

CIS 487

Game Design I

Game Design Document

Dr. Maxim



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Going Greek

Lydia Mauti and Artur Seitllari

## **Executive Summary**

Going Greek is an interactive 2-D graphical game whose main goal is to complete tasks and eventually become a member of a fraternity or sorority. We, as authors, are involved in the Greek community on our campus, which is how the idea for this game came about. The user starts as the main character of the game, and can choose to be male or female. Based on their choice, the user can pledge a fraternity or sorority, respectively. Each organization has a series of tasks for the user to complete. By completing all required tasks, the user becomes a member of that organization, thus winning the game. Going Greek is not intended to be a representation of actual Greek life on any real-life campus, including the organizations at the University of Michigan – Dearborn.

Game play was designed based on a point-and-click method. The user progresses through the game by clicking on different images, which takes them to another screen or performs a certain action. The graphics will have a cartoon-like theme, involving bright colors and hand-drawn animation. Since the game is meant to be fun and lighthearted, the visual design is well-suited to the task.

Going Greek is designed for the Windows XP operating system and will be written in C++ using Visual Basic .NET.

## **Product Specification**

The production team is comprised of four students, 3 of which are members of Greek organizations at the University of Michigan – Dearborn. Artur is a member of the professional engineering fraternity, Theta Tau, while Lydia and Andrea are members of the professional engineering sorority, Alpha Omega Epsilon. As members of the Greek community, we are familiar with the varied tasks other organizations require for

membership. Artur and Lydia are in charge of development, design, graphics, and code for the game. Andrea and Pete will help with audio and sound effects.

The target audience of the game is geared towards college students, specifically students 17 and older, and more specifically the students in our game design class. This game is also tailored for people who are interested in experiencing a mock-up of Greek life.

As mentioned in the executive summary, Going Greek is a point-and-click game, which highly utilizes the mouse as the main control unit. At some points in the game, the user must talk to a member of another organization in order to complete the task at hand. After the NPC has spoken, the user will be given at least two responses to choose from to say back to the NPC. A short conversation will follow where the user must choose a response each time. If the user chooses correctly, he/she will convince the NPC to do whatever they were asking, thus completing that portion of the task. The rest of the game will rely on clicking objects and performing the right actions with them.

The production tools used for this game will be Visual Studio .NET, Adobe Photoshop 6.0, and an audio editing program.