

Game Design Document

Picture Perfect

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Cozy Camera Studios

Table of Contents

Table of Contents	2
Change Log	4
Gameplay General Overview	5
Genre and Theme	5
Camera	5
High Concept	5
Vision Statement	5
Flavour	5
Win and Lose conditions	5
Target Audience	6
Competitive Landscape Research	6
Game 1: New Pokemon: Snap	6
Game 2: Cabela's Big Game Hunter: Pro Hunts	7
Game 3: Pupperazzi by Sundae Month	8
Game 4: Lushfoil Photography Sim by AnnaPurna Interactive	8
Narrative	9
Main Story:	9
Level Design	9
Goal	9
Interaction	9
Levels	9
Landscape	10
Assets	10
Mechanics	11
General Mechanics	11
Camera	11
Animals	11
Foliage	11
Phone	11
Cabin	11
Day/Night Cycles	12
No water entry	12
Exposure Meter	12
Exposure Points	12
Photo Locations	13
Online Voting/Community	13
Phone Specific Mechanics	13
Store	13
Photo Album App	14
NatureGo App	14
Freelance App	14
Freelance Gigs	14
Email	19

Settings	19
Camera Specific Mechanics	19
Taking photos	19
Zoom	19
Focus Slider	19
Gameplay Type:	19
Controls	20
Core Gameplay Loop:	20
Freelance Gig Gameplay Loop	20
Logic Trees	21
Interface	21
Gameplay	21
Camera Interface	22
Phone Interface	23
Nature Go Interface	24
Store Interface	24
Phone UI:	25
Controls Interface	26
Controls and Navigation	26
Game Feel	27
Audio	27
Production Summary	27
Assets:	27
Visual Aesthetic	29
Light	29
Color Palette	30
Project Scope	30
Time Commitment	30
Resources	30
Targets	30

Change Log

Version	Date	Summary of edit	Changed By
1.0	Feb 17th, 2025	Started GDD: Mechanics, gameplay, phone UI, core gameplay loop, navigation and controls	Emily and Theo
1.1	Feb 23rd, 2025	Narrative, Title, Visual Aesthetics, Interfaces, gameplay loop, logic trees, vision statement, mechanics	Gavyn, Emily and Theo
1.2	Feb 27th, 2025	Removed laptop, scope creep, edited exposure meter	Emily and Theo
1.3	March 3rd, 2025	Day/night cycle, added to the main story, general overview, organized exposure meter and points	Emily
1.4	March 4th, 2025	Competitive Landscape Research	Emily and Theo
1.5	March 7th, 2025	Proofread first draft for submission	Theo
2.1	April 1st	Exposure Meter Points System, and Store inventory	Emily
2.2	April 11th, 2025	Freelance Gig Template	Emily
2.2	April 14th, 2025	Added Freelance Gig gameplay loop, animal exposure points,	Emily
2.3	April 24th and 25th 2025	Freelance Gigs	Emily
2.4	May 6th-7th, 2025	General edits and proofreading	Emily, Theo, Gavyn

Gameplay General Overview

Genre and Theme

First person, single player, casual exploration, PvE, photography sim, nature-sim

Camera

3D, first person

High Concept

PICTURE PERFECT is a 3D first-person adventure-exploration and photo capturing sim, set in the wilderness of a picturesque National Park. Players play as an aspiring nature photographer that is on a mission to turn their newfound passion for nature and photography into a successful career. Armed with a camera and phone players must complete daily photo challenges and grow their social media following in order to gain enough fame and exposure to get a job offer from a famous nature magazine, called Nature's Nook.

Vision Statement

In PICTURE PERFECT, players will get to explore nature and let their photography skills blossom by capturing a variety of wildlife and rare plants. Players can also build a photography community and grow their following through posting photos online.

Flavour

Cozy, immersive, explorative, hunting, creative

Win and Lose conditions

Win Condition: Reach highest level of fame/exposure to get hired as a lead photographer for a prestigious wildlife conservation organization.

Loss condition: There are no real losing conditions for the game. However the player won't earn maximum points if a photo is not of the correct subject matter or if it is out of focus. This does not change the outcome of the game, it only means the player must take better photos with all the right things in frame. If the player posts boring or cliché photos the online community might downvote the photo which works against the player's fame / exposure meter thus forcing them to be creative with their photos and work for their success.

Target Audience

Casual and cozy gamers from youth to adults. Rated E for everyone.

Competitive Landscape Research

Game 1: New Pokemon: Snap

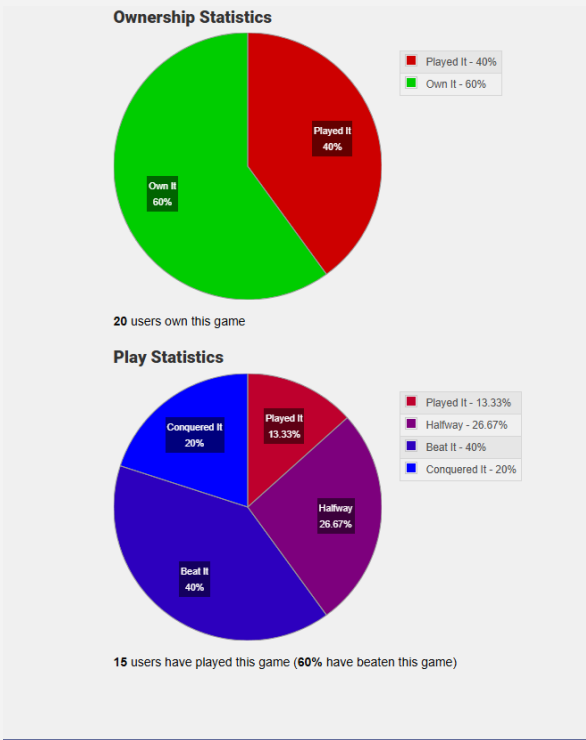
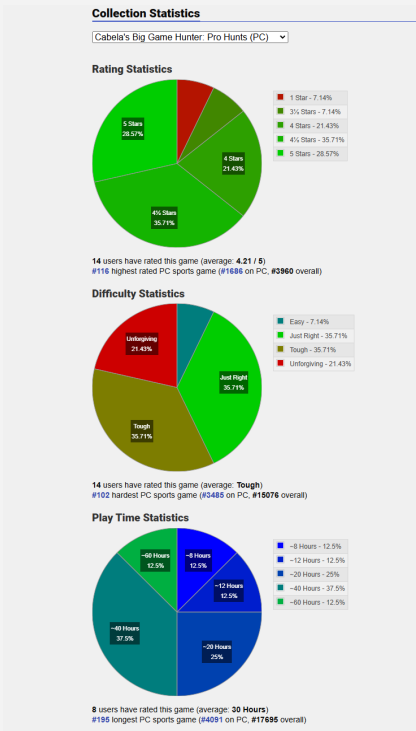
The new Pokemon Snap is a first-person photography game published by Nintendo for the Nintendo Switch. It's a sequel to Pokemon Snap from 1999. Players travel around islands on a hovercraft and photograph Pokemons to research about their ecology. This new game also has an improved ranking system, which is similar in theory to Picture Perfect's ranking system.

