

Advisory Document

Data Mage Studios : Bonds

### **Continuation Status:**

As of writing we are still deliberating if we would like this project to be continued by another group, by us, or not at all. We will contact both Join Us and Night of the Nerds at a later date after we have further deliberated the matter.

### **Challenges:**

The biggest challenge that we faced and would continue to be an issue is the development of the mobile app. In order to keep in continuation with the security concerns that were rightfully brought up, the in person mobile game would need to be held in specific areas. Due to this, the development of the mobile version could prove difficult, as location services are very hard to develop in any areas inside buildings with multiple floors. Any indoor events would be difficult to develop for, but would be something that needs to be addressed. Security concerns would need to be continued to be addressed as well, as even if we came up with a better solution it would still need to be improved on and addressed.

### **Solution:**

An online and location based video game in conjunction with Join Us. Counsellors will be able to set event dates for children aged 13 - 15 can sign up to participate. They will be able to discuss and speak with other participants 2 - 3 days before the event itself to play the game online. On the day of the event they will join a group that is either deliberately selected or randomly selected to solve a location based mobile mystery game.

### **Research:**

We did heavy research and interviews based off of our target audience of lonely teens aged 14 - 19, however towards the end of our project we had changed our target audience to better reflect both our findings as well as our final product. We have attached relevant research documents in the 'Research' folder of the zip file

File Explanation:

### **Deliverables**

- **Art and Design Work**
  - 3D Models and Texturing: Characters, Models, and Textures our team created
  - Character Design: Turnarounds and 2D assets of our characters alongside rules for world / character creation
  - Kenny Assets: Assets Used for the town and buildings
  - Bonds-Logo-Final.png: Final Logo for the game
- **Game Files**
  - Controls: Scripts for player controls, tests at NPC interactions, and general unity packages for controlling the game
  - Minigames: Unity assets, models, and working scene of the minigame. Can be used for editing purposes, but is also contained within the final playable version of the game.
  - Bonds-mvp-2.zip: Playable Version of the Game
- **Research:** Concept documents and summarization of the research done.