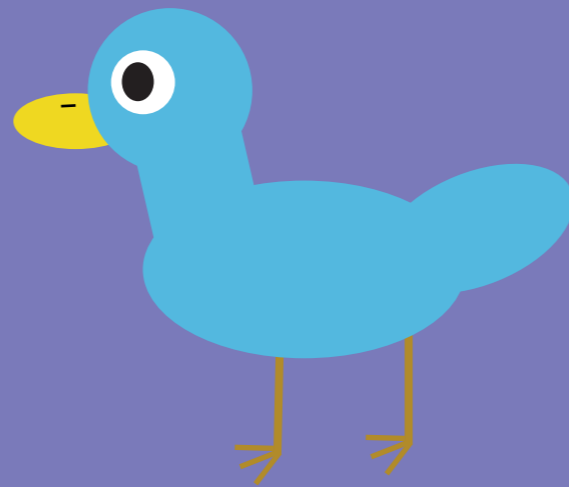
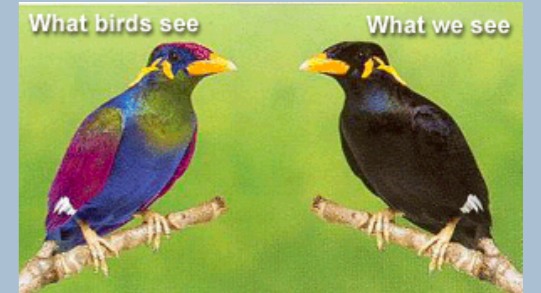