New Pokemon Snap is considered a success with a Metacritic score of 79% and overall favorable reviews from other critics. It outsold its predecessors, selling four times the amount of physical copies in the UK, and as of December 2021, it has sold 2.4 million copies overall and it costs \$80.



Game 2: Cabela's Big Game Hunter: Pro Hunts

Big Game Hunter Pro Hunts is a hunting video game published by HeadGames Publishing Inc and Activision. It is similar to Picture Perfect because the goal of the player is to look for different animals in different areas. The games just differ in how players interact with the animals once they encounter them.



Game 3: Pupperazzi by Sundae Month

- Approximately 150,000\$ in revenue
- Development started in 2018-2019, abandoned and then revived again, developed between 2019-2021, released 2022.
- Very positive reviews on Steam
- Team of 9?
- Approximately 15,000\$ per team member over 3 years.



Game 4: Lushfoil Photography Sim by AnnaPurna Interactive

Lushfoil Photography Sim has just been released on Steam for 19.99\$. It is developed by Matt Newell and published by Annapurna Interactive. There is also a demo available on Steam. As the name suggests, it's a photography simulator, where players can explore hyper-realistic environments. In the first 3 weeks since release the game has received a review rating on Steam of "Very Positive" with 630 reviews to date at the time of writing this.



Narrative

Main Story:

Recently the player's Grandfather has passed away. Upon cleaning out his home and sorting his belongings, the player finds the Grandfather's handwritten journal that is filled with information about photography. You also find all of his old digital photography equipment sitting with a note written to the player. The note indicates that all of this equipment belongs to the player now, and that he entrusts the player to take good care of it.

Wanting to bond with their late Grandfather, and feel close to him, the player decides to start experimenting and playing around with the camera. The player discovers a newfound passion for photography and learns that once a year, Nature's Nook, a Famous Nature Magazine offers talented photographers a once-in-a-lifetime job opportunity to the most well known photographers, and features their work on their cover. The player is excited about this prospect and wants their work to be featured on the cover cementing themselves as a photography legend!

Level Design

Goal

The main goal of the level design is to encourage exploration while also inspiring creativity through photography. The map should feel expansive with breathtaking views, interesting natural shapes, and a realistic environment. Most importantly it should be explorable and provide the player with maximum opportunity for unique photos.

Interaction

To aid in exploration there are plenty of paths leading to various locations around the map. Along these paths there are photo opportunities that will teach the player through action to look for unique locations and angles for their photos. In future updates interactive park map signs will be added at set locations around the map that will show all of the trails, the player's current location, and include a list of place names and their locations around the map. More details will be added at a later date.

Levels

There will be two levels to start, with possible future maps in different biomes to come. The main level is the national park where the player can explore during the day at their leisure. The environment is lush and vibrant with plenty of nooks and crannies that will draw the player in for further exploration. This is a forest biome in the mountains so there

should be lots of forest, lush meadows with flowers and grasses, and at least one river or creek. Upon ending their day the player will enter the cabin which is the 2nd level. This is where the player has access to Wifi and all apps/ aspects of gameplay reliant on Wifi including, but not limited to, the NatureGo app and Email app. The cabin is rustic and old but has charm.

Landscape

The terrain should help give the player a sense of depth and scale of the environment they are in. The landscape will be welcoming and enjoyable to walk on but it should also retain its feeling of wildness. Using the natural shapes in the landscape to guide where paths and locations are just like they are in the real world should help provide a sense of familiarity and immersion for players. While still keeping maximum exploration in mind we will use the terrain and environmental assets to create verticality around the map to help control the flow of movement and provide a sense of containment to the game. This will add plenty of interesting features to the map and further add to the sense of scale.

With verticality comes further opportunity for exploration. Players may very well look up at a tall cliff or small mountain and wonder how they might get up there. It's important to think about the negative possibility spaces here. If it looks explorable then it should be and we should reward the players that do explore. To start we will use these locations as photo opportunities but possible other rewards could be implemented in the future.

Assets

All assets used in this project are free to use assets found in the FAB marketplace and Quixel Bridge. This list includes all assets used for development, not just level design.

- [temperate Vegetation: Foliage Collection](#)
- [Temperate Vegetation: Spruce Forest](#)
- [Animal Variety Pack](#)
- [DLSR Camera Olympus E-400](#)
- [Wooden House](#)

Mechanics

General Mechanics

Camera

The main mechanic of the game is the player's ability to use the camera. To use the camera players will click the right mouse button to bring the camera into view and up to their face. They can use their mouse to aim the camera at their desired subject. Each photo can earn exposure points based on several factors; their subject matter, how many subjects are in the photo, whether the subject(s) are in frame, and whether the camera is in focus.

Animals

Animals will be non-playable characters, and each type of animal is located in a specific area, and limited to that area. Each type of animal will be assigned a specific ranking based on the species and its variation. For designers, that ranking will determine how many Exposure Points will be awarded to the player if they capture a photo of that specific animal. In the vertical slice, players will be able to find crows, deers (stags, and does), foxes, wolves, pigs, and a golden pig.

