

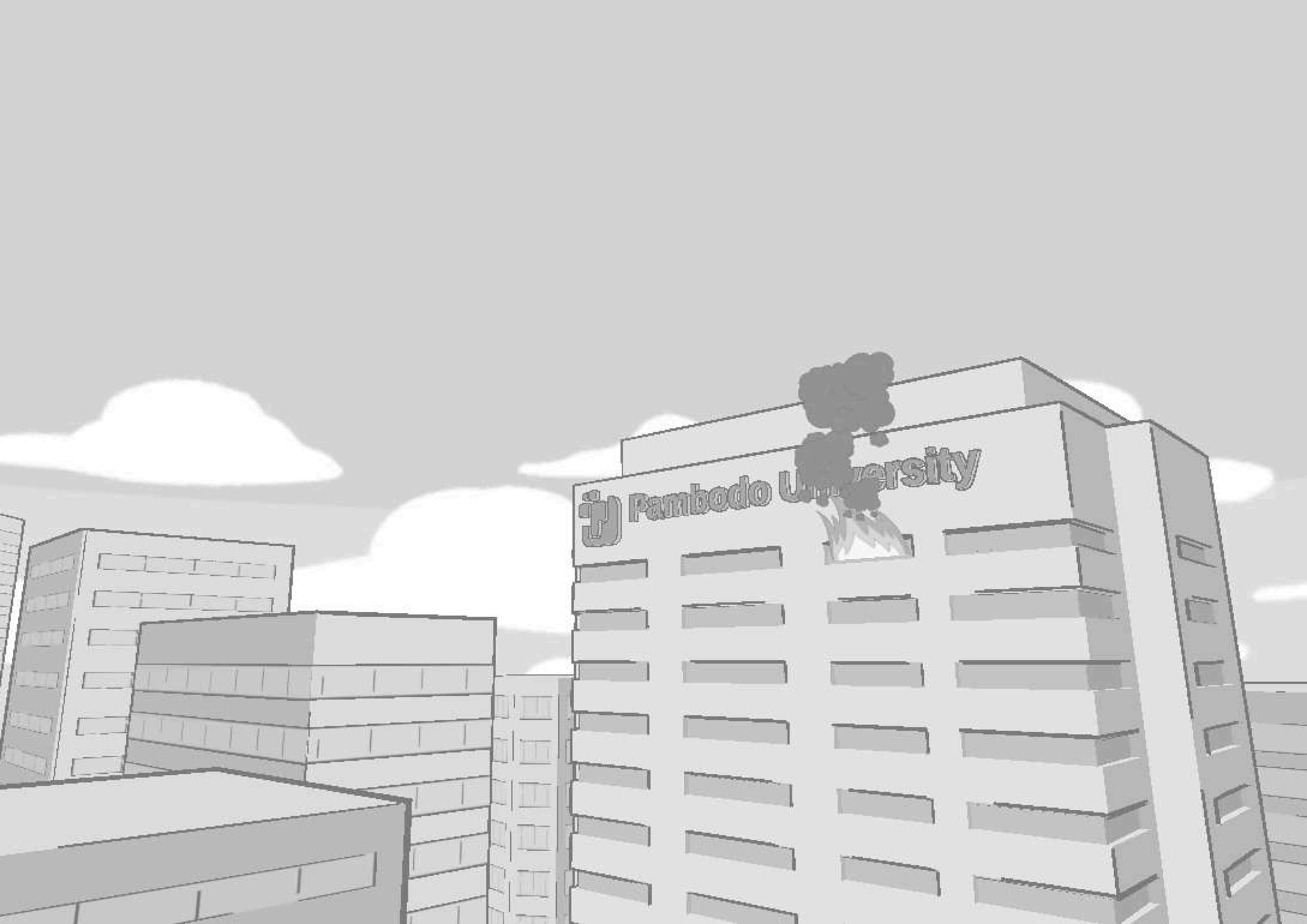
Perancangan

Game Simulasi Evakuasi Kebakaran

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Game Design Document





Daftar Isi

Target Audiens

Big Idea

Game Overview

Core Loop

Referensi Visual

Alur game

Pemrograman

Aset 2D

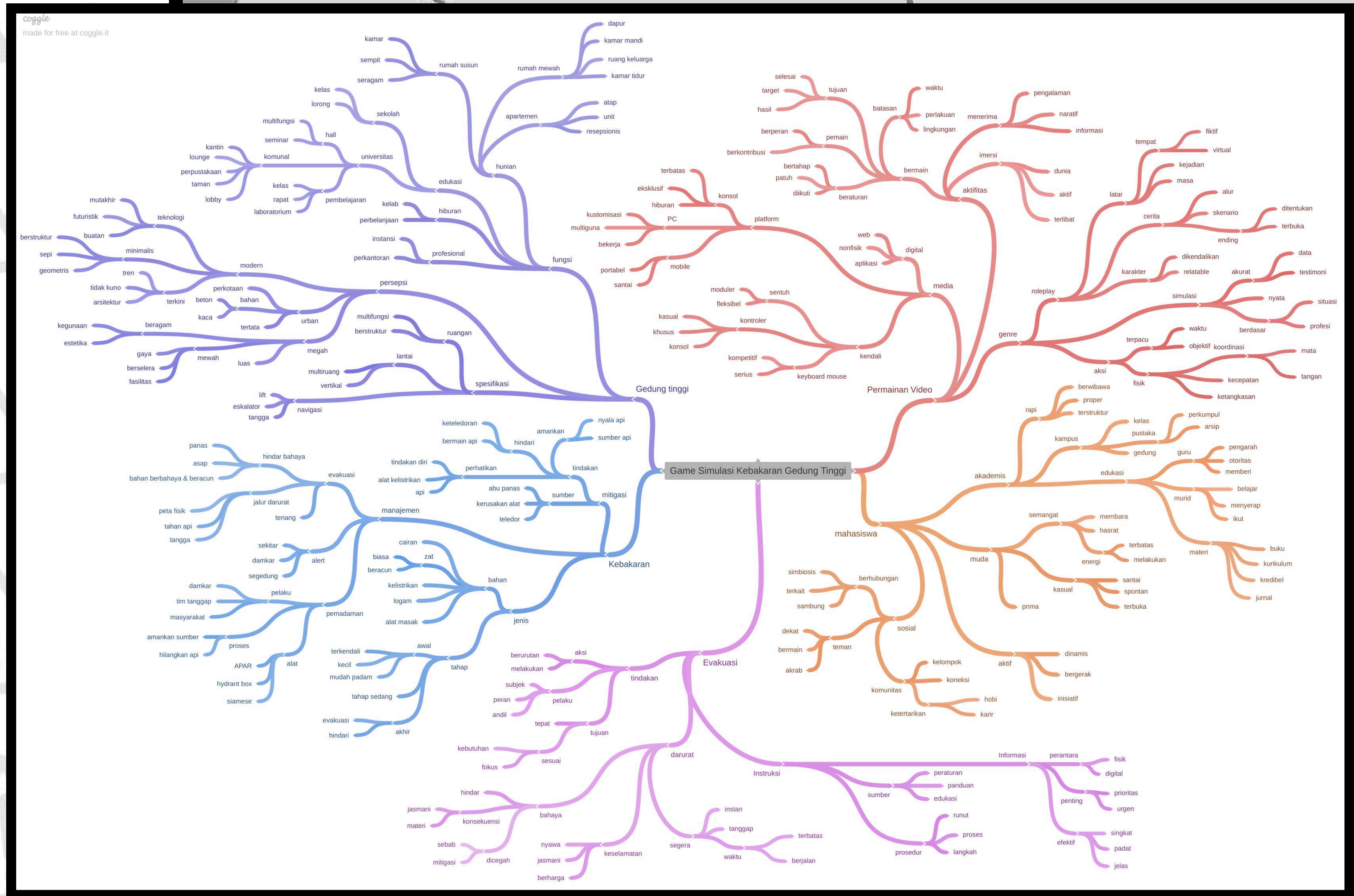
Aset 3D

Media Sekunder

Target Audiens

No	Kategori	Deskripsi
1	Kelamin	Pria dan wanita
2	Usia	18-25 tahun
3	Pendidikan	Minimal SMA atau sederajat
4	Ekonomi	SES B
5	Geografis	Jabodetabek
6	Psikografis	Tidak tahu prosedur evakuasi kebakaran gedung, dan malas mempelajari prosedur evakuasi kebakaran gedung tinggi

Mindmap



The background is a grayscale comic book illustration. On the left, a fire is burning out of a window in a building. In the center, a large, stylized face of a character with a wide, toothy grin is visible. On the right, there are several triangular warning signs with exclamation marks. The overall style is reminiscent of a comic book cover or a graphic novel page.

Big Idea

Fire Breakout!
A Compact Survival Guide.

