

Final Assignment

Game Pitch

TCID 391-50: Race and Identity in Video Games
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Introduction

Frisson Avenue's name comes from the setting of the world map and the human reaction to music. *Frisson* is a brief moment of emotional excitement. Musically, this would be a shiver up your spine or goosebumps you get hearing something pleasant. The World map is a combination of Fremont Street, Las Vegas and Broadway, New York, this is where *Avenue* takes place.

This is a virtual 3D social gaming platform and it is intended for everyone -regardless of race, gender, disability, etc- to meet and sing with others around the world.

Key Features

There are not a ton of key features as the game is a pretty simple concept. The three biggest features are the public server circles, the concert buildings, and your own areas.

Public Server Circles

These will be small 5ft circles in the public world map. You can rent out a circle for a block of time and perform whatever your heart desires for the time you rented it for. You will be visible to everyone in that area at the time and people can watch you perform. You can also invite people to perform with you either from your friends list or a random watching you. These are great opportunities to get yourself out there and get known as well as make a friend or two.

Concert Buildings

The world map is a pavement road with buildings on the whole outskirts. Each building is a concert area where people and bands can perform in bar-like settings. Each concert will have its own unique aura and style that correlates to its appropriate music genre.

Personalized Areas

In the game you will be able to customize your own room for you and your friends to hang out. You will also be able to customize your own concert stage for public and private uses. You can buy space upgrades to increase your room and concert areas.

Major Character Descriptions

One will be able to create their avatar(s) in any way they so desire as well as added items for disabilities, these customizations will all be free of charge for every person, every avatar.

Character Diversity

Character customization will be similar to Red Dead Redemption 2 Online and one will be able to change facial features, hair style, body features, accessories (moles, freckles, scars, etc), and multiple colors to choose from in each category.

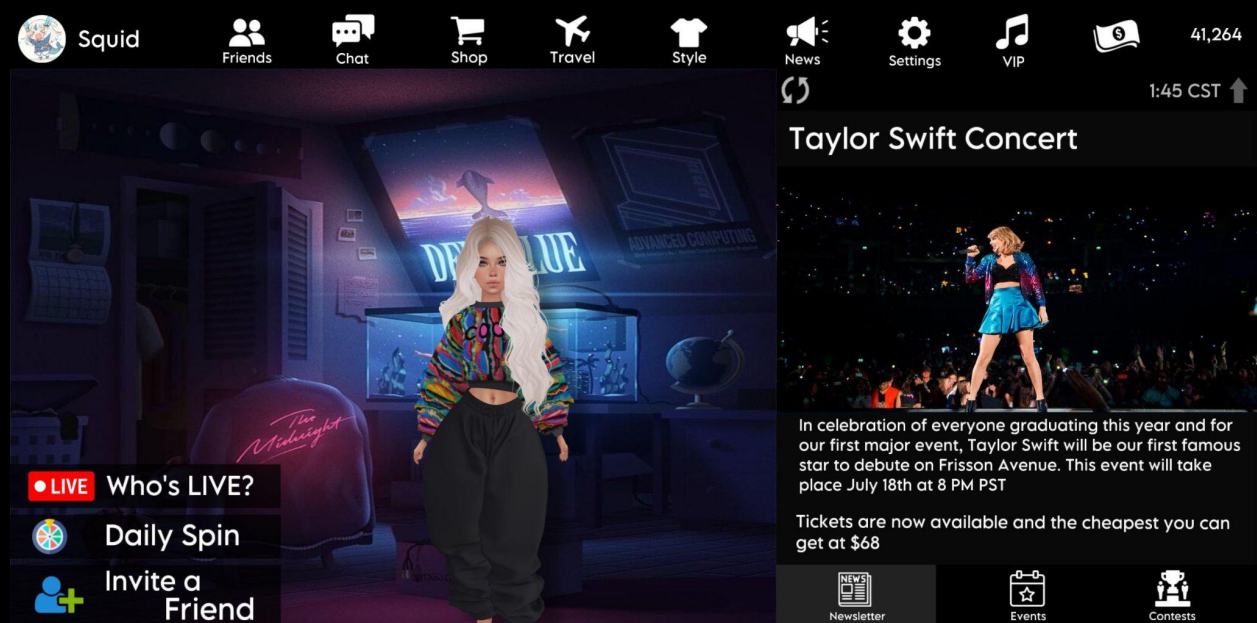
Character Shops

Non human features will be accessible through purchase as well as outfits. New things will be added to the shop on a bi-weekly basis. There will also be a shop dedicated to other players' creations so people can create merchandise for their concerts and other various things. You can also buy emotes, dances, interactions as a group or on your own, and other mannerisms like stances, walking styles, poses, etc.