Foliage

There will be a variety of foliage throughout the map. Each type of foliage will be assigned a specific ranking based on the type of foliage. For designers, that ranking will determine how many exposure points will be awarded to the player if they capture a photo of that specific foliage.

Phone

Players will be equipped with a smartphone where the pictures they capture automatically upload to their smartphone. On the smartphone there will also be a variety of apps where players can access different elements of gameplay; Store app, Photo Album app, NatureGo app, Freelance app, Email app and the Settings app. The phone will not have service while the player is out in the wilderness taking photos, so they must return to the cabin to access wifi.

Cabin

The cabin is the only place the player can go to post their photos. The cabin has wifi but no service. At the end of each day, the player will be prompted to return to the cabin to post photos and go to bed/end their day. Returning to the cabin also allows players to end their day when they choose.

Day/Night Cycles

For now, players will only be able to play during the day- from sunrise to sunset. Players will be informed that it becomes more dangerous to shoot at night, and therefore must remain in their cabin. When players return to their cabin to use the wifi, the night cycle will be triggered and their day will end after the photos are posted.

No water entry

The player will not be able to enter any body of water. They can step into the edges of the water, but a collision box will prevent them from going any deeper. This has not been implemented, but will be added in future updates. Purchasing the rain boots in the store will allow players to wade into the river.

Exposure Meter

There will be a points system called the "Exposure Meter." The more points players acquire the higher their exposure becomes and their social media following will grow. There are three levels of the Exposure Meter.

- Level 0 - (0-49 points)..... "tutorial"
- Level 1 - (50-999 points)
- Level 2 - (1000-1999 points)..... (first 3 gigs get unlocked)
- Level 3 - (2000-3499 points).....(next 3 gigs get unlocked)
- Level 4 - (3500-5499 points).....(next 3 gigs get unlocked)
- Level 5 - (5500-10000 points).....(next 2 gigs, Famous Magazine Gig unlocked at the end)

Exposure Points

In order to gain Exposure Points the player must take pictures of animals and picture perfect photo locations, post photos to their NatureGo social media, and/or complete freelance jobs. They will be able to check how many Exposure Points they have by checking their phone.

- Exposure Points are calculated by which subjects are in frame, (the blurriness, the number of subjects, special poses, and unique combos of animals / scenery.
- Freelance jobs will often require multiple photos but upon completing the job, a larger amount of Exposure points will be awarded and thus provide a bigger boost to the Exposure Meter
- Sometimes photos can go viral! (very rare occurrence 1% chance) drastically boosting your fame and Exposure Meter.
- Animals points:

- Crow: 5pts, Deer: 10pts, Stag: 10pts, Fox: 15pts, Pig: 20pts, Wolf: 25pts

Photo Locations

Picture perfect photo locations are indicated in the map by a white dot. Taking a photo in that location allows players to gain more exposure points. Once a photo is taken in that location, players have to wait for the dot to respawn in order to receive points again.

Online Voting/Community

NatureGo allows players to post their favorite/best photos online. Players will also be able to upvote or downvote other player's photos. Online aspect will not be included in the Capstone vertical slice, but would be included in a larger game. For the sake of the vertical slice, all "online" aspects will be recreated using AI.

Tutorialization

Given that the gameplay itself is pretty simple, the "tutorial" is too. It will automatically start the first time a player loads the game. The tutorial lasts until the player earns 50 exposure points, thus completing level 0 of the exposure meter and officially reaching level 1.

The player will start at the cabin and as they approach the sign with the controls, they will be prompted to take a picture of a crow on the top of the sign. Capturing that photo will earn the player their first 25 exposure points. As they walk to the right of the sign, down the path, they will be prompted with the second task of the tutorial. They must look for a white dot that indicates their first photo location. Upon capturing that picture, they will receive another 25 points, thus completing the tutorial. Other hints and pop up will appear in the top right corner as the player progresses through the level, specifically in the form of "Grandpa's journal."

The goal is to create a seamless and simple tutorial that gets the point across without preventing the player from starting delaying "real gameplay" for too long.

Phone Specific Mechanics

Store

In the Store app, players will be able to purchase camera gear and equipment. Better camera gear will help players improve their photos, and new equipment will unlock more parts of the map or additional features.

Without certain equipment, the player will automatically be rerouted back into the accessible parts of the map. This mechanic will be nice to have in the Capstone vertical slice, but it cannot be completely implemented due to scope. All the store items listed below are worth a total of \$8,540.

- Cameras
 - Disposable (unlocked at level 4)
 - \$100
 - provides the disposable camera look to the photos captured.
 - Polaroid (unlocked at level 4)
 - \$150
 - provides the classic polaroid look to the photos captured.
 - 35mm Film Camera (unlocked at level 5)
 - \$375
 - provides the 35mm effect to the photos captured.
- Lenses
 - 85-100mm lens (unlocked at level 2)
 - \$200
 - 100-400mm lens (unlocked at level 2)
 - \$830
 - 600mm lens (unlocked at level 3)
 - \$1,200
 - 800mm lens (unlocked at level 3)
 - \$2,400
 - 1200mm lens (unlocked at level 4)
 - \$2,500
- Clothing:
 - Umbrella (unlocked at level 2)
 - \$45
 - Unlocks the ability to take photos in the rain
 - Rain Boots (unlocked at level 3)
 - \$160
 - Unlocks ability to wade deeper into the water
 - Hiking Boots (unlocked at level 4)
 - \$280
 - Unlocks access to mountain area of the map
 - Windbreaker Jacket (unlocked at level 5)
 - \$300
 - Unlocks longer days

Photo Album App

Every photo the player takes will automatically save itself in the Photo Album app. Players will be able to view their photos by opening the Photo Album on their phone. For the vertical slice, the photos appear next to the phone, to the left.

NatureGo App

NatureGo, is an in-game social media site. Players will have a profile as their Exposure Meter increases so will their number of followers.

They can post their favorite/best photos for other players to vote on, as well as vote on other player's photos. The app will also include daily photo challenges that players can complete to gain exposure/fame.

Freelance App

Using the Freelance App, players will have the opportunity to earn money by selling the photos they capture. When opening the Freelance App on their phone, players will see a list of photography gigs that they can choose to accept. Completing Freelance gigs will give the player more Exposure Points than regular social media posts and taking pictures of regular animals. Players will also receive money after finishing gigs which they can spend in the store to upgrade their equipment and gear.