Overview

Genre

First person Action

Gaya Seni

Platform

Tujuan

Desktop web

Selamatkan diri dalam kebakaran gedung

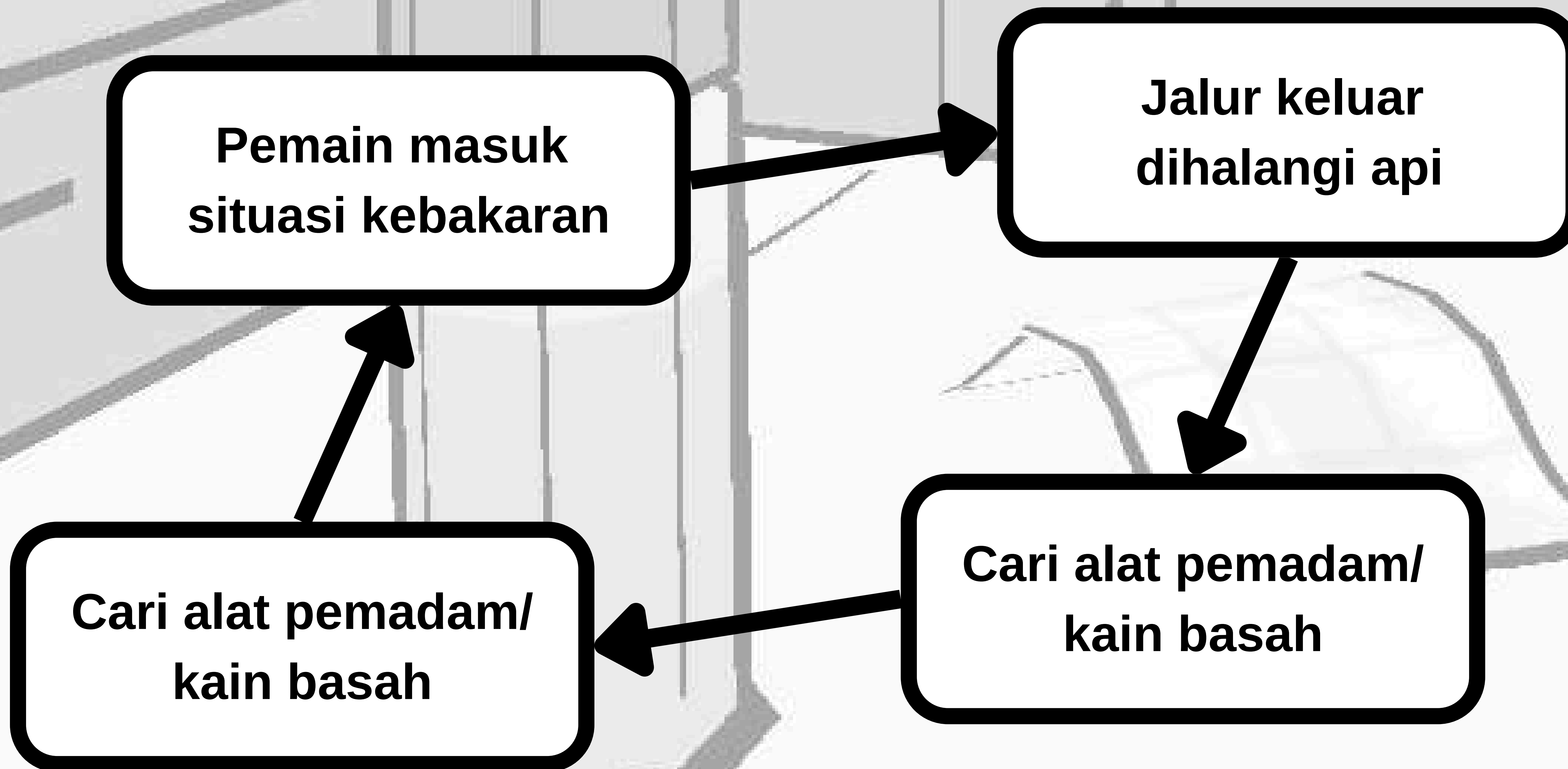
Core Loop

**Pemain masuk
situasi kebakaran**

**Jalur keluar
dihalangi api**

**Cari alat pemadam/
kain basah**

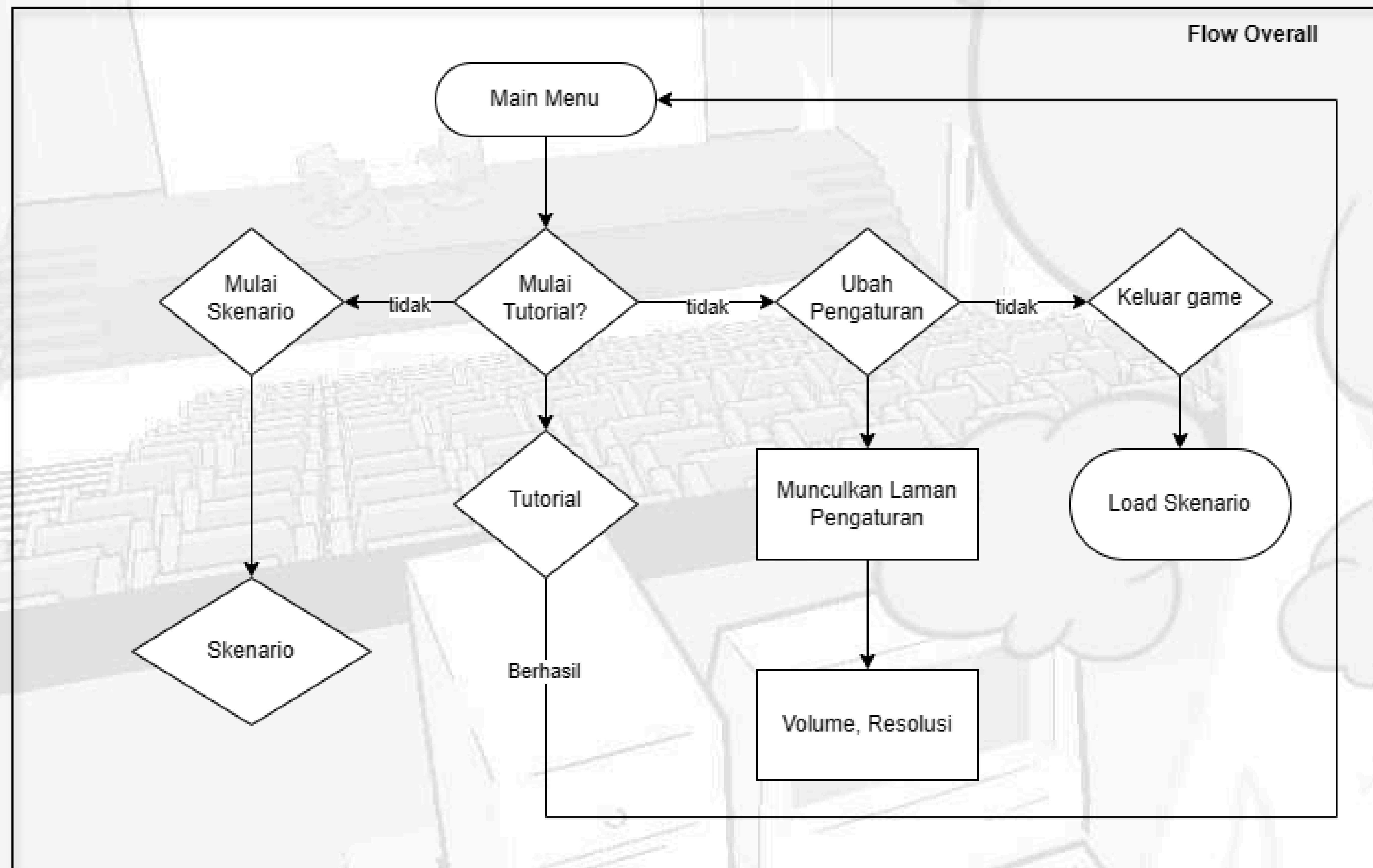
**Cari alat pemadam/
kain basah**



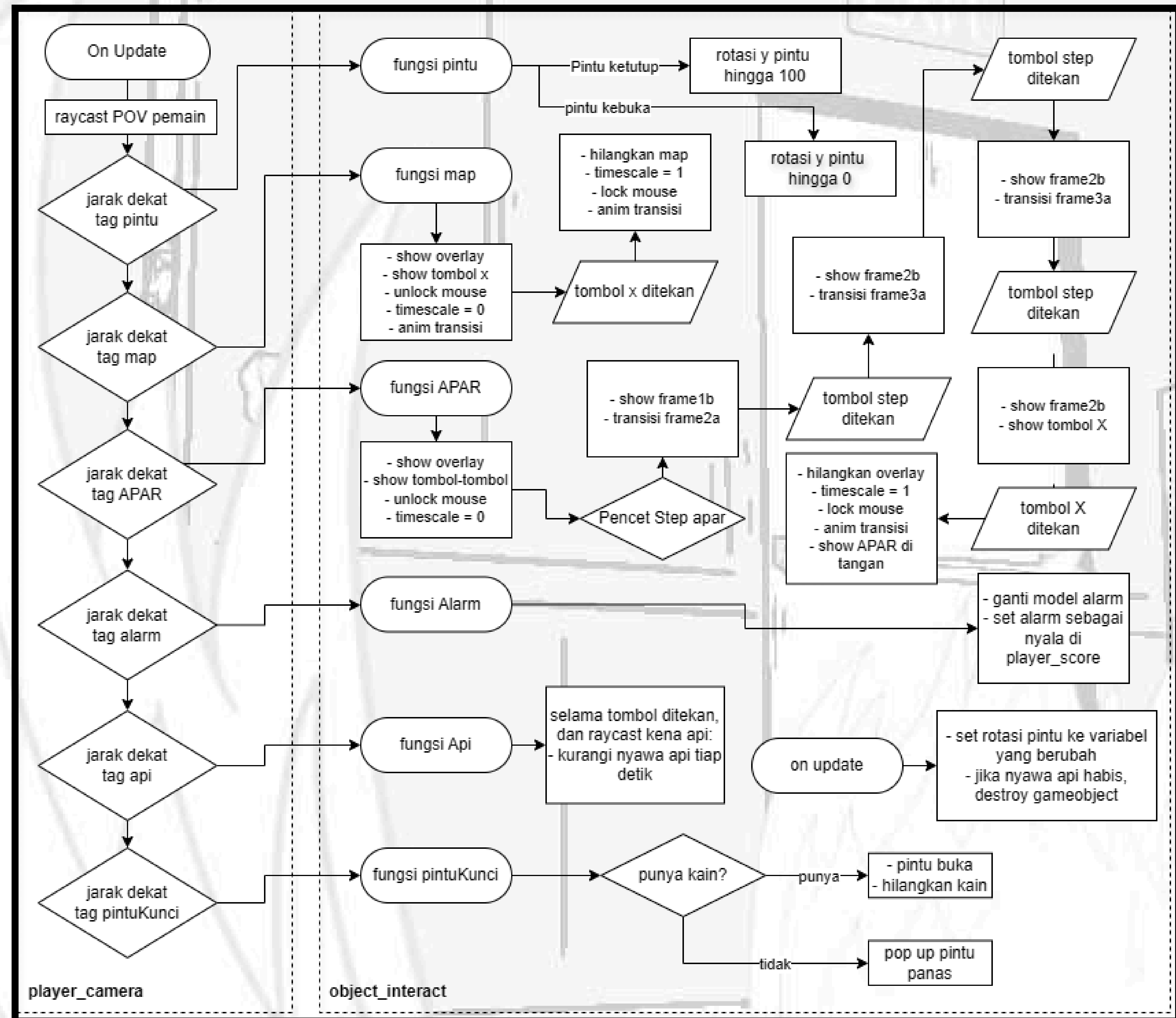
Referensi Visual



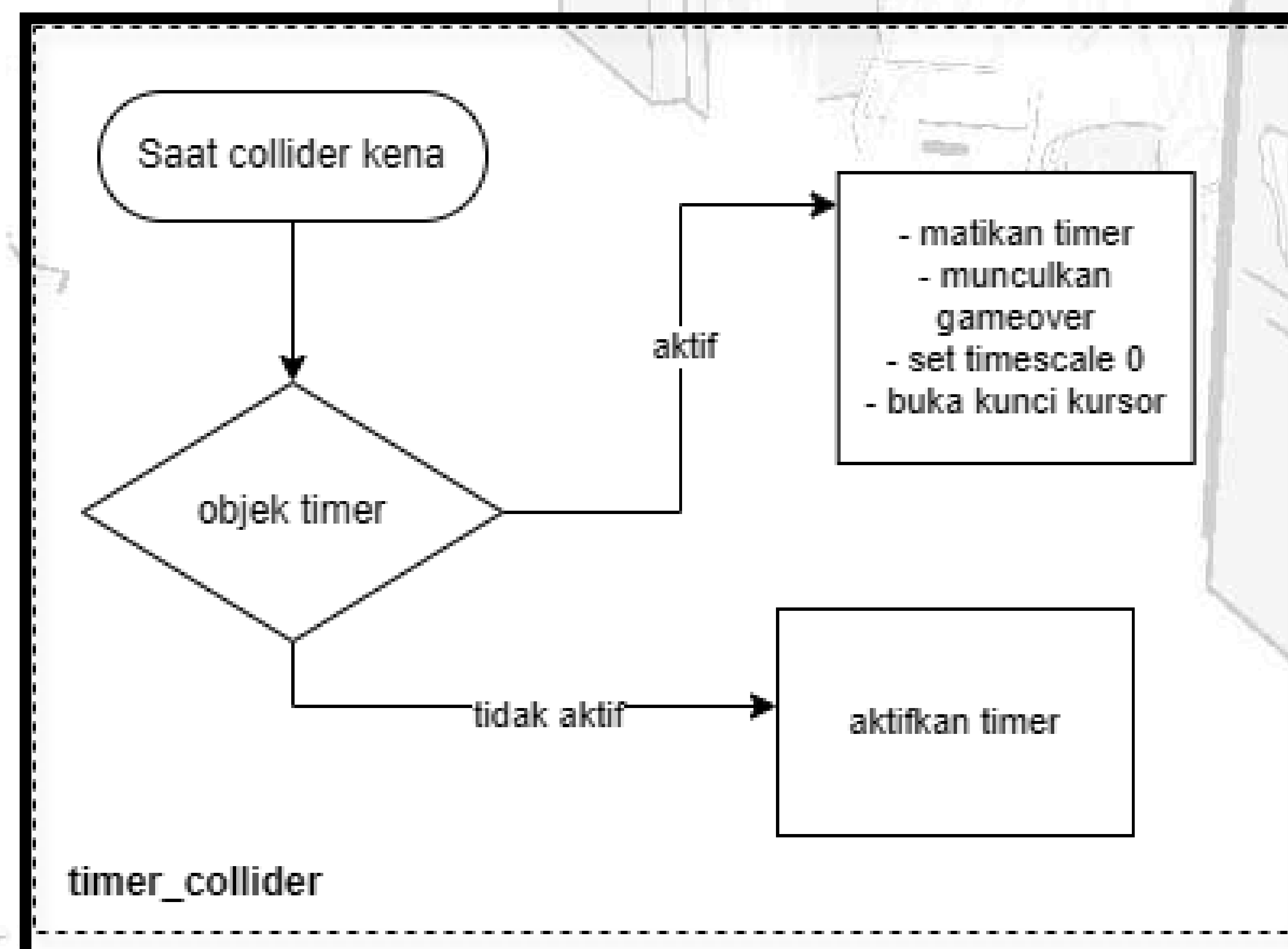
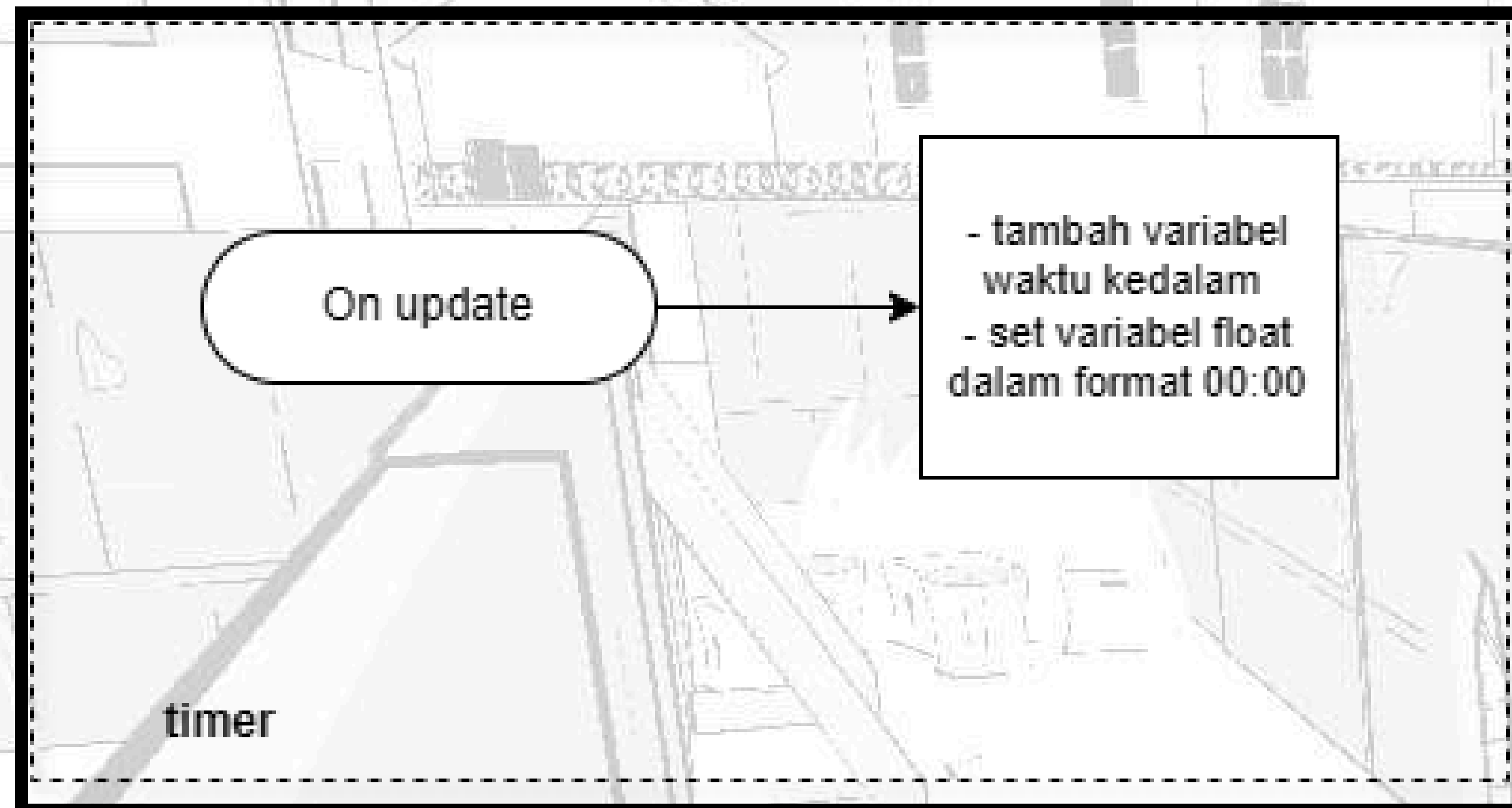
Alur game