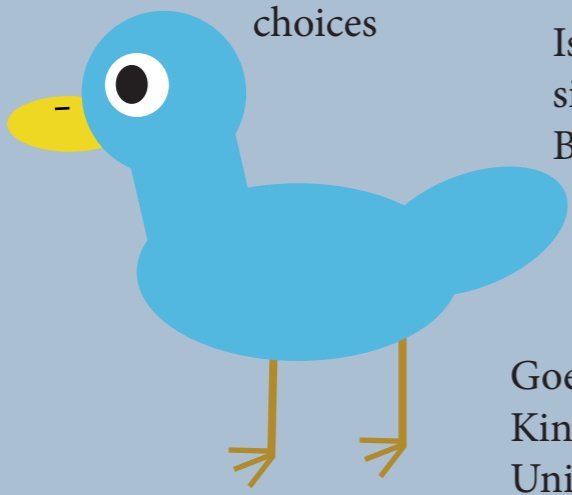
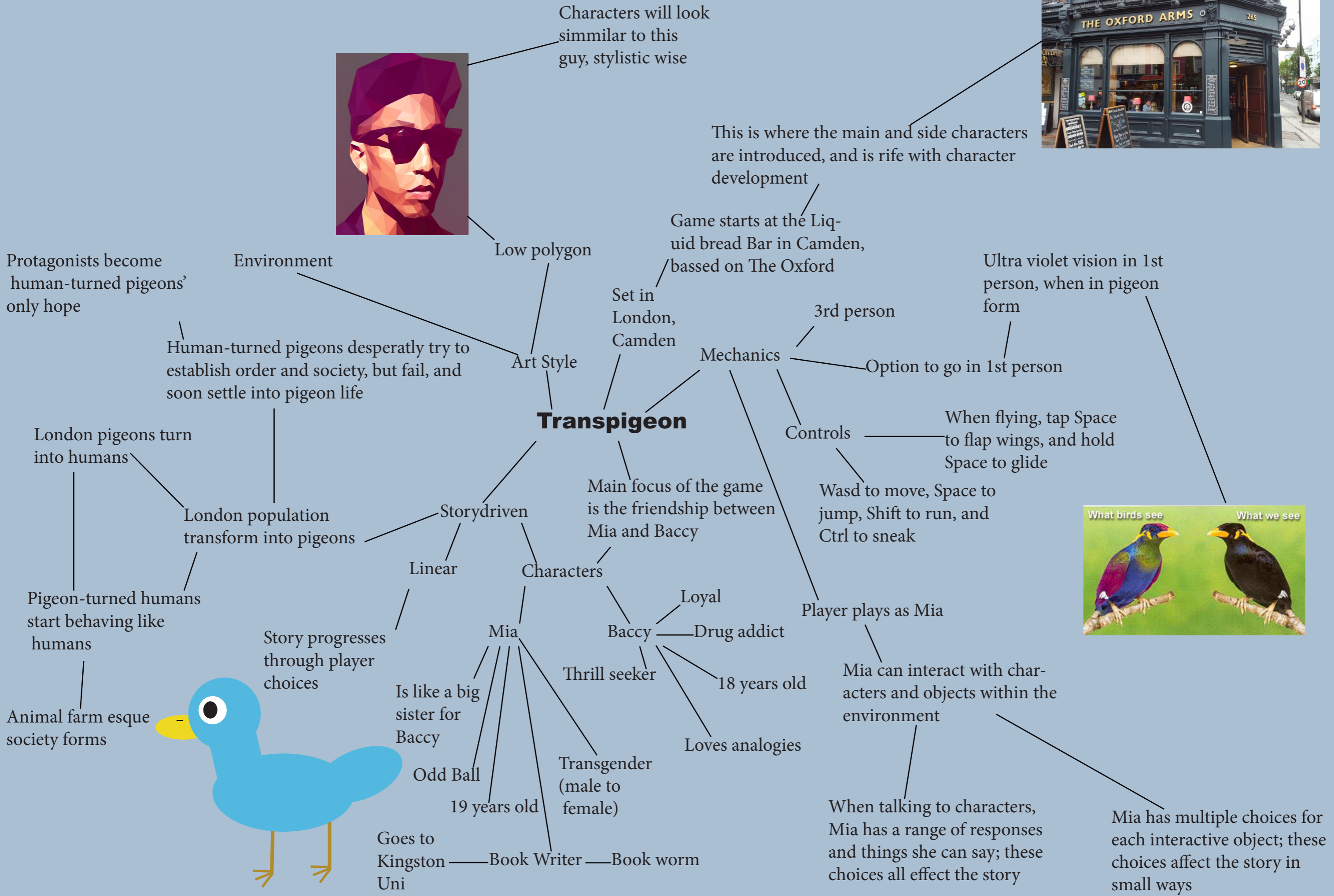