Freelance Gigs

Each freelance gig tells a story of a customer commissioning various photographs. Each freelance gig will require players to go to a specific location and take a picture of a specific subject. These are the different recurring characters: [Witch](#), [Jilted Lover](#), [Student](#), [Southern Gold Hunter](#), and a [Passionate Homeowner](#).

1. Crow funeral*
2. Doe and Stag Lovers*
3. Fox Den
4. Golden Spruce
5. Waterfall
6. Wolfpack*
7. Wilbur the Pig*
8. X marks the spots (separate)
9. Peaceful Lookout (separate)
10. Wolf Den
11. Golden Pig (separate)
12. Pedestal Park

Level	Gig Title	Description	EXP	Pay reward
Level 2 Gig 1	Come Here My Pretties!	Hello darling, I've been to the park and I've heard that crows throw funerals for their dead. How beautiful is that? I also know someone who seems to have	Exposure points: 30	Pay: \$135

		passed and I am also organizing his "funeral." Any chance I can get three pictures of a crow funeral to inspire me? I love crows and when they're in good condition, they can be crucial to my craft.		
Level 2 Gig 2	Won't Be Going Stag!	Hi, the most wonderfully glorious thing happened to me last weekend! My boyfriend and I were visiting the park when he knelt down on one knee to propose! He said, just like a stag, he established dominance over other males and now he gets to be the one asking me to marry him! Isn't that the sweetest thing you've ever heard! Anyways, I was too caught up in the moment to take pictures of the wildlife, so I'd really love three pictures of a doe and a stag deer together, to commemorate this momentous occasion! These animals are really symbolic to us.	Exposure points: 30	Pay: \$170
Level 2 Gig 3	Where does Swiper Go?	Help! I'm doing a school project about my time at the park and I have so many pictures of foxes. To complete this project I'd really love to include some pictures of fox den. Would anyone in the area be able to channel their best, Swiper and capture three stunning photos of the fox den? You will be compensated for your work!	Exposure points: 30	Pay: \$200
Level 3 Gig 1	There Ain't No Way!	Howdy yall! Birds are such fascinatin' creatures, aren't they? They're quite wise and they see everythin', and I mean everythin', if ya know what I mean! Some birdies just told me there's a particular golden spruce down yonder. If you could skedaddle and take three snaps of this rare find so I could see it with my own two eyes- then everything will be hunkey dorey!	Exposure points: 40	Pay: \$350
Level 3 Gig 2	Want No Scrubs	Hi! So as it turns out. I've been a wreck and listening to TLC on	Exposure points: 40	Pay: \$400

		repeat! Nothing like early 90s to get you through a heartbreak. Sadly, all my pictures of the waterfall from our time at the park included my ex-fian- you know what, it's not important, I just need three new pictures of the waterfall, to wash these painful memories away.		
Level 3 Gig 3	Life's Better with A Pack	Good day! I have an impressive collection of wildlife photography frames in my house but I've grown quite bored of the current aesthetic. Recently, I'm really into wolves and how they have strong family values. I've heard that you're the one to talk to, best photographer around- or at least in the park. Would you be able to please take three pictures of a pack of wolves and send them to me asap?	Exposure points: 40	Pay: \$575
Level 4 Gig 1	This Little Piggy	Good day ol' friend! Charlotte's Web is my wife's and I favourite childhood book and our daughter has just discovered it for the first time! Our little Lottie, and yes, we've named her after the spider, has fallen in love with Wilbur and would just love to have an image of "Wilbur" in her room. We can't deny our girl anything so would you be able to please take three pictures of little adorable "Wilbur" to frame on her wall?	Exposure points: 50	Pay: \$625
Level 4 Gig 2	Fool's Gold	Yall, I'm flying off the handle. Apparently, the golden spruce fell so when I got there it was gone! I'm back home scouring the interwebs and I have found another theory that there's gold under the park. I nearabout had a heart attack. Does 'x' really mark the spot? I've been fixin' to go find me some real gold. Ya hafta find the locations of the three 'x's and snap some pics right quick. I'da do it myself but I can't spare 'notha goose chase.	Exposure points: 100	Pay: \$700

Level 4 Gig 3	Peace Out!	Hi, after weeks of intense studying, my exams are finally over!! After doing my project on the foxes, I've been inspired by your pictures of the National Park. It looks like a gorgeous place for some R&R, Some peace before the new semester starts up again. I'm very thorough in my research, and I'm most at peace when I can look out over an open area, so I'd like to see the lookout spots the park has to offer before I come to visit. Would you be able to capture three pictures of some beautiful lookout spots?	Exposure points: 125	Pay: \$835
Level 5 Gig 1	A Full Moon Remodel	Hello darling, it's me again. I have an eclectic group of friends and let's just say one of them just told me he likes to howl at the moon. He's going through various physical changes as well and I just want him to feel comfortable so I want to remodel his home. He's very into wolves right now so if you could send me three pictures of a wolf den that I can use for inspiration, I will bless you and your bloodline.	Exposure points: 150	Pay: \$1000
Level 5 Gig 2	What in Tarnation!?! ?	Well, I declare! Apparently, "it's against park rules" to start diggin' holes everywhere, at least that's what the park ranger was sayin' when he slapped me with a fine and banned me from the park. This goose chase is as ugly as a homemade sin if you ask me! Now, I hear it tell you that there's a golden pig and I can't even see it. I'll tell you what, get some pictures of that purdy pig lickety-split and I'll reward you with a heap of money! I reckon three pictures is enough. It's better to have somethin' than a whole lotta nothin'.	Exposure points: 175	Pay: \$1550
Level 5 Gig 3 - Famous	Breathtaking Beauty	Hello, my name Jane and I'm the editor of a well known nature magazine called, Nature Nook. This	Exposure points:	Pay: \$2000

Nature Magazine		month's issue is all about hidden places in nature that take our breath away, and we're looking for someone to shoot the cover photo. I've seen your work, and I think you're the right person for the job! I've recently heard from a friend, and local hiker, that there's a spectacular lookout point in your area called Pedestal Peak. Fortunately for you, I haven't been able to find any photos of that area so that's where you come in. If you can capture three photos of Pedestal Peak, we'll choose one for the cover. Personally, I'd love to see this place myself but my friend mentioned that it was tricky to find. They said there used to be some old logging camps in the foothills of the mountains around Pedestal Peak sometime back in the day... There must be an old logging road that leads there but I'm told it's been abandoned for over a century! How does the old saying go... "When you're down in the dumps, look for the stumps." Wait no... Sorry that's not it, anyway got to run! Good luck!		
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Email

Once the player accepts the freelance job, the job will appear in the Email app. There, players will be able to see the progress they've made, and how many photos still need to be taken in order to meet the gig's requirement. Once they have taken the required photos, a button appears that allows the player to send the photos to the client. The freelance gig has been completed and the player will earn rewards.