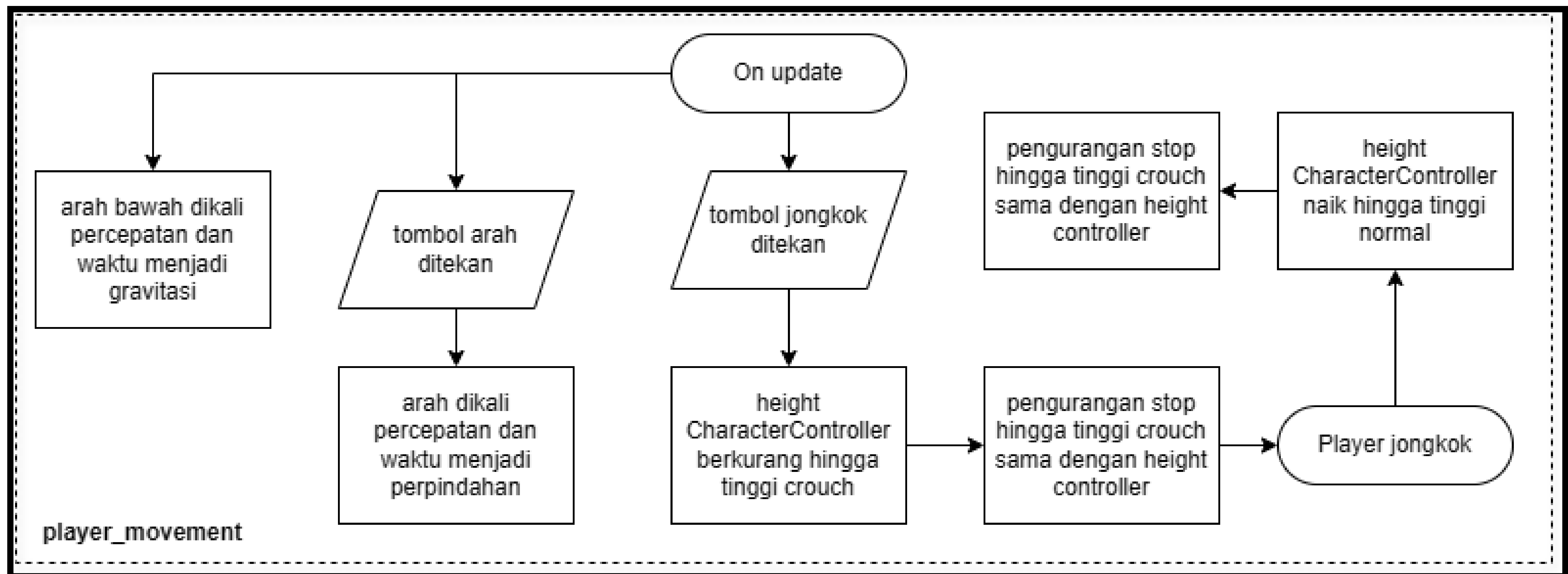
Flowchart - Interaksi



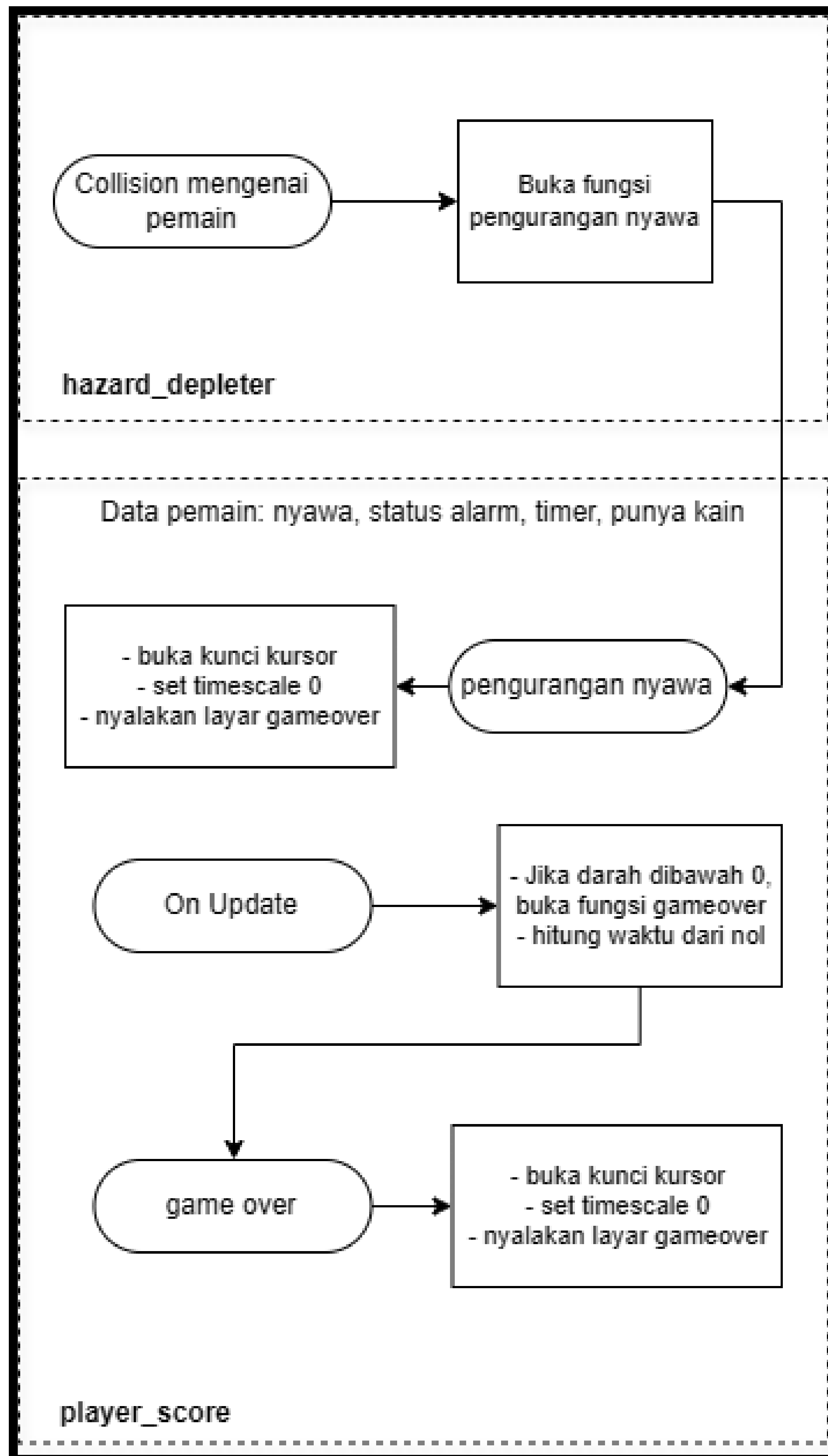
Flowchart - Timer



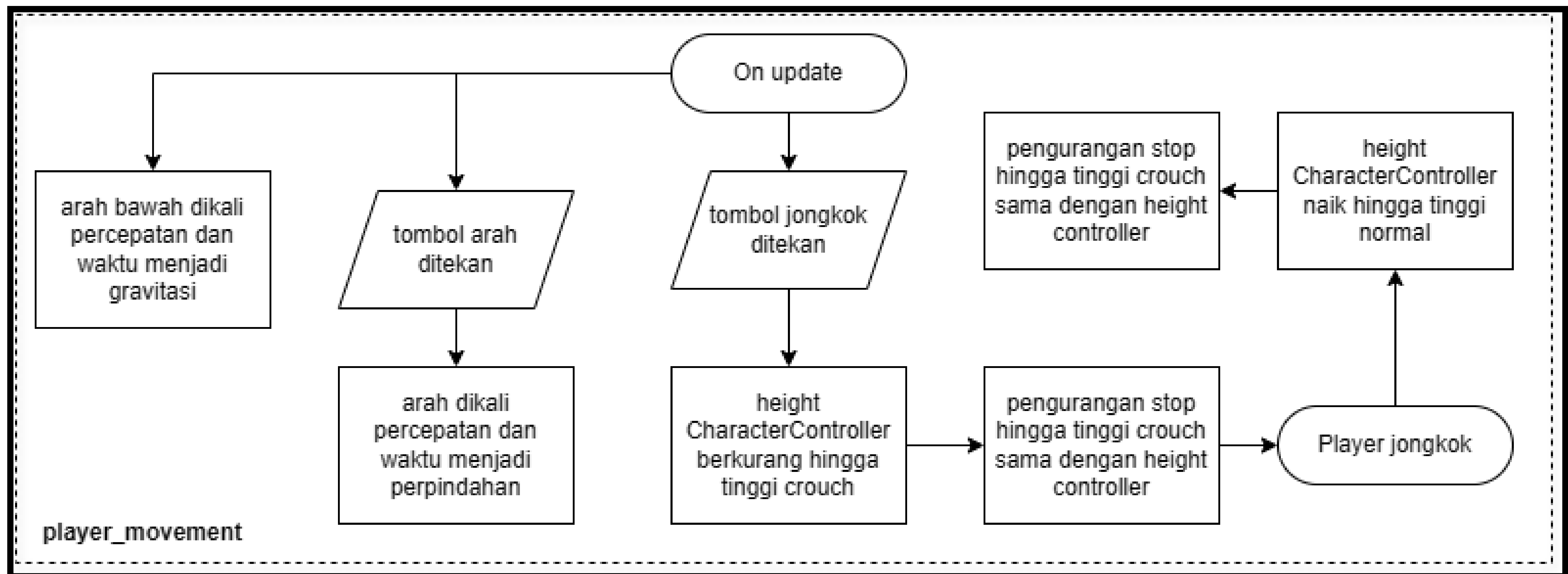
Flowchart - Pergerakan



Flowchart - Skor



Flowchart - Tombol dan Aset 2D



Moodboard UI



Aset UI

Vertigo Heat

Play
Credits
Quit

Vertigo Heat

Restart
Settings
Credits and More



Movement

Use WASD to move, and C to crouch. Call evenly with the controls, then proceed to the third to continue.

Fire you can put out

In emergencies, don't bother putting out large fire! Focus on the small ones you can put out!

Floorplan

Not buildings have floorplans that show emergency exits and useful items. Use them to locate exits and extinguishers!

Hot doors

You can use your phone or eyes to deal with hot doors, such as opening hot doors!

Room by fire

A fire's heat can be felt even if you're far away, especially with big flames! Be careful not to come too close!

Smoke

In closed rooms, smoke can gather up in the ceiling, make sure to crouch to NOT inhale the smoke!

Alarms

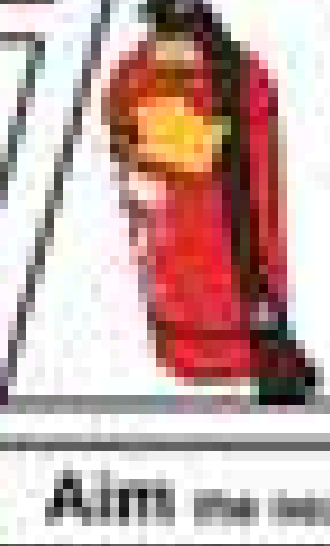
Not buildings usually have alarm systems, in case of fire, Aset will remember to tell the alarm!

Prep the extinguisher!

Pull the pin.



Squeeze to fire.



Aim the nozzle.

Squeeze to fire.



Simulation Complete!

Restart

Main Menu

Evacuation Map

You are here

Fire Alarm

Fire Extinguisher

Emergency Exit

Simulation Failed!

You forgot the alarm!

Simulation Failed!

You died!