Visuals

You can see the visuals better on my portfolio

Spawn Area

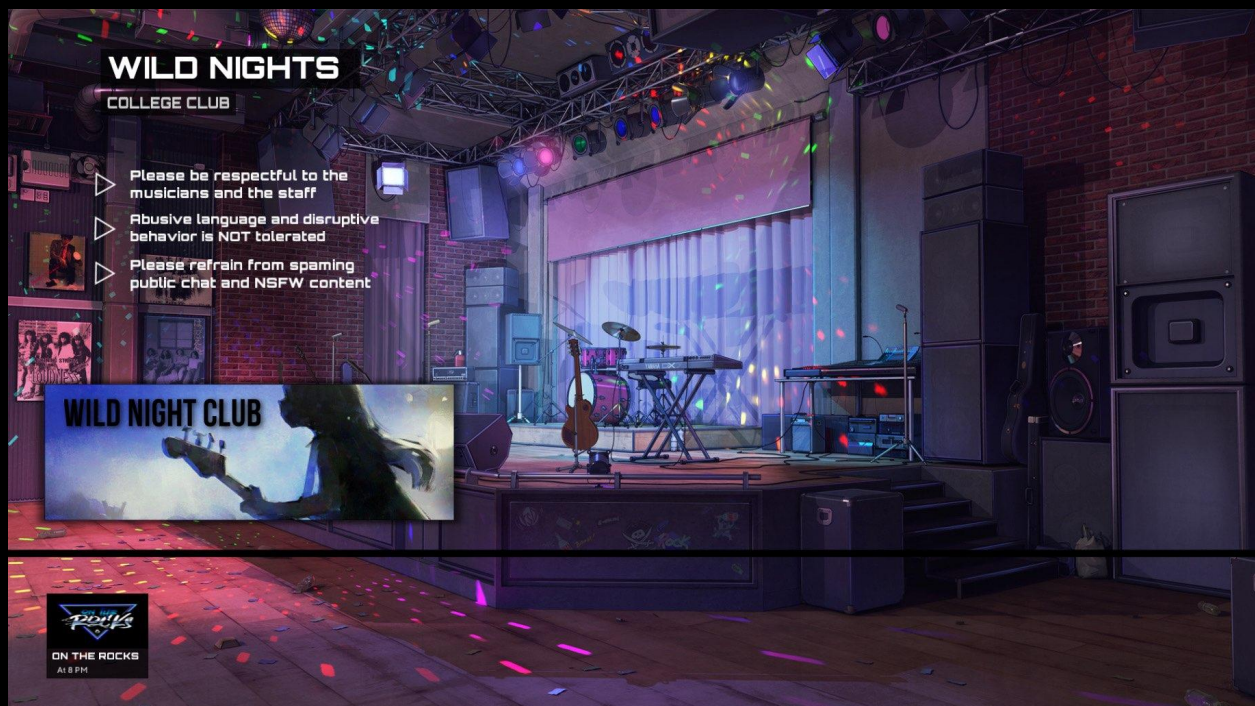


This is an example of your main area. This is a private area, no one can join you here. On this screen, you will have access to everything you need. The top bar from left to right is your **profile picture** and **username**. Next is your **friends list** and **friend request**, then your **messages** (this will be group chats and direct messages), then the **shop**, this will have character features, clothes, furniture, expansions, and other things. Next is **travel**, this will be to the open world as well as public rooms and concert areas. You will also be able to

see your friends' open areas. Then **style**, this is where you will customize your avatar(s). Then the new, self explanatory, settings, VIP (this will be like a subscription and you can make your concerts public and put them on the world map as a concert building, you will also be able to customize the concert building). Finally is your cash and clicking the button will be a way to get more money through in-app purchases.

In the middle left will be a random generated room as your avatar. I choose my IMVU character but I plan to have the character graphics more like Red Deads or Hogwarts. On the right side it will show Frisson Avenue's newsletter, events, and contests.

Concert Loading Screen



This screen is based off Battlefield 4 map loading screen, I always thought the design was really well so I wanted to use it. I think it is super clean. The top is the name of the concert building. Under that is what genre or the kind of concert area it is. Then you have some concert rules but these can also be descriptions. The photo is the concert building logo and at the bottom is the line for performances. I just noticed that I forgot to add the title right above it. In the right top corner I also want to add the current performer, their name, and social media so I still have work to do.

Objects

The only objects you will really be working with are clothes, furniture, concert things, clothes creations (VIP only), and instruments you can buy in shop.

Game Interaction

The game is open world and will feel similar to any multiplayer game. You will be able to walk around and listen to people perform or walk into buildings and listen to performers. I think it would be wise to have proximity chat in all public areas. The only ones without proximity will be your rooms. There will also be public proximity chat/messages but your friends can private message you from anywhere.

Used Anti-Racist Game Design Principles

I think the best game design principle I focused on was **to find the light in every situation** and that was my lesson this semester as well. Reading the articles, I always felt like I was being blamed or shamed for things I did not even consider. I think it made me realize my ignorance or obliviousness from gaming. I told myself that these articles are foolish as gaming has taken leaps in creating more diverse games. I told myself that I don't see the problem because when I grew up on *The Legend of Spyro*, *Crash Bandicoot*, *Mario*, *Frogger*, *Need for Speed*, things that have nothing to do with racism.

I also am trying to avoid stereotypes. I also removed leveling and character leveling creates this hierarchy and we don't support scientology.