Settings

In addition to the Settings menu, players will also be able to access their in-game settings using the Settings app on their phone.

Camera Specific Mechanics

Taking photos

When using the camera, players will be able to capture photos by clicking the left mouse button. Players can drag their mouse in order to aim the camera at their subject. Once a photo is taken, their photo is briefly displayed at the bottom of the screen

Zoom

When using the camera, players will be able to zoom in and out using the scroll wheel on their mouse. By clicking the middle mouse button, players will also be able to toggle between the exact lense sizes. Zoom won't be taken into consideration in the points system, it's just used so players can frame their subject to their liking.

Focus Slider

When using the camera, players will be able to control the focus of the camera using "ctrl" and "alt" on the keyboard. For designers, the slider will range from -5 to 5. A "perfect" focus will have a value of 0 on the slider, any positive or negative integer will be considered out of focus and points will be calculated accordingly. The closer the players scores to 0, the more points they will be awarded. The players will not be able to see this slider.

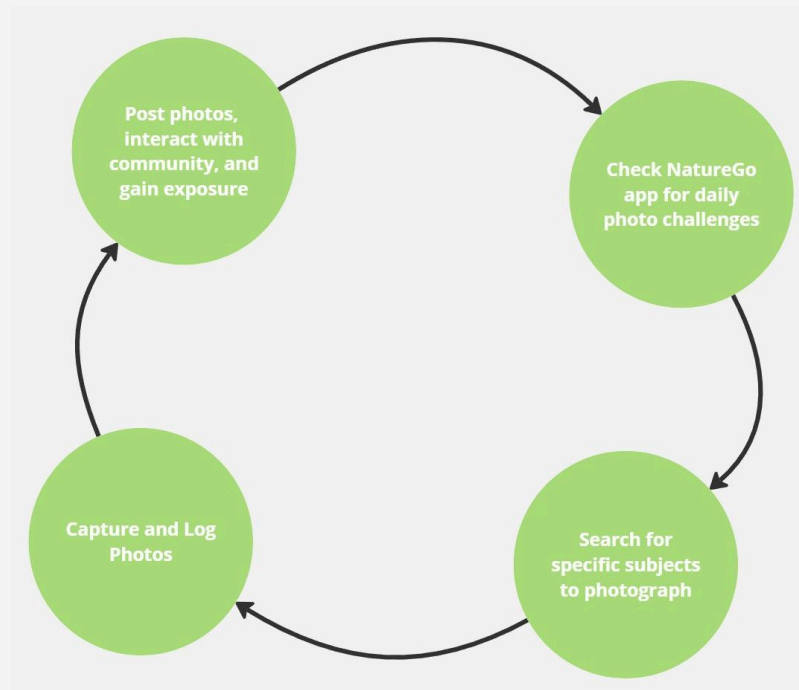
Gameplay Type:

- Explorative
- Target hunting / capturing / collecting
- Photographer simulator

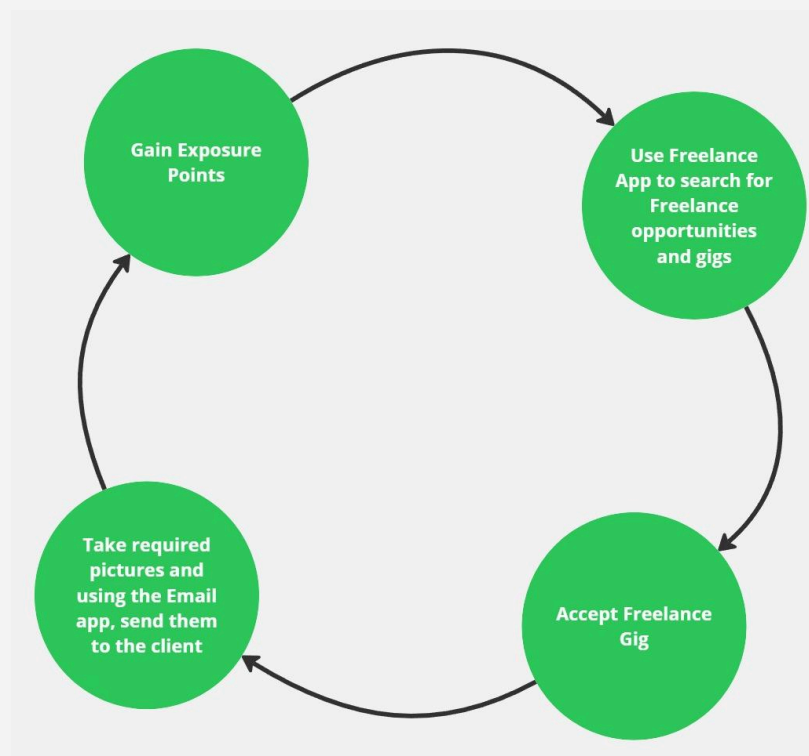
Controls

PC keyboard and mouse layout

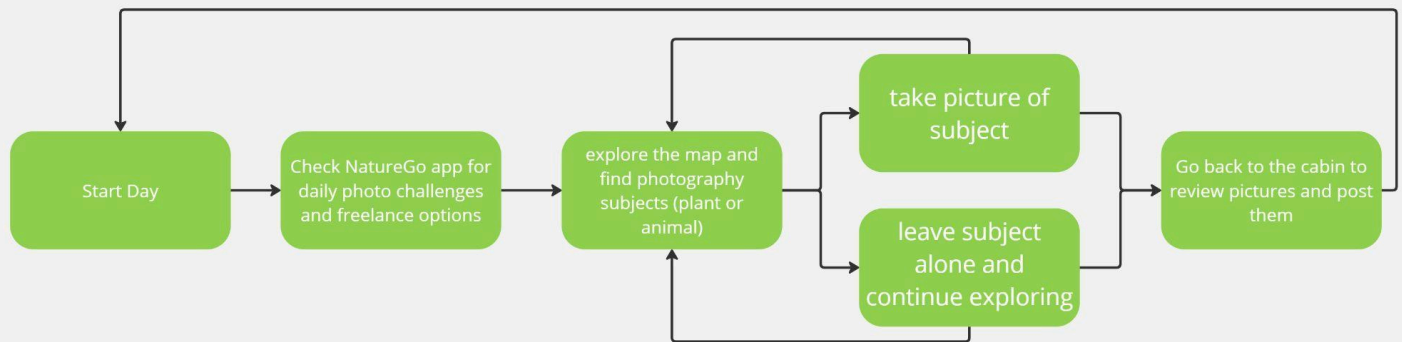
Core Gameplay Loop:



Freelance Gig Gameplay Loop



Logic Trees



Interface

Gameplay

Players will experience the game from a first-person view. The player is a photographer so the first-person camera allows them to feel authentically immersed in the wilderness. Player HUD is almost non-existent with the exception of “active freelance gigs” appearing intensively on the left side of the screen when freelance jobs are accepted.



Onscreen the player will also be able to see the following information:

- Upper right corner: Tips From Grandpa's journal that will provide players with helpful gameplay tricks

Camera Interface



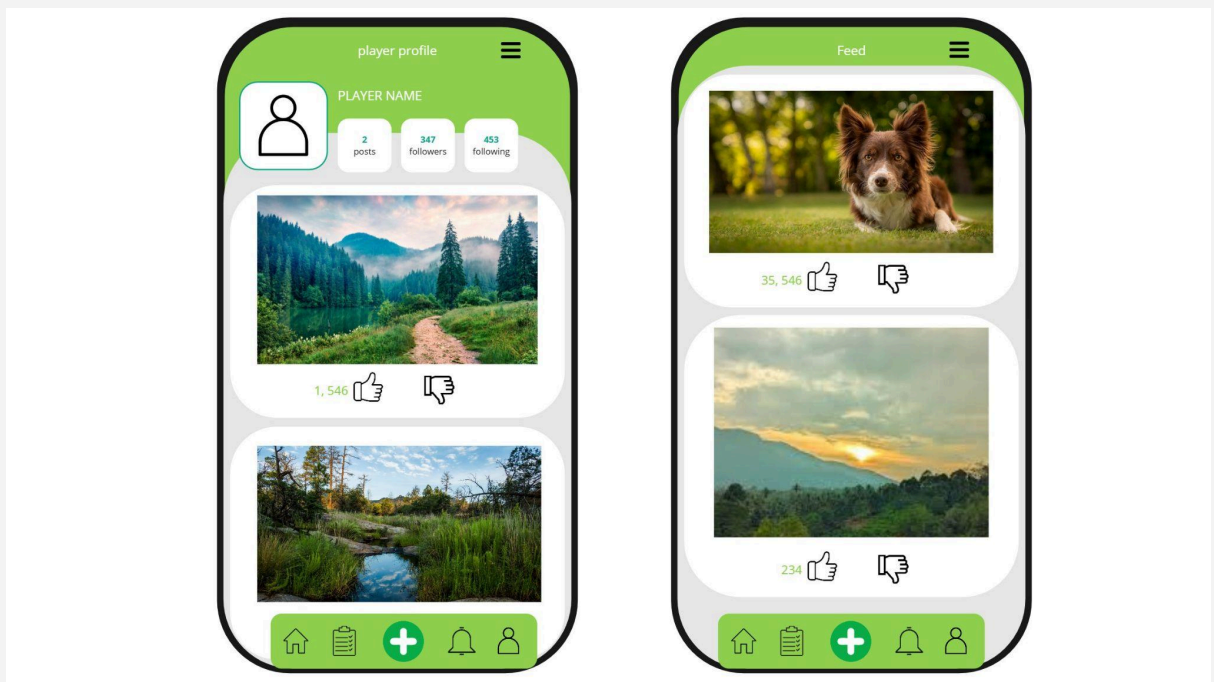
Phone Gameplay Interface



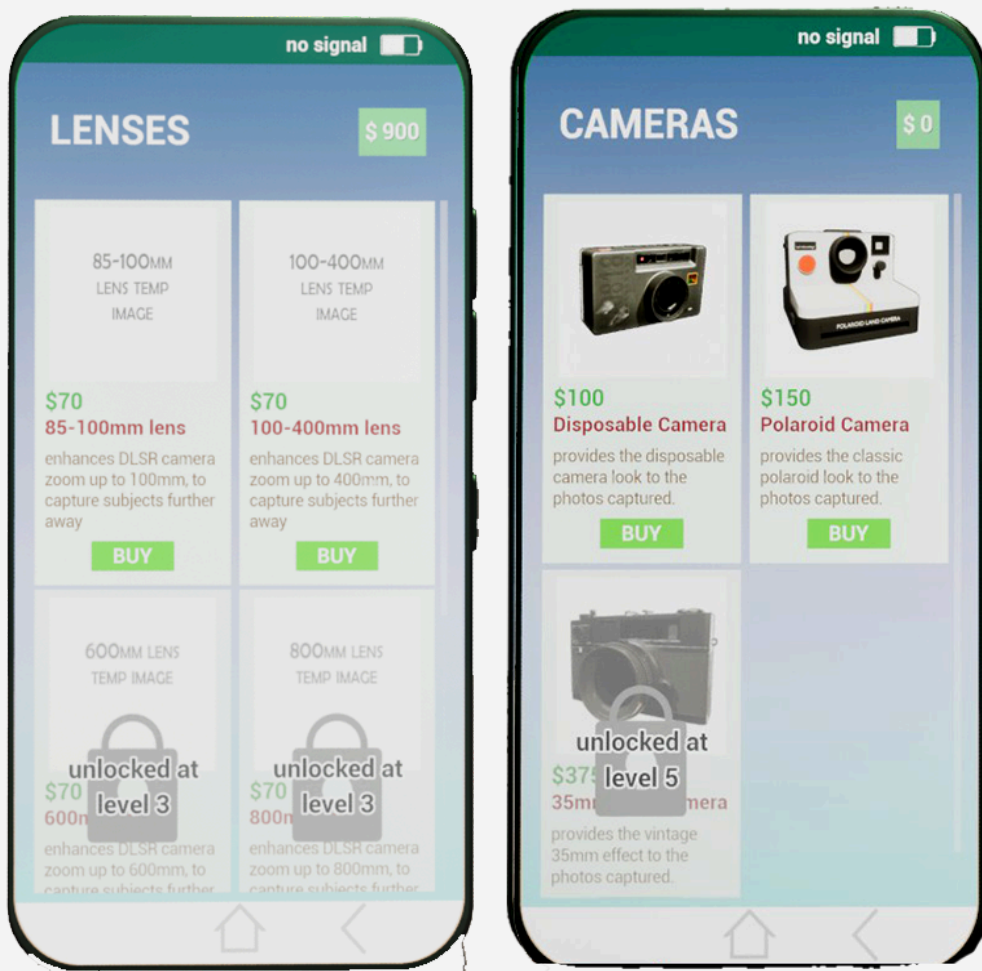
Photo Album App UI:



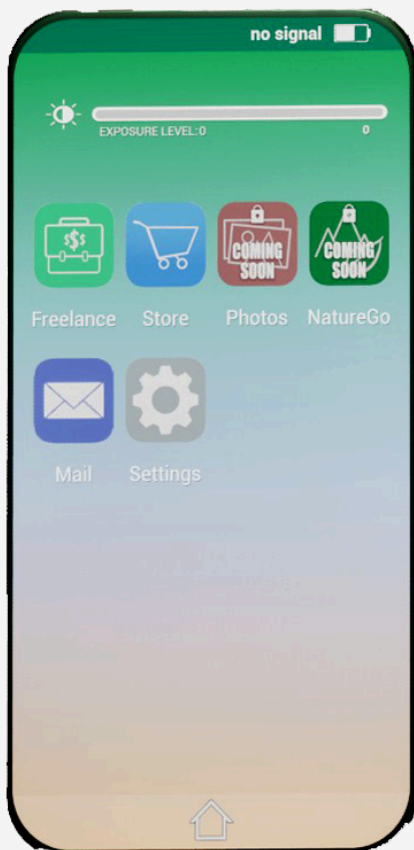
NatureGo App UI



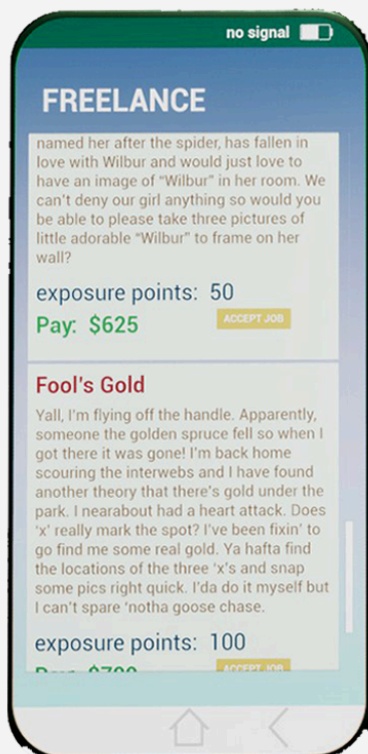
Store App UI



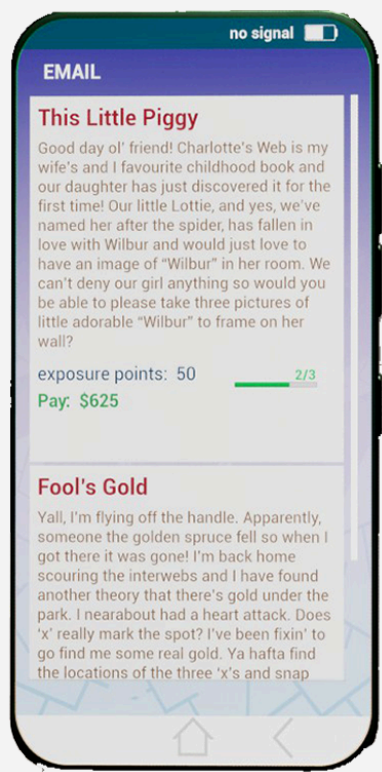
Phone Home Screen UI



Freelance App UI



Email App UI



Controls Interface



Controls and Navigation

The player will only be able to control their character. Their character can do the following by pressing the corresponding key on the keyboard.

Keystroke	Action
W,A,S,D: (holding shift):	Walk (Run)
Spacebar	Jump
C	Crouch
RMB	Toggle Camera /use camera
Scroll Wheel Up	Zoom camera in
Scroll Wheel Down	Zoom camera out
MMB/Click Scroll Wheel	Change camera lenses
Drag mouse	Aim Camera
LMB	To take photo (camera must be in use)
Control (Hold)	Moves focus slider to the left (camera must be in use)
Alt (Hold)	Moves focus slider to the right (camera must be in use)
Tab	Open phone
Esc	Pause Menu

Game Feel

Relaxing, cozy, creative, wondrous, expansive, diverse, alive and socially connected.

Audio

- SFX: Ambient nature sounds (wind blowing, water running, trees rustling, bird chirping and other animal noises), camera shutter, camera click, phone beeps

and notification sounds, equip item sounds, email sounds, item purchased sound, footsteps

- Music: Calming music
- Sound Design and Atmosphere: wide atmospheric soundscape that feels like players are outdoors in the wilderness
- Since each animal is constrained to an area, when players enter specific areas the soundtrack changes depending on which animals are there.

Production Summary

To begin, the vertical slice of our game will include one map inspired by Yellowstone National Park, animals, and plant assets. Models, animations, and UI elements will be needed, as well as audio tracks for sound design.