Test

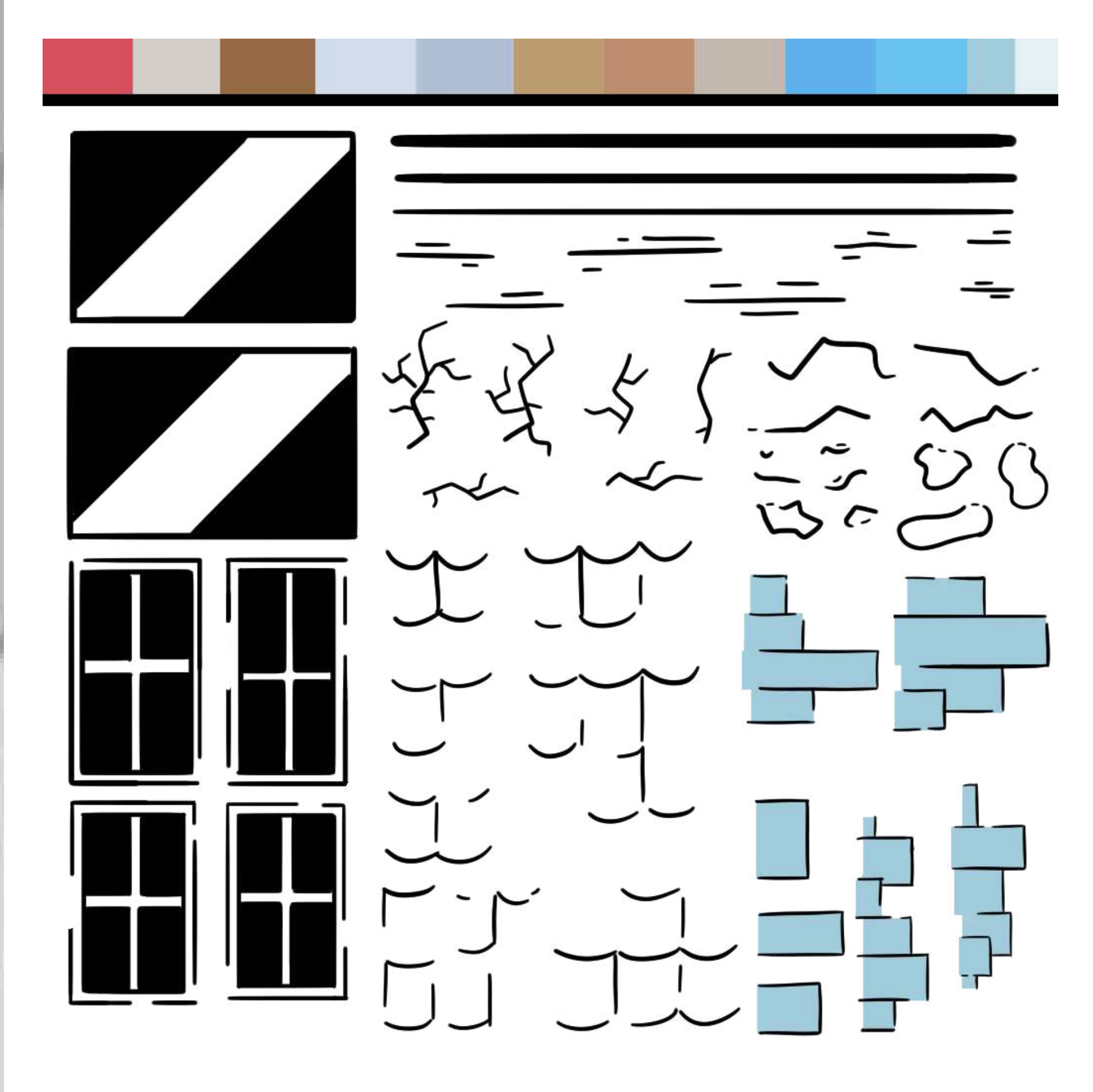
Test

Key Art

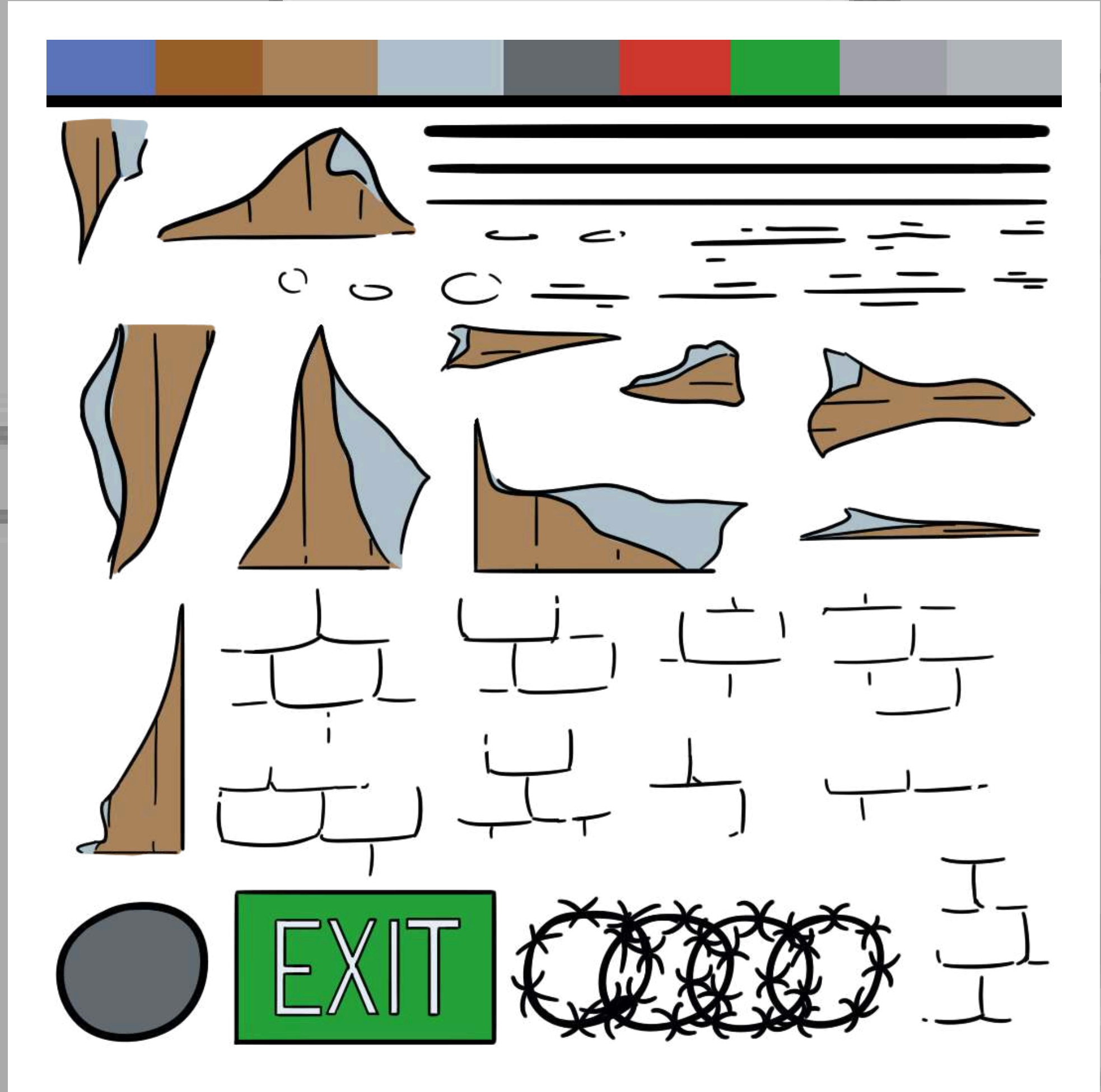
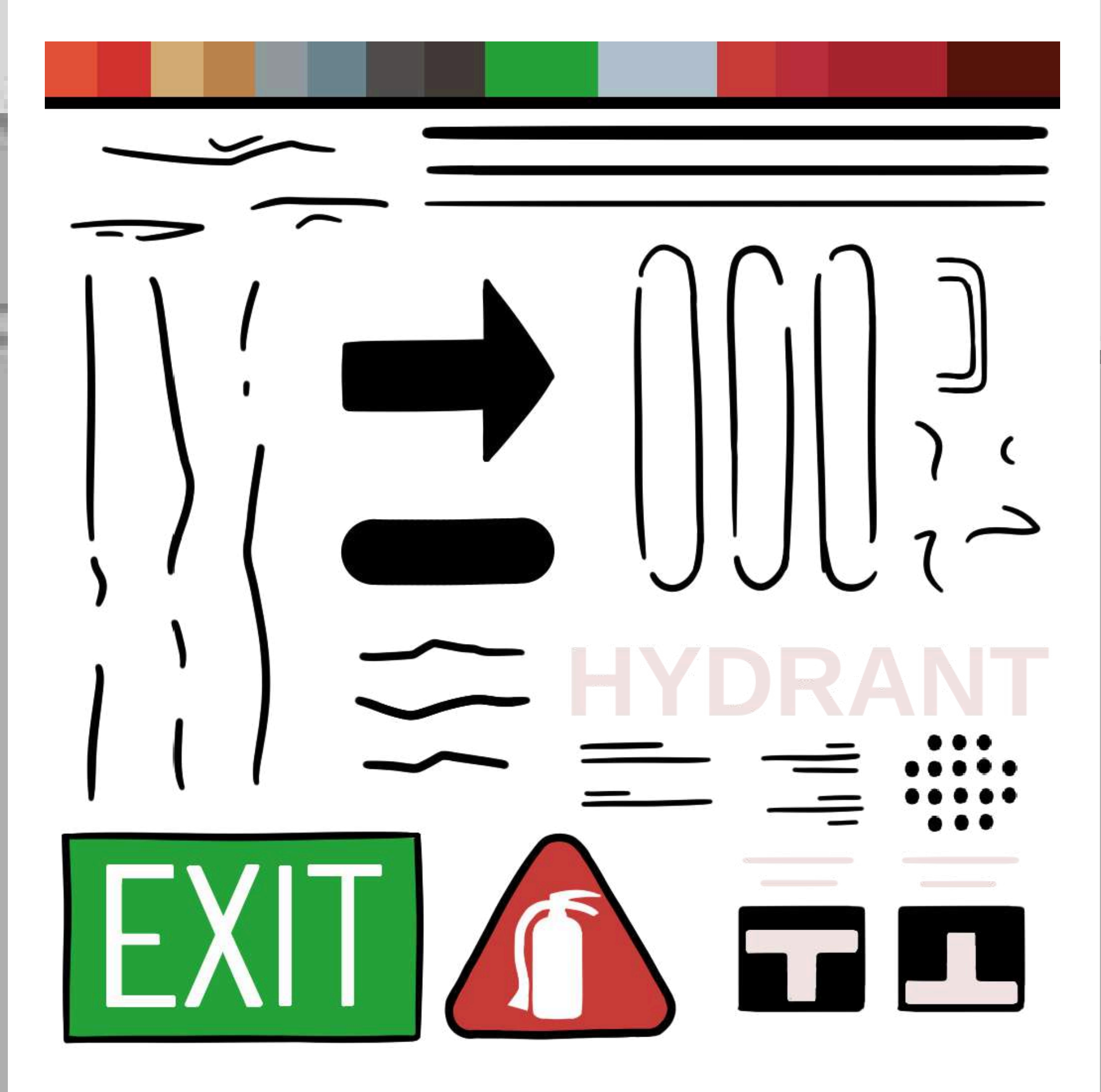


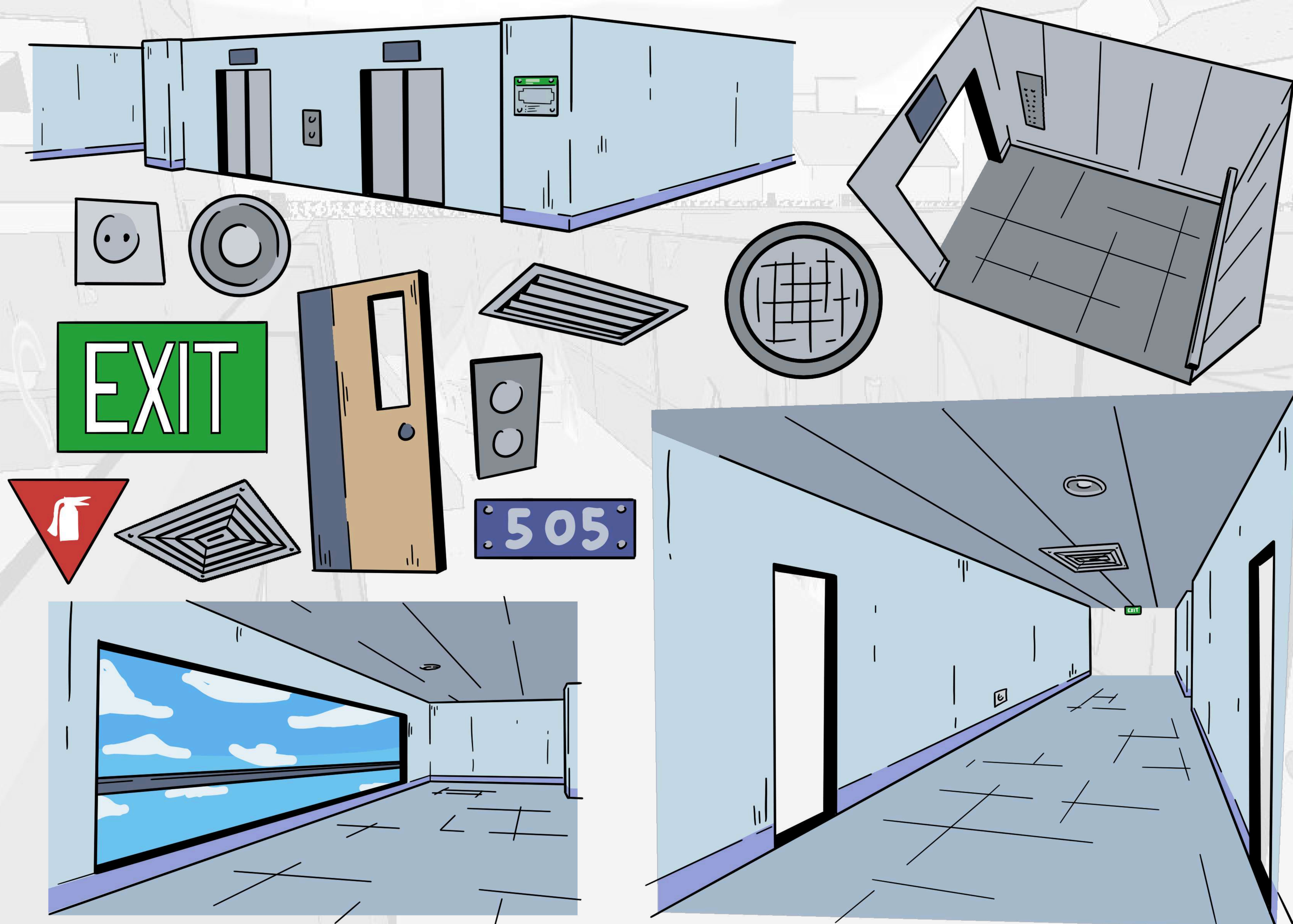
Key art atau concept art dibuat sebagai acuan pembuatan aset tekstur dan model 3D kedepannya.