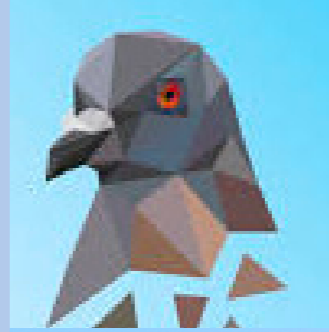
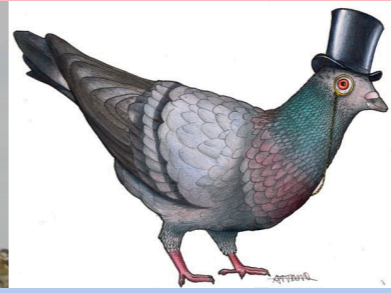
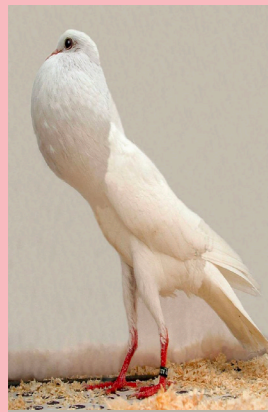
GAME DESIGN PROJECT



CIARAN ARMSTRONG



PIGEON MOODBOARD



Selective Bred Pigeons

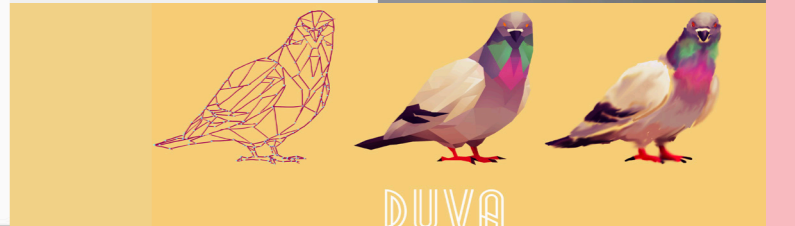
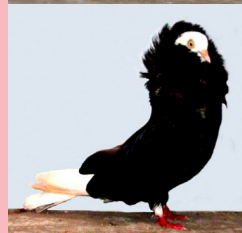
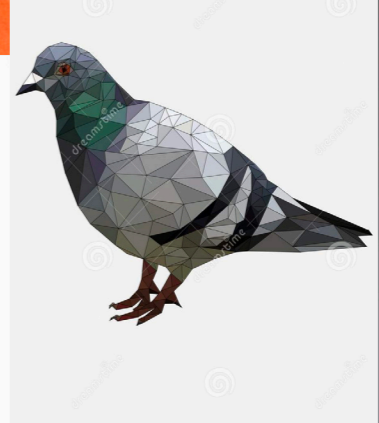
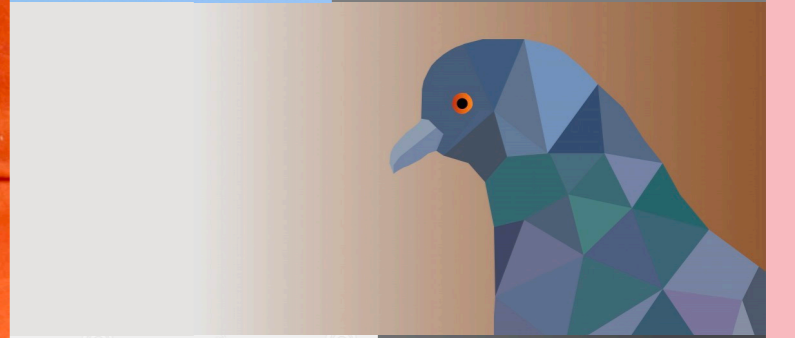
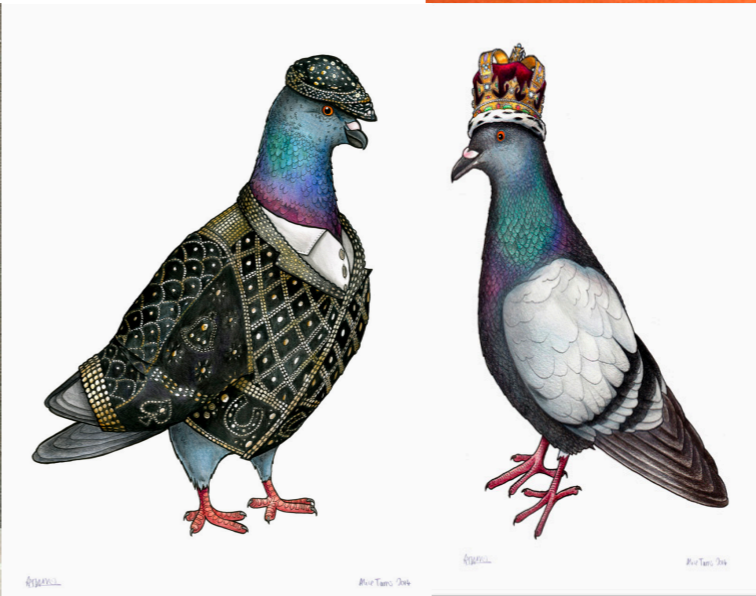
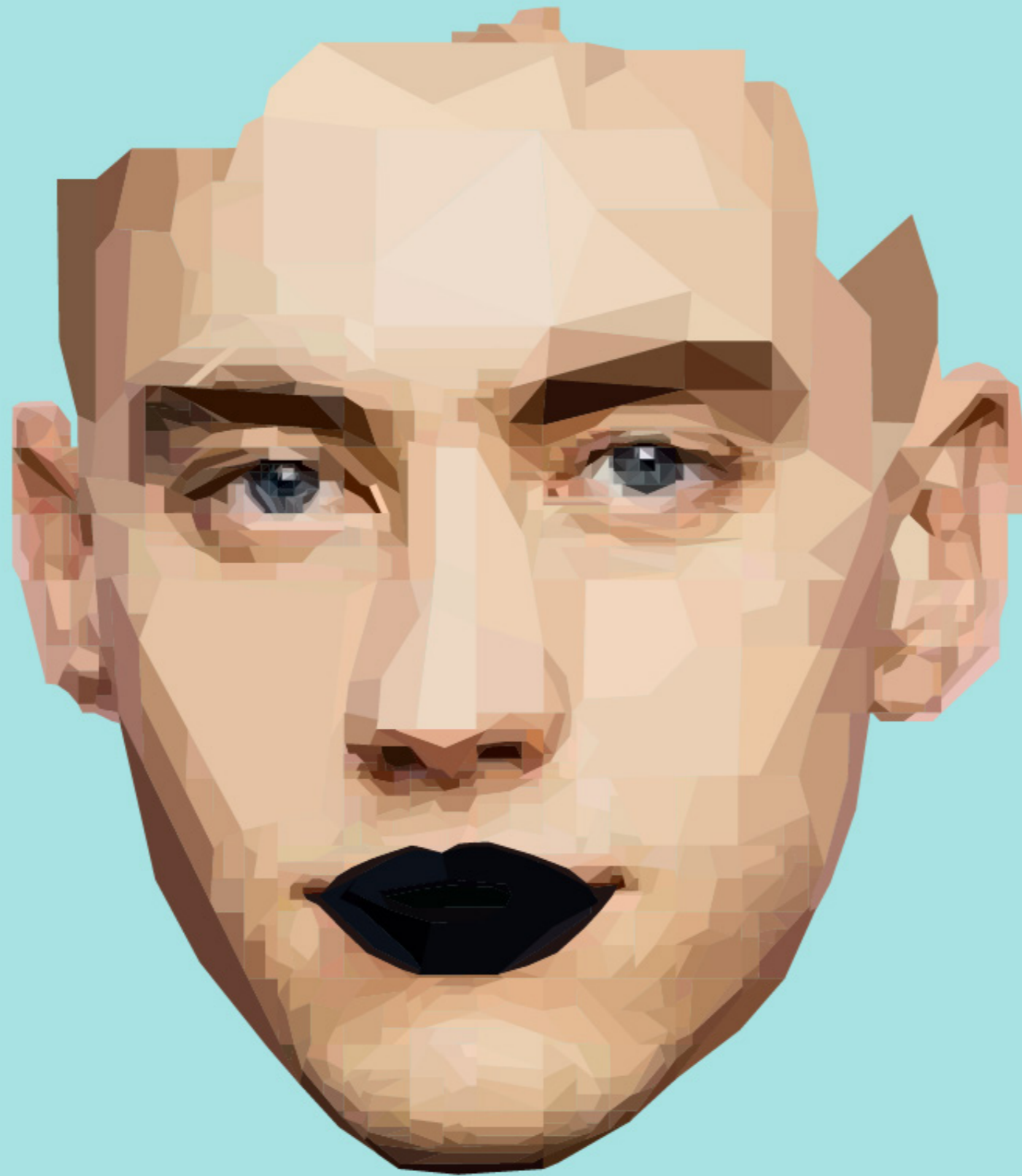


