# \<TheSleepBeauty\>

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Revision: 1.0.0

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# Overview

## Theme / Setting / Genre
- &lt;Recreation of the 3D storybook with AR&gt;

## Core Gameplay Mechanics Brief
- &lt;Gameplay Mechanic #1 Watching the AR animation of the 3D storybook by scanning the image using Android.&gt;

### -Targeted platforms
- &lt;Android&gt;

## Project Scope
- &lt;Game Time Scale&gt;
    - Two months

- &lt;Team Size&gt;
    - &lt;solo&gt;

## Influences (Brief)

### - &lt;Influence #1 Childhood memory&gt;
- The memory of reading 3D storybook in childhood
- I recreate this experience with AR platform to let children enjoy the experience of reading 3D storybook using smartphones.

## The elevator Pitch
&lt;People are able to enjoy the 3D storybook with animation and sound in AR just using their smartphones.&gt;

## Project Description (Brief):

<This is an AR project about creating a better experience based on the experience of reading the 3D storybook back in time.>


**Project Description (Detailed)**

<Nowadays, less and less people read books includes children, instead they watch videos on smartphones or with computer. I wish this project can combines both the exciting experience of reading a 3D storybook and the interesting experience of playing AR on smartphone. >


# What sets this project apart?
 - <Reason: The unique design from the animation of the storybook towards the background sound effects. >


**Core Gameplay Mechanics (Detailed)**

 - **<Core Gameplay Mechanic #1, #2, #3, etc. >**
 - <Watching>
By scanning the special sticker, people are able to see the animation of the 3D storybook opening and parts of the story.
 - <Listening>
People are able to enjoy the reading of the story that combines with the music and animation of the project.


# Story and Gameplay


**Story (Brief)**

<Part of the story of The Sleeping Beauty>

**Story (Detailed)**

<This project contains a part of the story "The Sleeping Beauty", which is the part when the princess fall asleep and the castle is covered by roses. There is a recording of reading this part of the story as well.>

**Gameplay (Brief)**
<Using android smartphone, download the project and scan the sticker. Then enjoy the project.>

**Gameplay (Detailed)**
<People can download the project on their Android smartphone, and scan the special image(sticker) to watch the AR animation and to listen the reading and the music.>

# Assets Needed

**- 2D**
- Textures
  - Object Textures
- Story of the sleeping Beauty

**- 3D**
- Characters List
  - #1 The sleeping Princess.

- Environmental Art Lists
  - #1 The castle
  - #2 The roses (also the roses particles)
  - #3 The bed
  - #4 The book
  - #5 The wheel

**- Sound**
- Sound List (Ambient)
  - [The Tragedy?]
    By WanTing Hong(Iris) (Self-composed and edited)

- Sound List (Recording of Reading)

- Recording of reading the story (Self-recorded)

**- Animation**
- 3D BOOK Animations
- Opening of the book
- Object Animations
- Rose growing up around the castle
- The castle and flower showed up slowly
- The particle system of roses flying around

**- Code [optional]**
- AR animation/sound Scripts

# Schedule

- **<Brainstorm #1>**
- Time Scale
- Nov 5 - Nov 15

- **<Building up the models#2>**
- Time Scale
- Nov 16 - Dec 15

- **<Composing and recording the background sound#3>**
- Time Scale
- Dec 15 - Dec 25

- **<Put project together and Trouble shooting #4>**
- Time Scale
- Dec 25 - Jan 5

- **<Final organization #5>**
- Time Scale
- Jan 6 - Jan 13

## Brainstorm

Sketch

Start Date
🕐 Nov 11, 2021

End Date
🕐 Nov 15, 2021

+ Add a card

## Building up the models

Building models

Adding animations

Start Date
🕐 Nov 16, 2021

End Date
🕐 Dec 15, 2021

+ Add a card

## Composing and recording

Compose background music

Record reading

Start Date
🕐 Dec 16, 2021

End Date
🕐 Dec 25, 2021

+ Add a card

## Put project together and trouble shooting

Put everything in Unity and test the AR

Start Date
🕐 Dec 26, 2021

End Date
🕐 Jan 5

+ Add a card

## final organization

Build the project, Record video and finish GDD

Start Date
🕐 Jan 6

End Date
🕐 Jan 13

+ Add a card