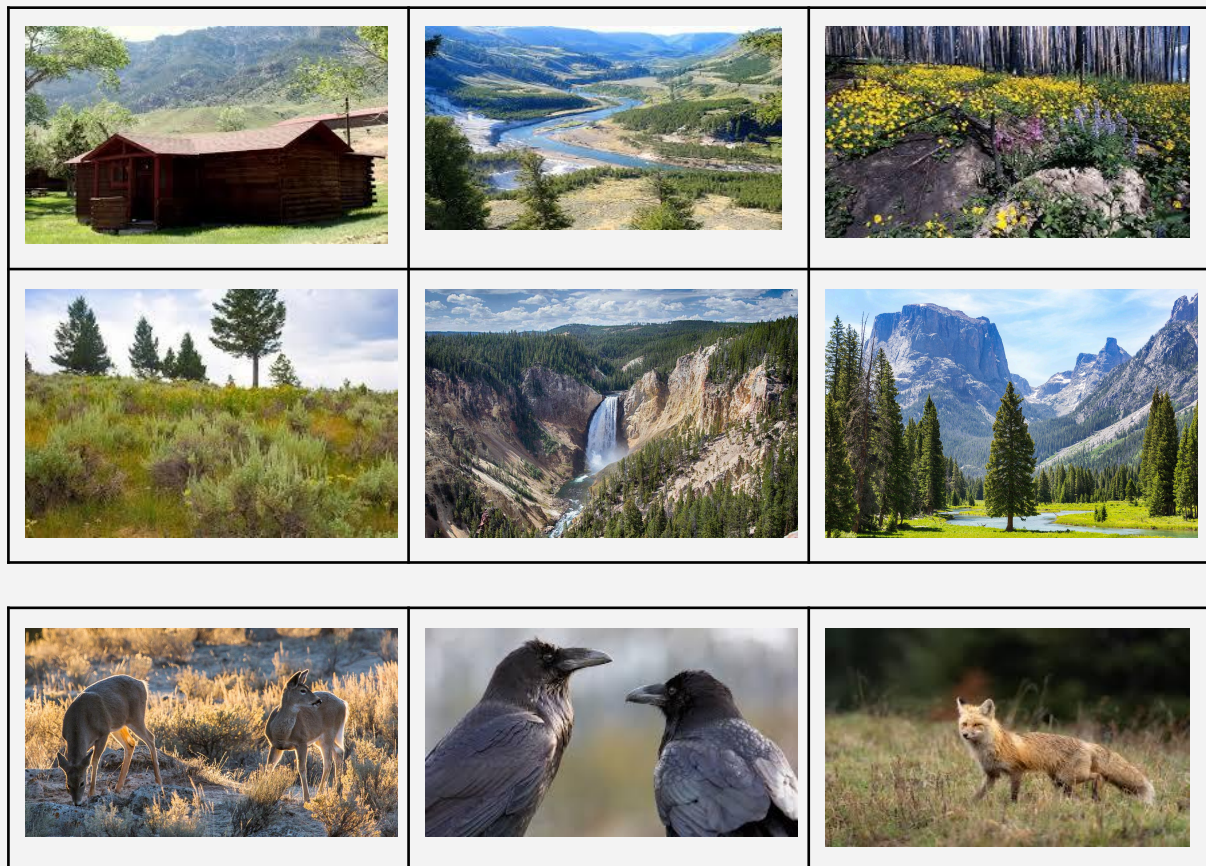
Assets:

- Player Character
 - Model
 - Animations
 - Textures
- Camera
 - Model
 - Animations
 - Textures
- Phone
 - Model
 - Animations
 - Textures
- Animals
 - Rigged models (types of animals)
 - Animations
 - Textures
- One environment map
 - Forest with trees, flowers and dirt paths
 - Lake
 - Waterfall
 - Rocks, cliffs, mountains
 - Cabin
- Audio
 - Ambient nature sounds (wind, water, birds, leaves rustling, waterfall)
 - Different music for different locations
 - Sounds for each of the animals
 - Foley (footsteps, equipping items, camera sounds)

- Phone notification sounds and UI sounds (animal captured, UI buttons clicked, level up)
- User Interface
 - Phone
 - Freelance app - (Nice to have, not necessary for Capstone)
 - Store - (Nice to have, not necessary for Capstone)
 - Photo album app - (Nice to have, not necessary for Capstone)
 - NatureGo
 - Email
 - Settings
 - Exposure Bar
 - 6 levels of exposure to reach, including the tutorial. See [Exposure Level](#)
 - Camera viewfinder UI
 - Start menu
 - Pause Menu
 - End of Day Menu
 - Option Screen

Visual Aesthetic

Natural, wild, lush, Yellowstone National Park



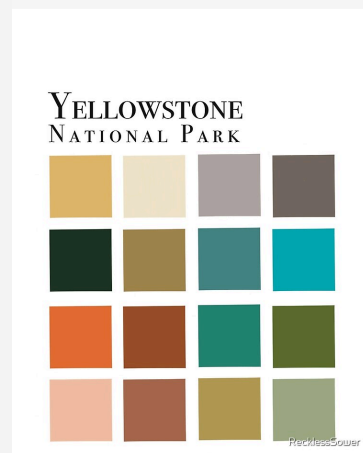


Light

Dynamic warm light will be used as it will interact with various moving objects such as trees, animals and water. Time of day will change the lighting and the surrounding trees will cast shadows along the ground, and other elements.

Color Palette

The color palette is very realistic and inspired by the vibrant colours of Yellowstone. The colors will correspond with the feeling of being out in nature which means blue skies, lush greens, and rich browns and oranges.



Project Scope

Time Commitment

The vertical slice of this project will be done by May 7th, 2025.

Resources

PICTURE PERFECT will be made in Unreal Engine 5. Given that this game is a passion project, the budget is 0 dollars. All assets will be created or sourced for free on the designers' time to keep costs low.

Targets

- March 7th, 2025 - First Draft of Game Design Document, Pitch Presentation, and Market Research Document
- May 7th 2025 - Concept Document, Final Game Design Document, Prototype Build, Marketing and Funding Tactic Document, Individual Devlog Documents