Aset Tekstur - Tutorial

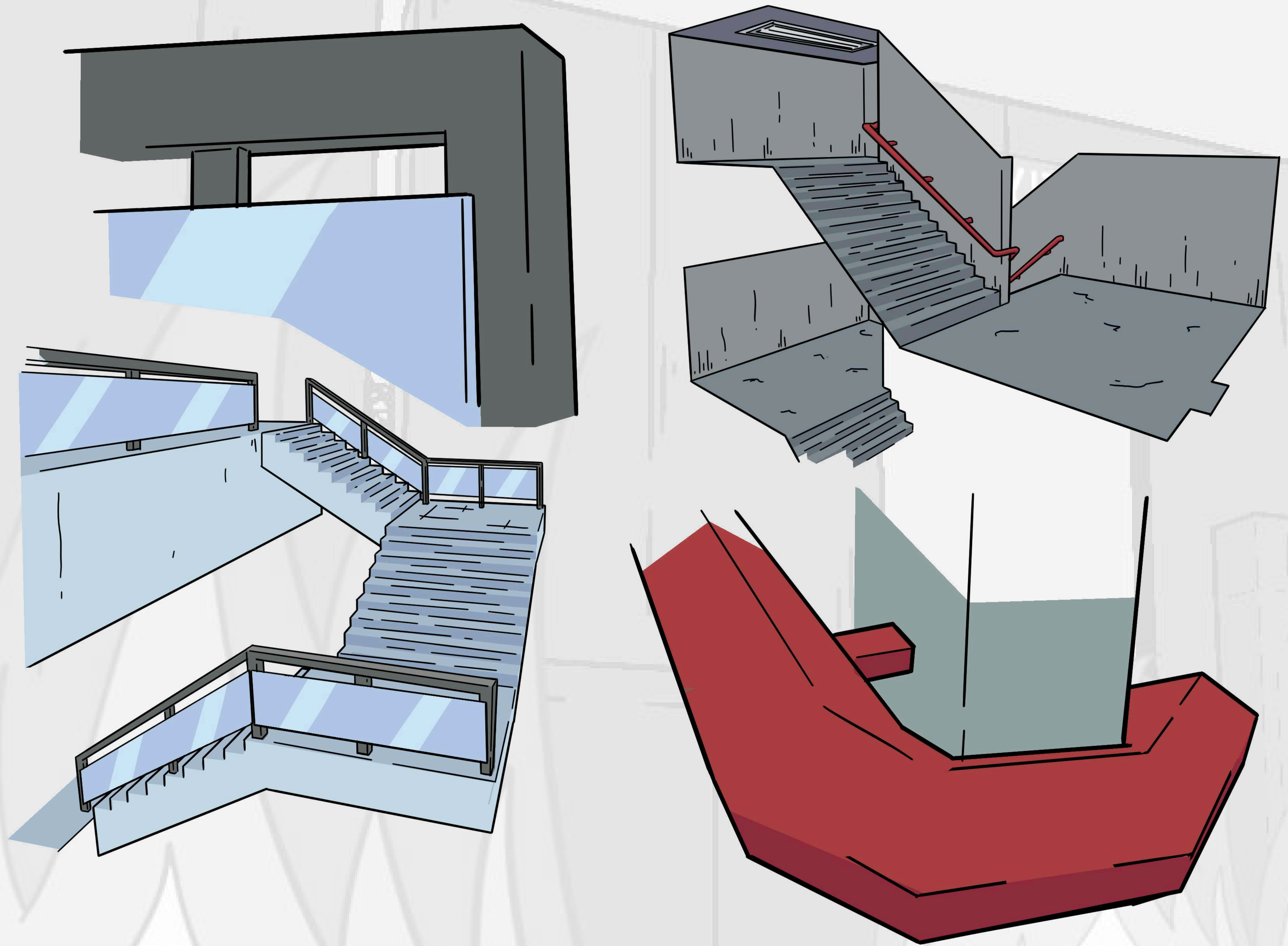


Tiga file tekstur dibuat untuk semua properti yang ada pada level tutorial. Semua properti digambar berdasarkan *key art*.