Photo Hugo LIONS

Mia Mood Board



Mia Concept Art



a

Baccy Mood Board



Toilet

Mia
Pukes

Mia and
Baccy
Intro

Liquid Bread
Pub

Baccy Buys
everyone
a Round
of Infected
Beer

Mia's House

Baccy
Sleeps
Over

Mia Transforms
while bathing

Mia and
Baccy
Freak Out

Street

Back To
The Pub

Toilet/Pub Scene

As the game starts a dark, quiet room is shown for about 6 seconds when suddenly a figure bursts through them in a dramatic flurry and hurry. The motion sensor lights quickly turn on as Mia throws open the toilet stall door, as she kneels down and starts puking. Mia stops puking, and a long shot from just above Mia's retching, bobbing head, looking out of the stall. A very cautious baccy peeps his head around the corner, and asks in a small voice "you ok bud?". Mia starts puking again, harder than ever.

Baccy steps out and leans against the sinks and mirrors directly in the middle of the long shot.

"The boys were worried about you. You downed those shots like an alcoholic Godzilla *Baccy starts laughing*. "your eyes just widened like a damn tree frog as you sprinted off like a cheetah!" *Baccy laughs harder*.

Mia grumbles mournfully. "will you just shut up?! I swear to god, If I hear one more fucking animal analogy, I'm gonna..."

almost in tears "you... You sound like a really pissed off grizzly bear".

Mia starts puking harder than ever.

Baccys laughter rattles through the busy, late night streets

END OF TOILET SCENE

Cuts to a mid shot of baccy walking Mia out of the toilet, supported on his shoulder. They walk through a door and suddenly they are in a very bright, busy and loud pub. He leads her to an empty booth, and as if something terrible might happen if not handled with care, gently sits her down on the cushioned seat.

"So, uh, hows life?"

*The player now has a choice of options for conversation, and all are something on the lines of; "Baccy, you don't want to stay here with me, so just piss off and go play with your friends".

"Thanks, Mia".

More Toilet/Pub Scene

*Baccy runs off, and brash screams of delight greet him, as he is swallowed whole by a mass of people. *

The player can now explore the environment with Mia.

All of the interactive objects and people have a unique animation, and the player has a choice of actions. For example, Mia finds a cup of beer, and she is given the option to either drink it, pour it into a plant pot, or sneakily pour it over someone's head.

After the player has explored to their hearts' content, the player can go and talk to Baccy, which will progress the story.

As the player approaches baccy, you notice that he is in the middle of a crowd of drunken slobbs shouting merrily, which gets louder the nearer the player goes to it. You reach the outside, and then you have the option of shoving your way through with force, crawling under the mass of slobbs' legs or politely asking people to move out of the way. The latter won't work, Mia will just be ignored, so the player will then have to either crawl or shove.

After choosing one of the options, and getting halfway there, Baccy will suddenly stand up on a table, with a pint-sized glass of whiskey held precariously in his hand, swinging it wildly from side to side.

"Hello my people of all shapes, sizes and smells, we are gathered here today to celebrate the tragic passing of another year. We will give it a proper bloody send-off, it'll be the send off to send all offs... uh... off!"

the crowd cheers happily

"And now my brothers... And sisters." *Baccy gives Mia a side smile* "we fulfil our righteous destiny, AND WE DRINK!"

The crowd erupts in a cacophony of delighted screams

Baccy slowly raises his hands out to the side

"ALL DRINKS ON ME", he bellows, and the crowd goes crazy, cheering, screaming, and some even crying.

A small cutscene/montage, with "Dragons" by Caravan Palace playing. The cutscene will be of Mia and Baccy's wild night of boozed up partying, with a couple of different options to pick in a couple of crazy and dumb situations: like putting traffic cones on their hands and arms, and dancing/battling each other with them, or putting one of their passed out friends in a barrel, and messing around with it, or anything else I come up with. And lots and lots more drinking.

The screen fades to black

High Pitch

The story of friendship, love, loss and anthropomorphic pigeons.

Game Overview

In 2020 the UK Government approves a new range of pesticides to be used on crops to be sold in London. By New Year's Eve, the shelves, plates and bellies of all of London are filled with foods containing these new mysterious pesticides. On New Year's Day, the people and pigeons of London transform into each other's species. It is up to Mia and her friend Baccy to save the day.

