

Project Aurora:
Alone in the Light

a playable dream

The Game at a Glance

High Concept

Wander the vast arctic icelands and ocean as a lone polar bear, using sound and color to restore the broken shards of the Aurora Borealis to their rightful place in the sky

Tech Overview

Web-based 2D platformer (Flash AS3 or Unity?) focused on flocking algorithms, fluid particles (Proposed: http://en.wikipedia.org/wiki/Volume_of_fluid_method), and dynamically generated sound.

Design Goal

Create an ephemeral, experimental game that evokes the enchanting uncertainty and wonder of a dream.

Emotions

Curiosity

Solace

Wonder

The smallness you feel looking up at the stars

The Project At a Glance

Proposed Team

Chelsea Howe – Project Management, Design Lead, Audio

Kim Koskamp – Art & Animation, Design

Hazel McKendrick – Programming, Design

Proposed Milestones

Milestone	Date	Design	Programming	Art	Audio	Overhead
Concept Complete	12 Sept 2011	Complete design doc	Gauge scope based on GDD, begin collecting libraries & resources for development.	Gauge scope based on GDD, submit environment & character concept art	30 second “feel” loop for team inspiration	Team logged into Pivotal
Foundation	26 Sept 2011	Revise design based on tech restrictions	Architecture planned, laid out, timeline OK’d, scope finalized	Finalize art direction	1 min sample score	All tickets entered into Pivotal
Gameplay Prototype	10 Oct 2011	Revise design based on playtests	World & Fluid interaction prototyped	Walk cycle, Backgrounds, foregrounds	2 min score	“Commit or Quit” week
Gameplay Prototype II	24 Oct 2011	Revise design based on playtests	Shard & Flock interaction prototyped	Idle, Run, Jump, Sing	Shard sounds complete	
Alpha	7 Nov 2011	Internal playtest runs	Intro complete	Title, UI, Credits	Score complete	
Beta	12 Dec 2011	Send out to 5 testers w/ inventory	Endings complete	Website art	SFX complete	
RELEASE	11 Jan 2012	Write up artist statement, design website	Bugless! Or as close as we can get.	Unanticipated art requirements	Unanticipated sound requirements	Obtain URL, Submit to Indie Challenges

Project Tools

PM Software: Pivotal Tracker (www.pivotaltracker.com)

Expected Weekly Hours: 2-10

File-sharing: Dropbox

The Gross Details

Three-way split on any profits made from the version we contributed to (though suffice it to say this is not intended to make profit so much as to be an experimental work of art). If someone wishes to port it to another system, team members get first rights to helping. If rights are waived, original contributors that *don't participate* get 5% of any profits made off ports; remainder is divided as contributors see fit.