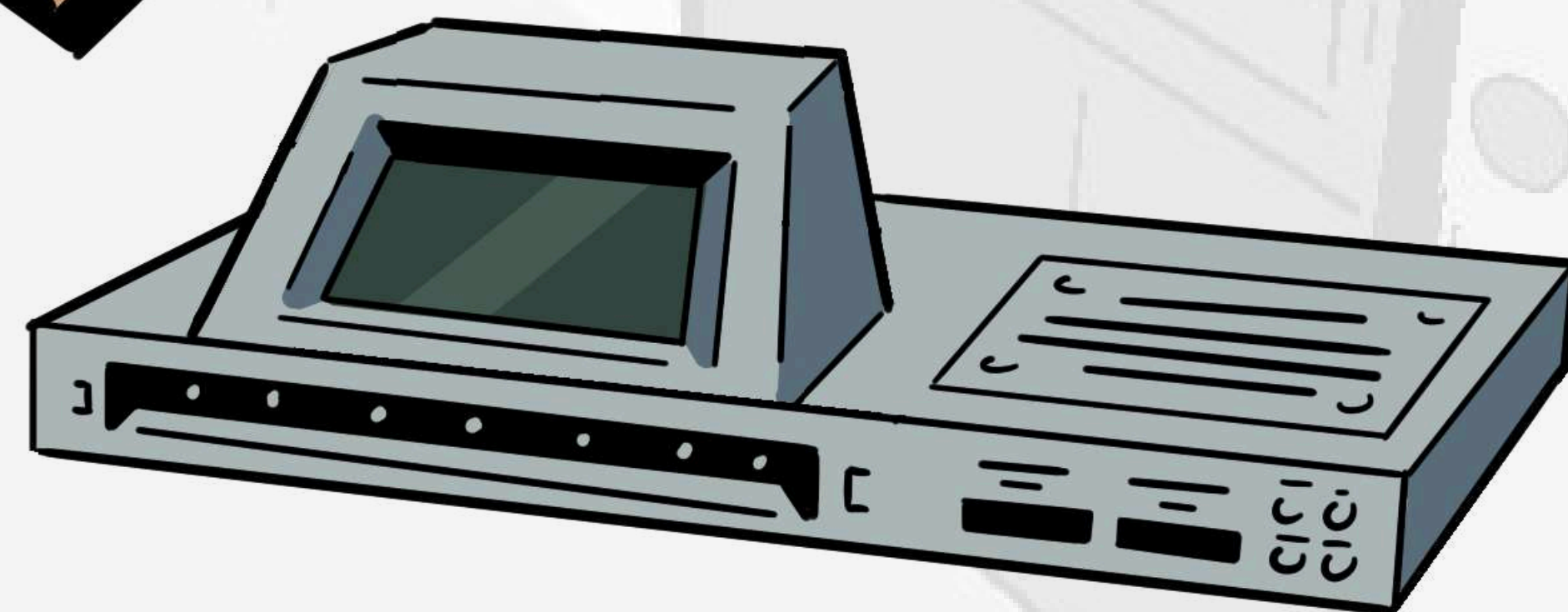
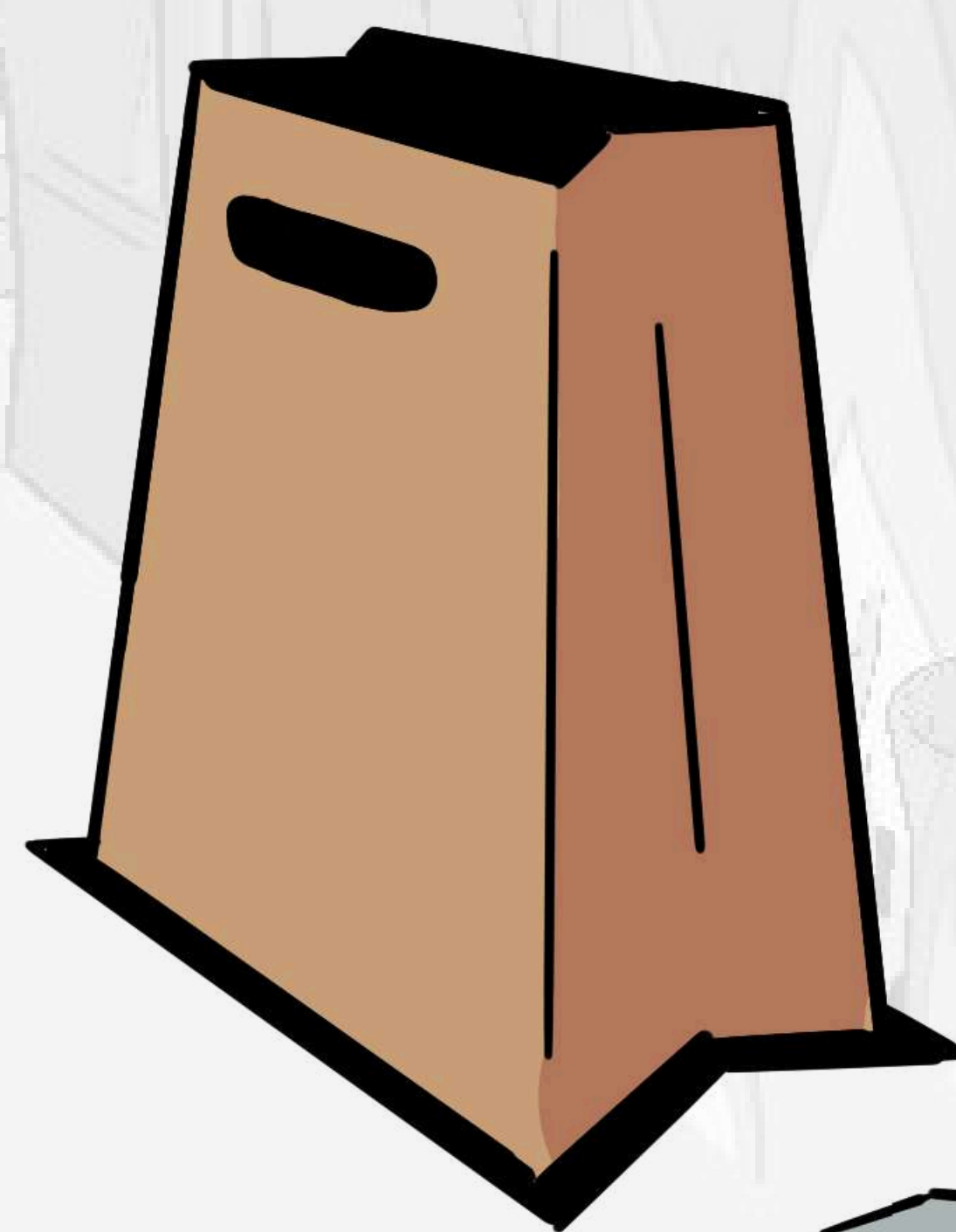
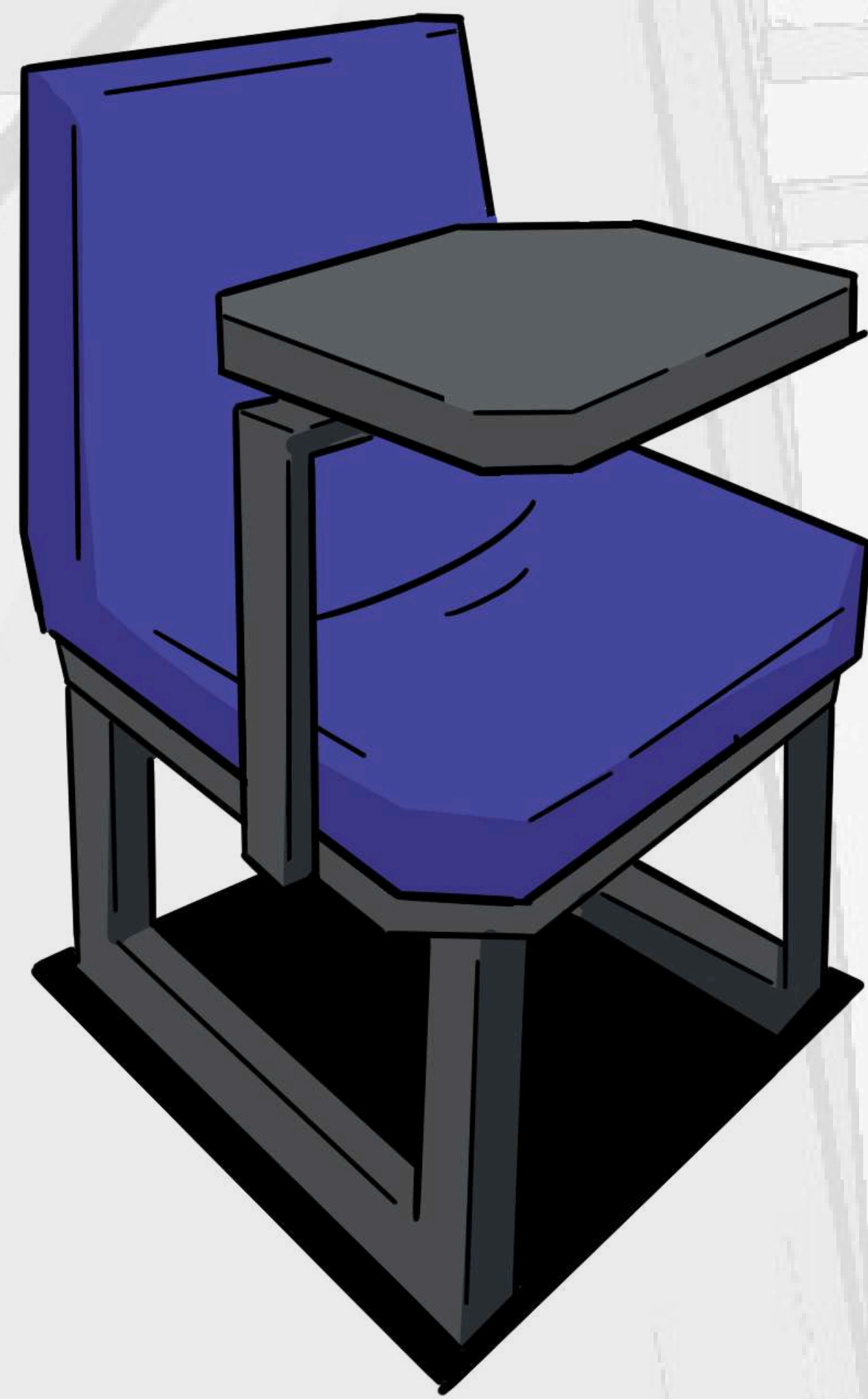
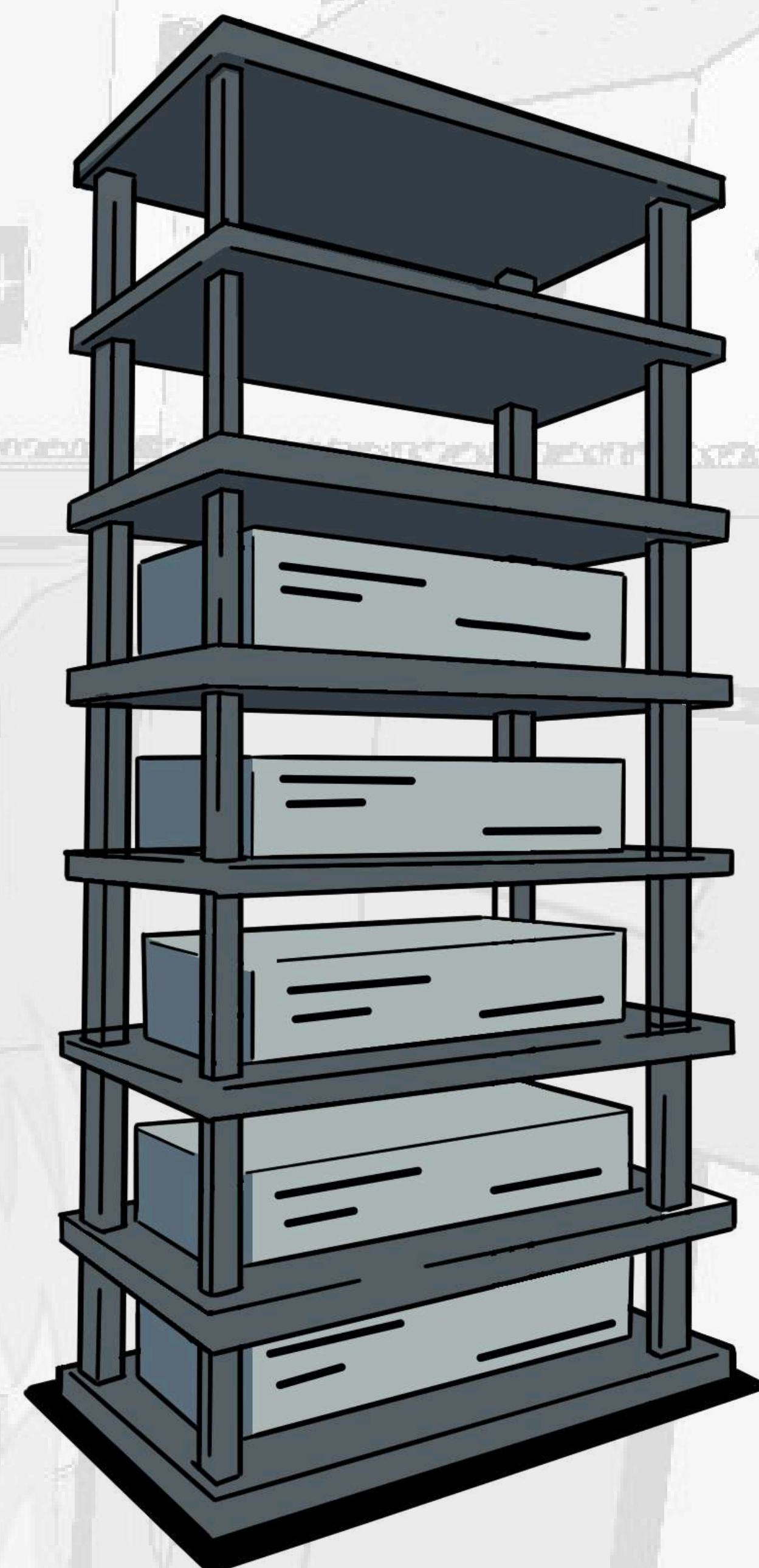
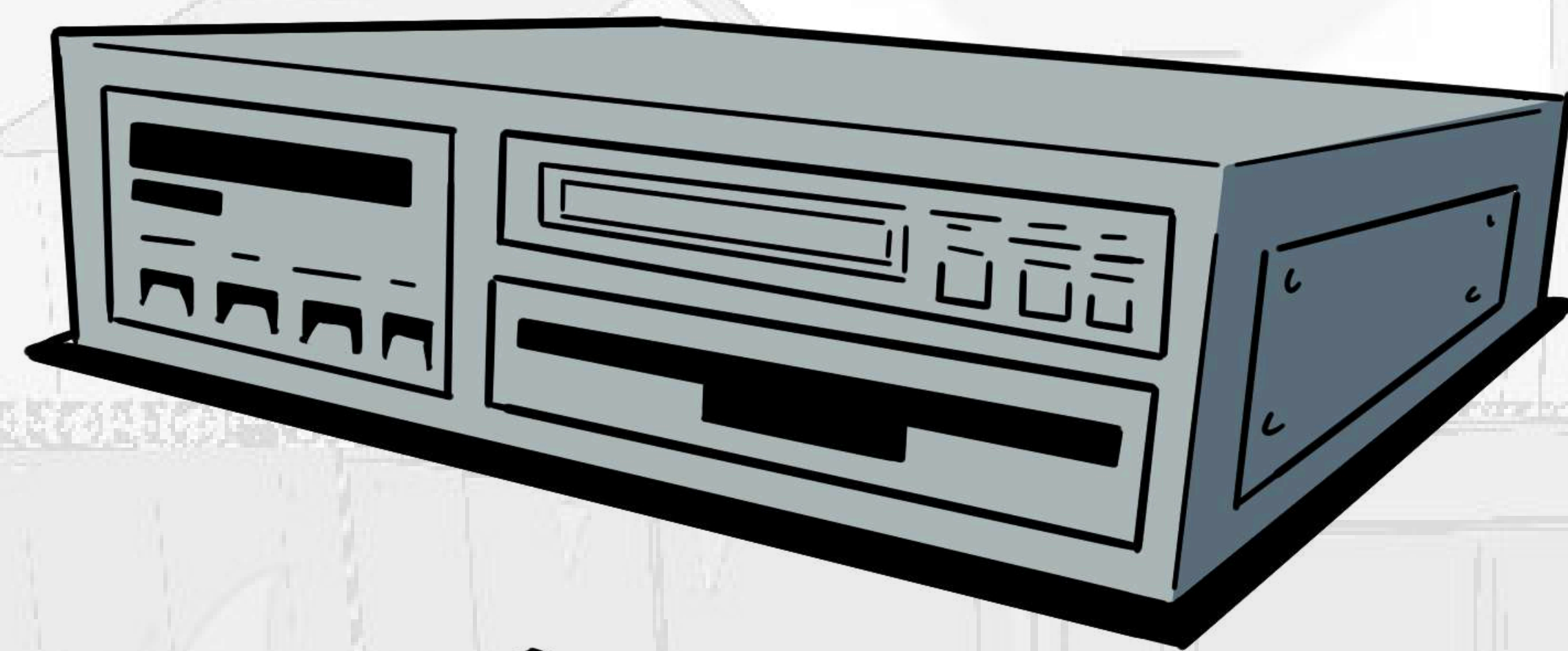
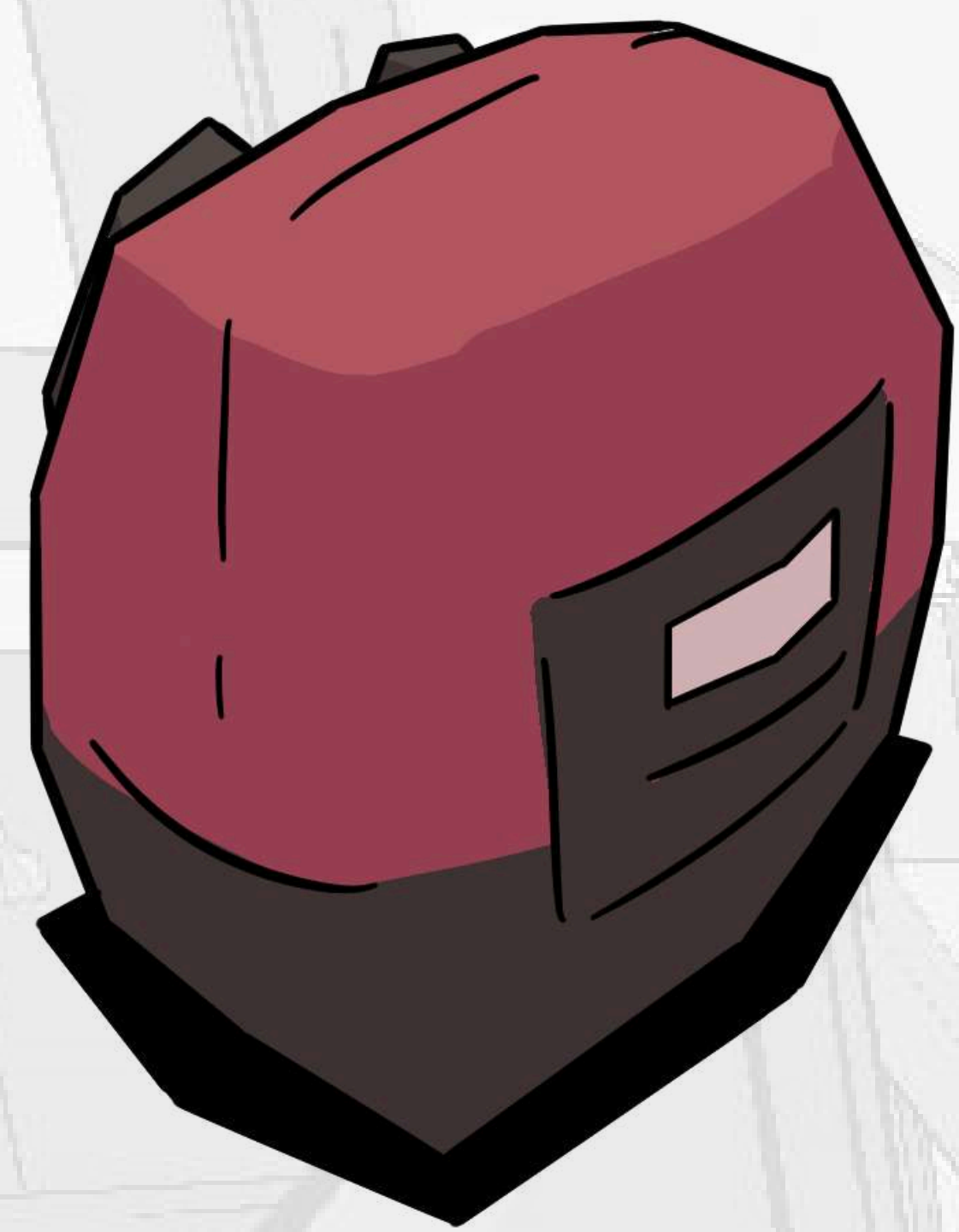