Features

Narrative – It will begin in Camden, where we are introduced to Mia and Baccy, and then where the transformation happens, and all hell ensues. They will meet good bad and ugly characters along the way, get caught up in a pigeon breeding warehouse, and eventually save the day – all the while learning how to survive as a pigeon.

- **Choice making** - The player's choices and actions will shape the story around them, reminiscent of Telltale's games. Players will have multiple choices for questions and replies when conversing with NPCs. There will also be a big final choice at the end of the game.
- **Interactive Environment** – There are many opportunities for the player to interact with objects in the environment. For example, when in a bar scene, the player will be able to talk to multiple NPCs, gaining a deeper understanding of the world and characters. Another example is finding a drink on a table, and either drinking it, pouring it on someone, etc.
- **Controls** - When in human form, the controls will be the standard WASD to move and Shift to walk faster/run, but no jump function. As a pigeon, the controls will be the same, except space will be to flap your wings and.
- **Player perspective** – It will by default be in 3rd person, but by pressing Tab, the perspective will switch to 1st person. When in 1st person in pigeon form, the world will be seen through an ultraviolet lens, which will play a big part in puzzles and challenges that the player has had to overcome.
- **Location** - It will be set in London, but it will start in a bar called The Liquid Bread in Camden. The story will also take the player to a handful of areas around London.

More High Pitch

Overview

Transpigeon is a game with a lot of dialogue and narrative so it will be marketed towards the demographic of people who enjoy story driven games and creating emotional connections to the characters. But it will also have a heavy comedy aspect, so it will also attract the kind of people who just want to have a laugh and a good time. People will also buy it because it's a unique and crazy concept, and they will want to see if the developers manage to pull it off and make something special.

Player Motivation

The main motivation the player will most likely have is to experience where the story will take them, for example, was this whole species swapping on purpose? And how will Mia and Baccy's friendship cope in the wake of such an apocalyptic incident? As said earlier, the game is heavily geared towards the narrative and plot, and so will attract the Bartle's "socialiser" player demographic, who enjoy talking and interacting with characters.

Genres

Story rich, adventure, comedy, interactive movie, single player and finally, choices.

Target audience

I think that the general age demographic of audiences will range from 12 and upwards; it will be funny enough to appeal to them, but too much dialogue for younger audiences to have much of an interest.

Licence

I will not be using any existing property for this game, except for some copyrighted music, for example, "Bird is The Word" by The Trashmen.

Hardware Preferences

It will be available on the standard platforms; PS4, Xbox One and Steam.

Competition

Similar games on the market include Life is Strange, and the many games made by Telltale, such as The Walking Dead and The Wolf Among Us; because they all have lots of choices for the player to make and depend on characters for story development.

USP

Transpigeon will stand out from the crowd because it has strong gender, sexuality and race character representation, lovable characters, a unique and engaging storyline, and the chance to experience London from the small eyes of society's least favourite animal, and what that entails for survival.

Even More High Pitch

Design Goal

I want players to feel strong emotional connections to the characters, to feel as if they really know them and to see the world from a pigeon's perspective; to walk in the shoes of those that society turns its nose up to most, and possibly even develop some compassion for our feathered friends.

Characters

Mia is a transgender 19year old University student and an aspiring writer. She has a chubby cat that goes by the name of Lord Fluffy, and she is an olive addict and loves everything weird an unusual. She plays the role of a big sister to her best friend Baccy.

Baccy is an 18year old stylish extrovert, who dropped out of college and is a fledgeling alcoholic, apprentice drug addict and an all-around impulsive thrill seeker that has a black belt in bad decision making.

Pete is Baccy's estranged father. He spends all of his time in the basement, trying to prove to the world that the earth is flat; but his walls covered with years of research and newspaper clippings eventually turn out to be actually useful, as they contain the answers to the transforming pigeon epidemic, that Mia and Baccy stumble upon near the end of the game.

Further Details

The art style is semi-realistic low-poly, with realistic colours. This will give a very visually appealing look to the game.

