also fees, etc.

I am quite sure that these research will play an important role in my game making and provide some expertise

knowledge. There are also information on crime and illegal gambling.

The main sources of the above are from various websites, some articles published online and some free referring e-books. Some of them came from Phase 3 blogs. These resources give me a good game idea. Initially, I planned to make a simple racing game (because the theme is "Car modification"), without any storyline. From the perspective of overlooking, players can use the keyboard for simple operations, and even two people can engage in a combat mode. But then I rejected the idea and other similar ideas, because I personally thought that a game without story could not be regarded as a real game, and the difficulty and complexity of making it was much lower than RPG games.

I've actually played some pixel RPG games and racing games during this year, and I've taken advantage of these games in terms of experience, which will make "Passione" 's experience better.

# PROJECT CONTENT

## Components:

In order to create a classic pixel-style RPG adventure game, the game project must have the “car modification” element. Also there may be racing elements, depending on whether the game engine supports the creation of multiplayer races.

The final version will run on Mac OS and Windows platforms, and players will use keyboards for major operations.

## Functional Specifics:

The game will be developed on RPG Maker MV. The main platforms are Mac OS and Windows. The game does not support the game consoles for the time being.

Most of the functions are performed by the built-in event editor of the game engine, while the rest will be implemented by JavaScript scripts.

The final version will be released free of charge on personal websites in June or July.

# PROJECT STRUCTURE

## Method

I used a paper calendar to annotate the development of the project. Firstly, I calculate the period of time needed on development every week until the hand-in date, and then list all the work needed to develop the game (including making a trailer, updating website blogs, etc). I estimated the time needed to complete these tasks, and then allocated them reasonably to the weekly schedule. Every time when I have finished a task, crossed it out with a pen. At the same time, I also set aside time for bug fixes and unexpected problems.

## Schedule

Week 1: Launch the project.

Week 2: Set up a complete plan, Reflective journal essays.

Week 3 to 4 : Reflective journal essays, The story.

Week 5 to 8 : Completing Reflective journal essays and The story. Part of programming, Part of assets. Prototypes testing.

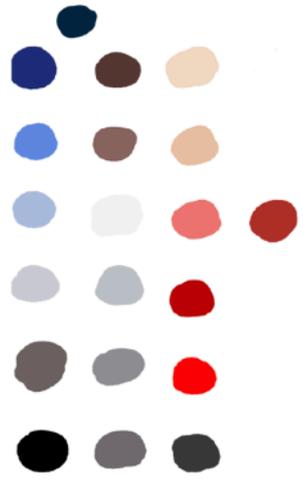
Week 9 to End of Easter period: Vehicle design and Settings.

Week 10 to 12: Bug fixing and Music, Sound effects.

Week 13 to 14: Bug fixing completion, Update websites and Making the trailer.

# DESIGN APPENDIX





Early shot prototypes can be found here:

<https://www.youtube.com/playlist?list=PLTI2q1eS5lvwkldTielZ199LnXfUkSzWy>

Blog :

<https://chengbiyear3.weebly.com>

Screencasts :

Can be found in the hand-in folder.