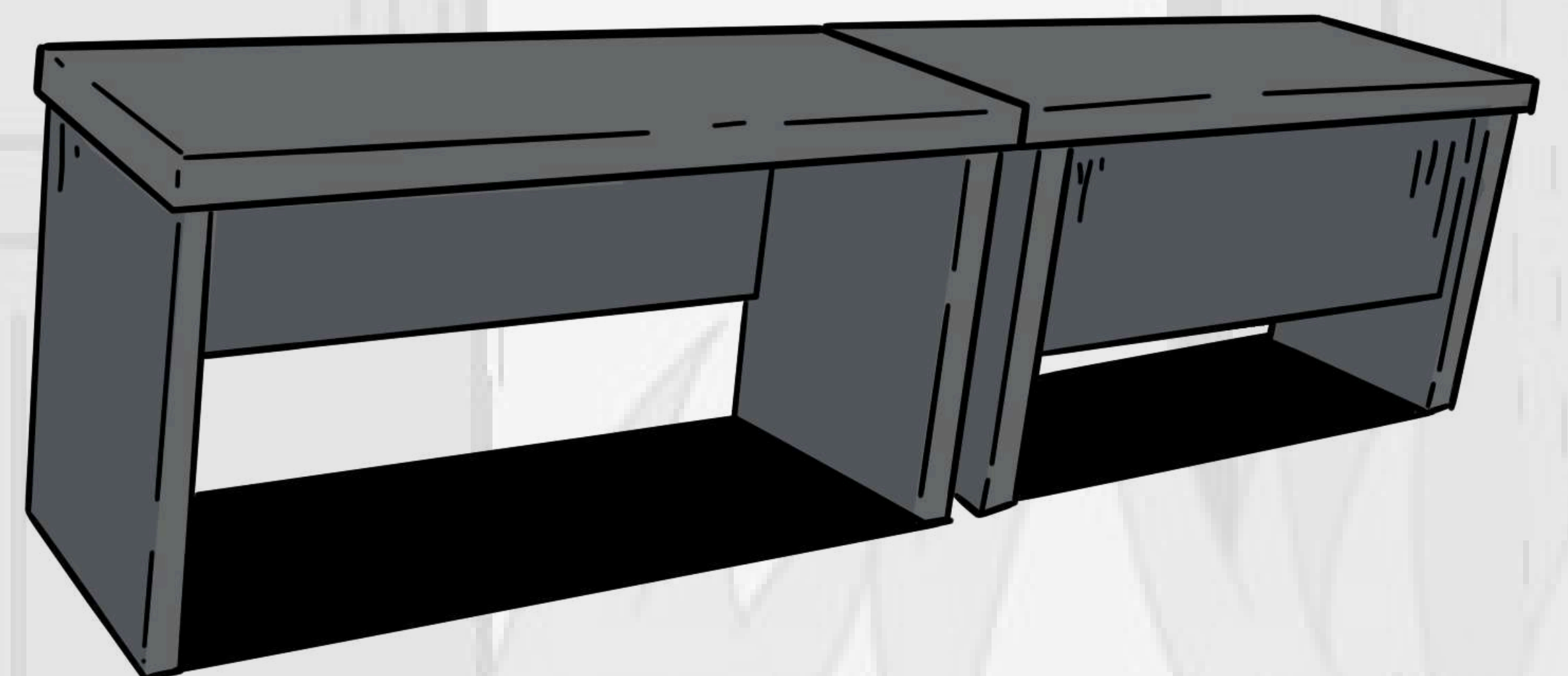
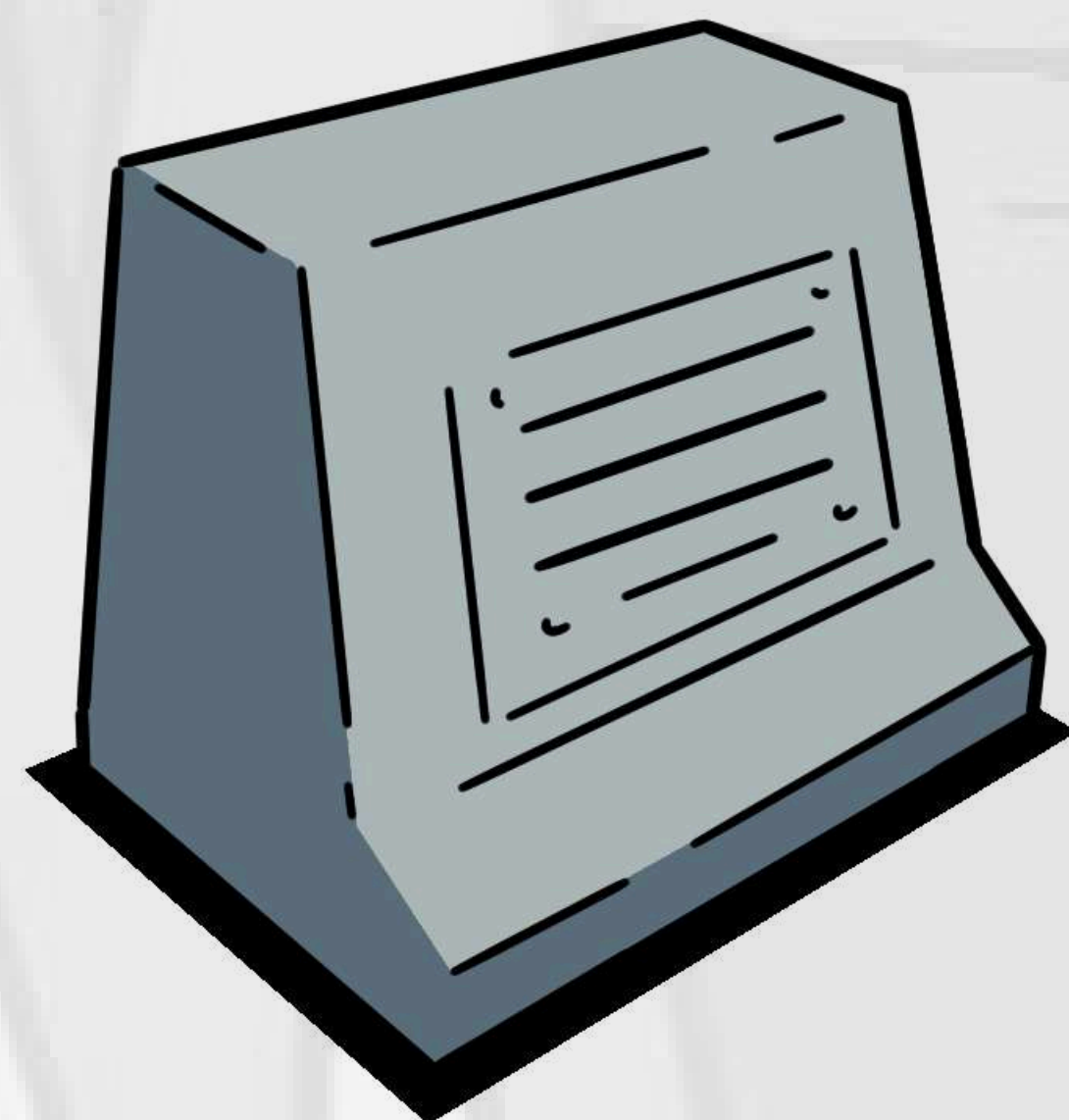
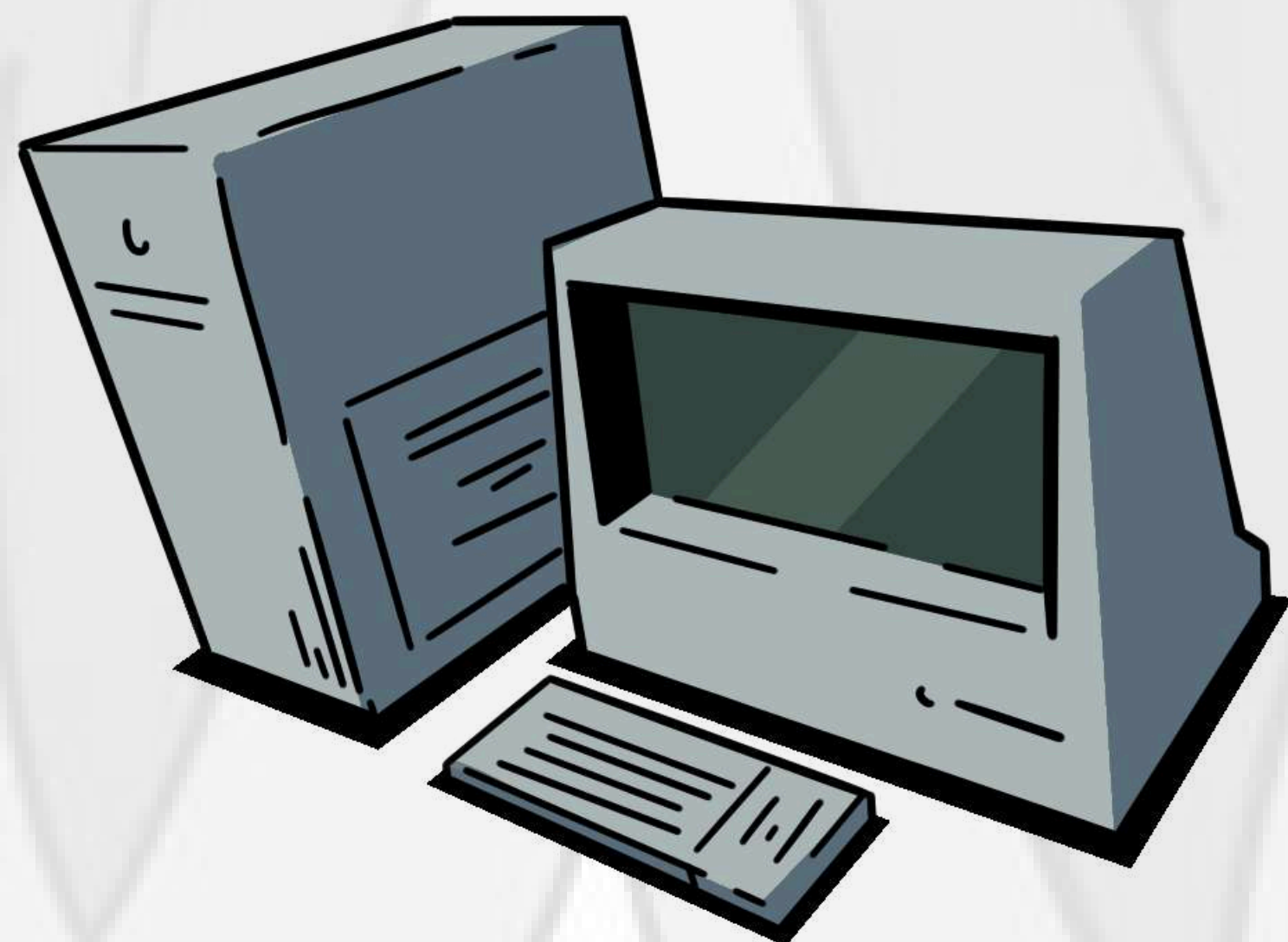
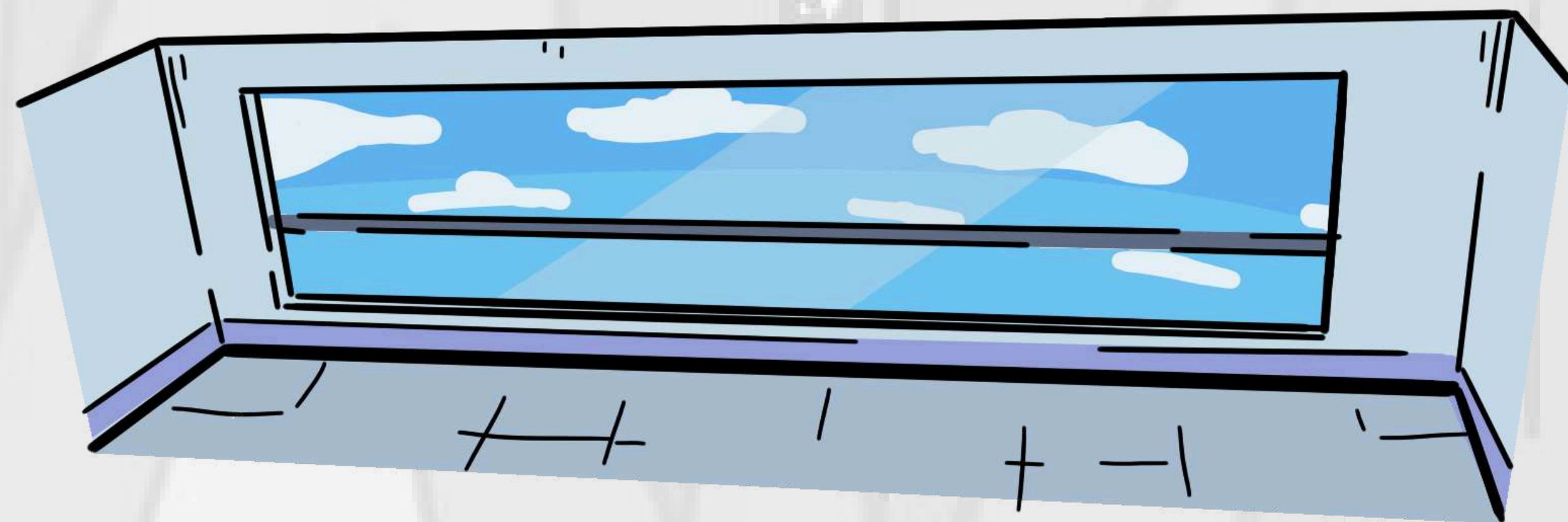
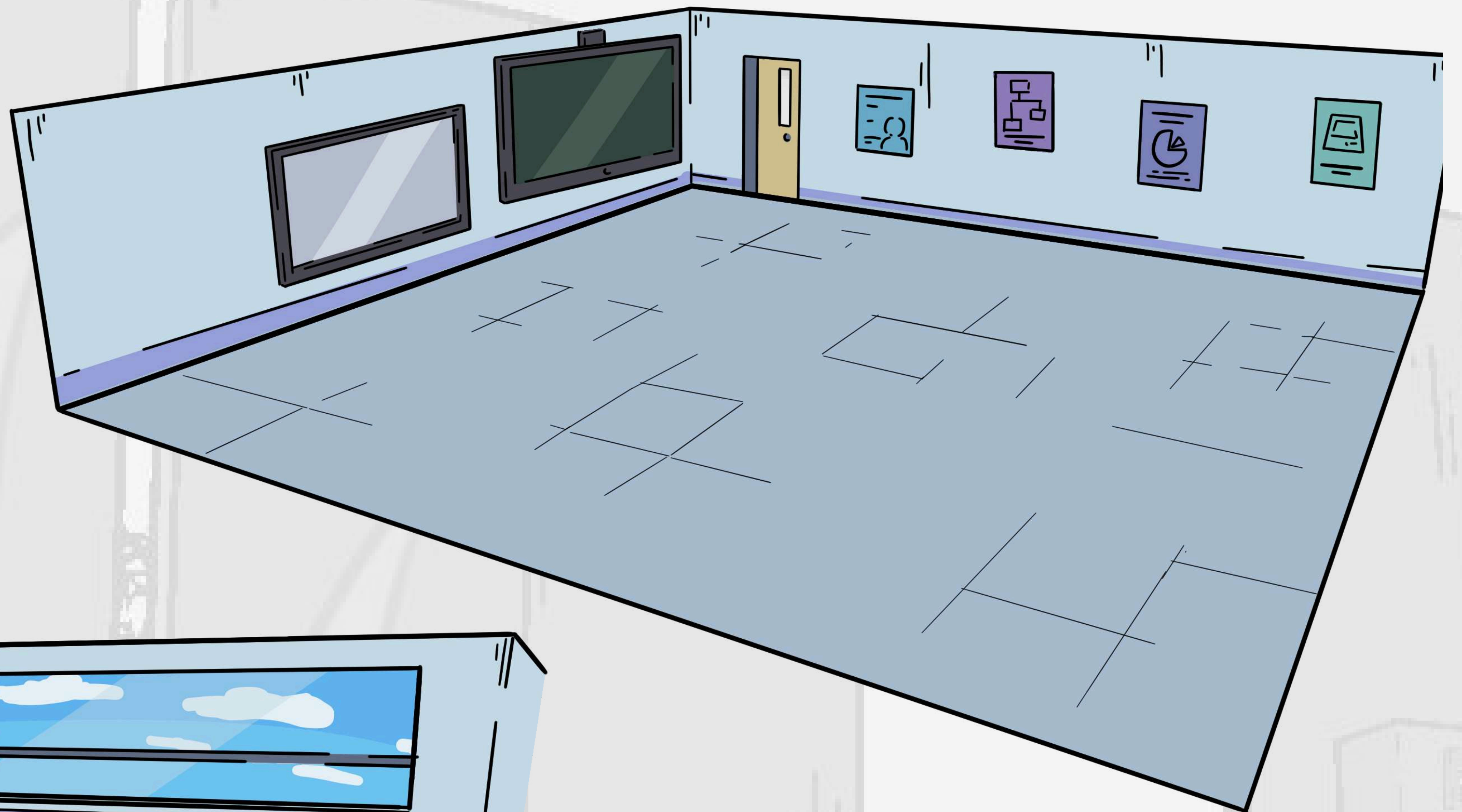
Concept Art Gedung



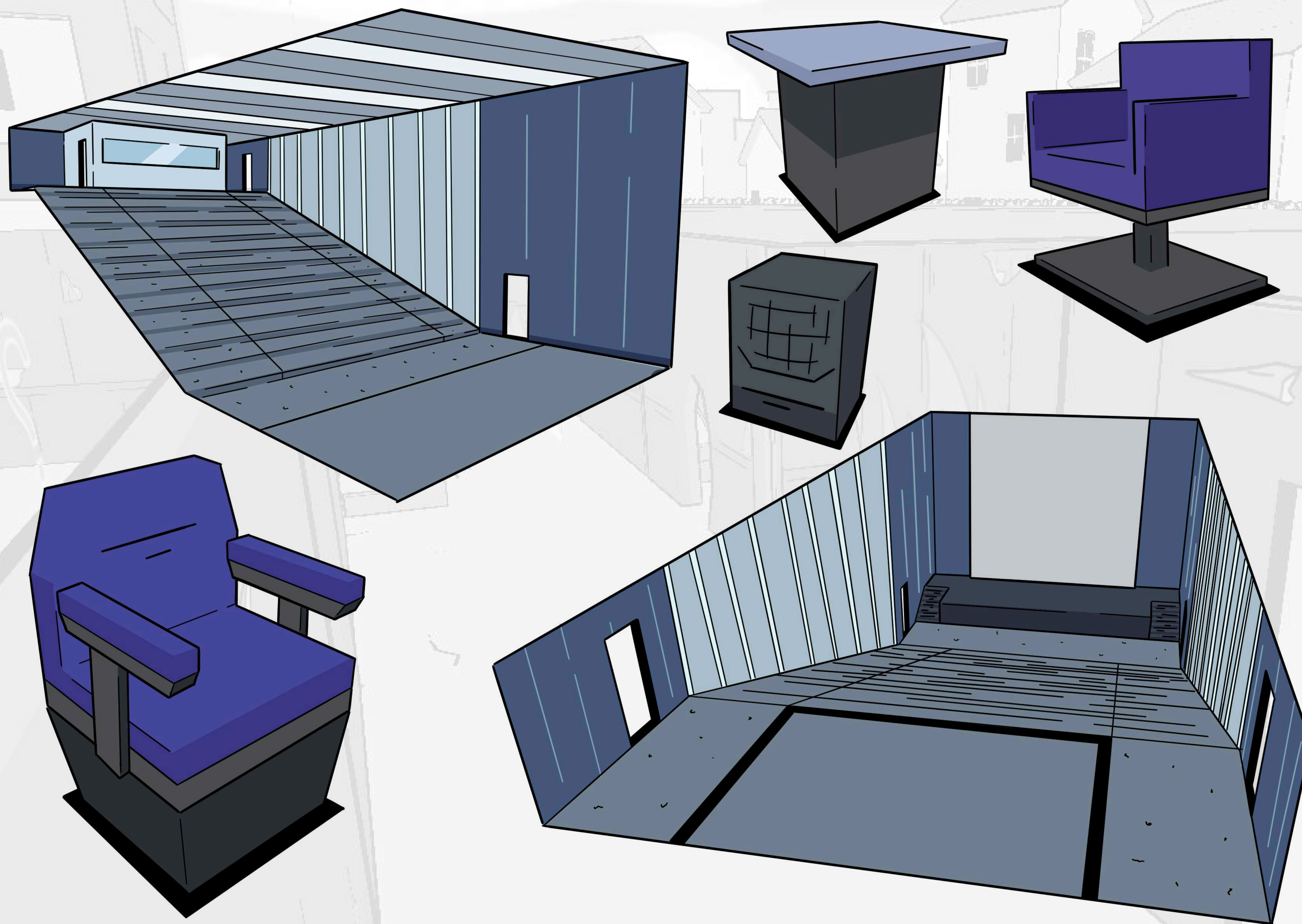
Concept Art Gedung



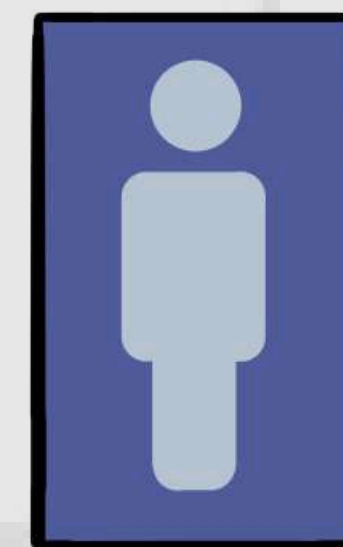
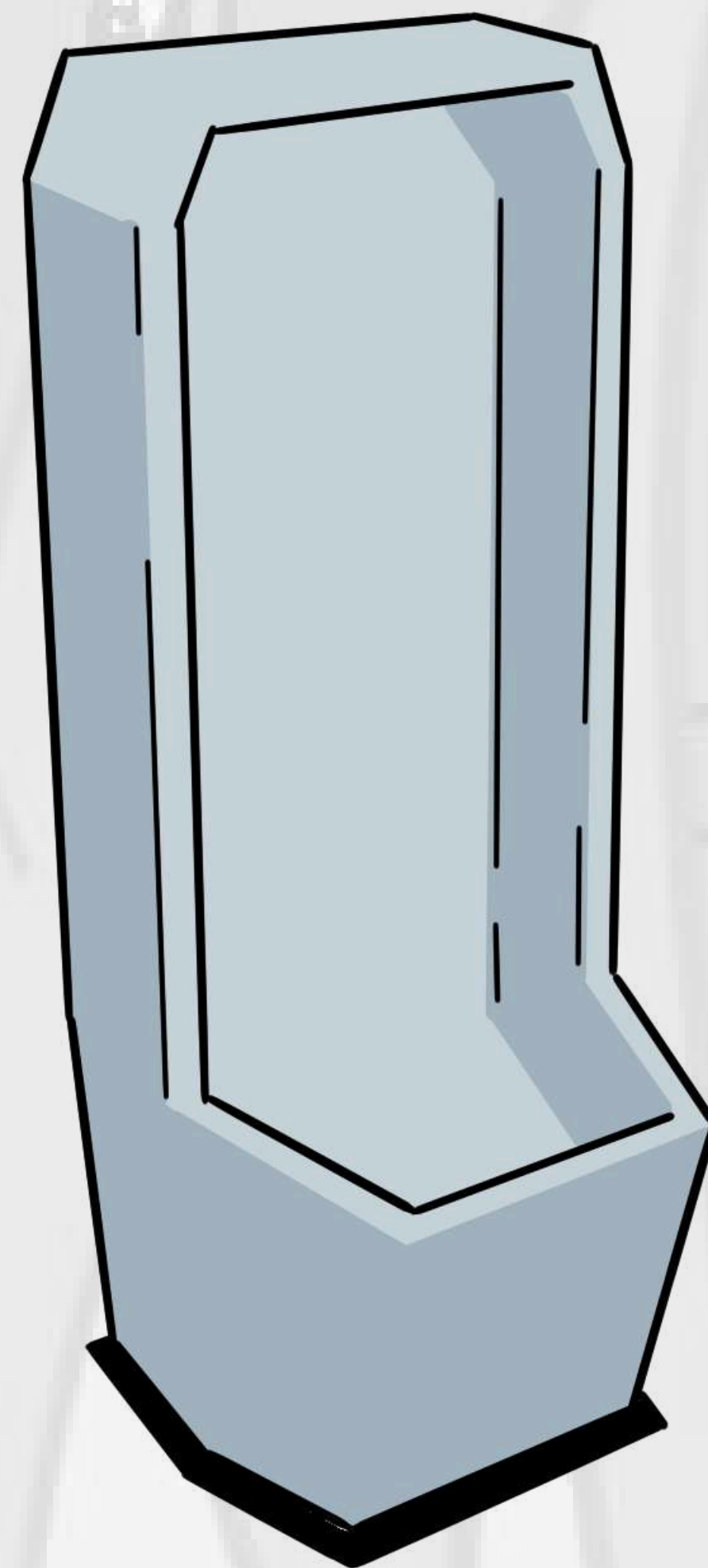
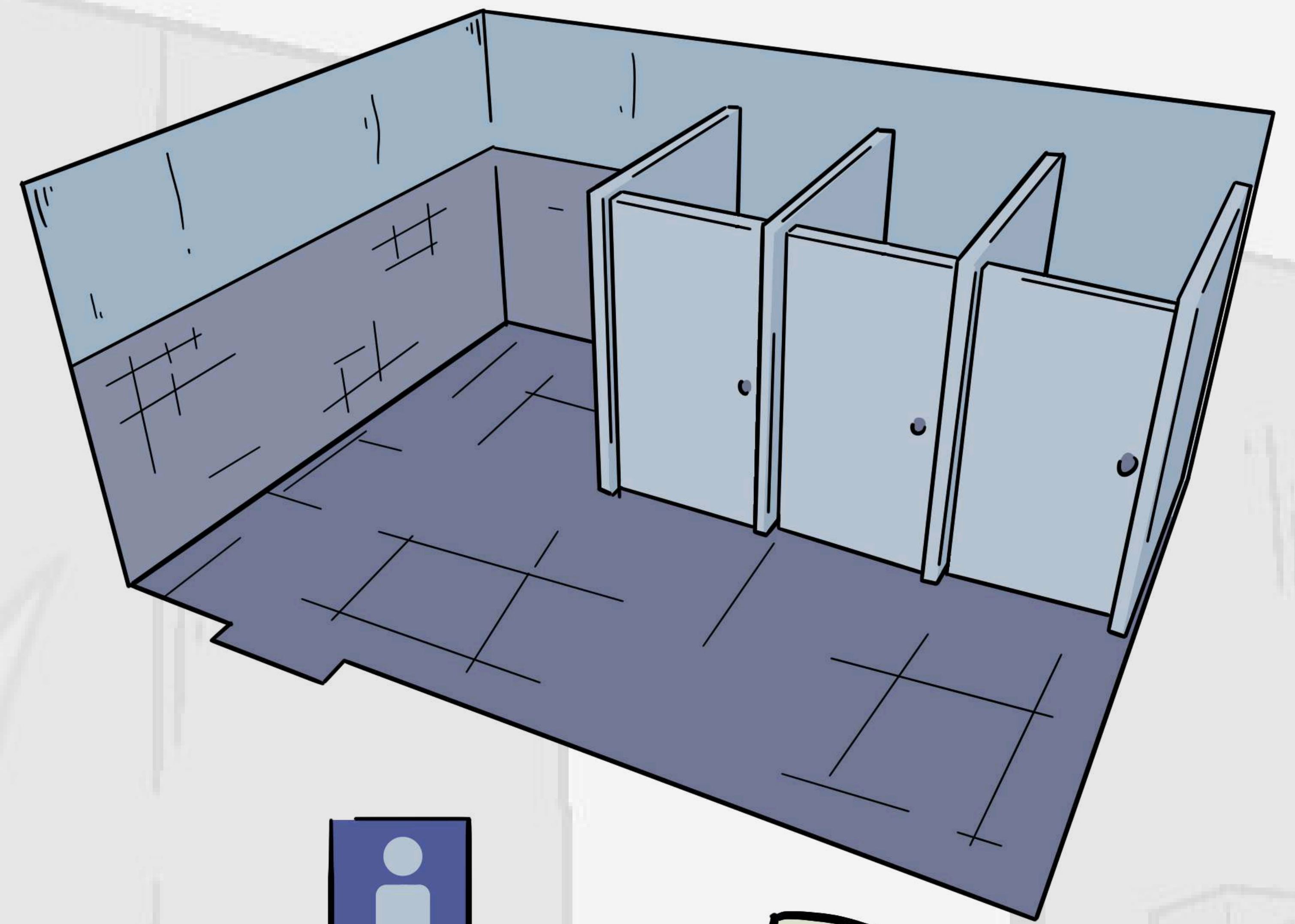
Concept Art Gedung



Concept Art Gedung

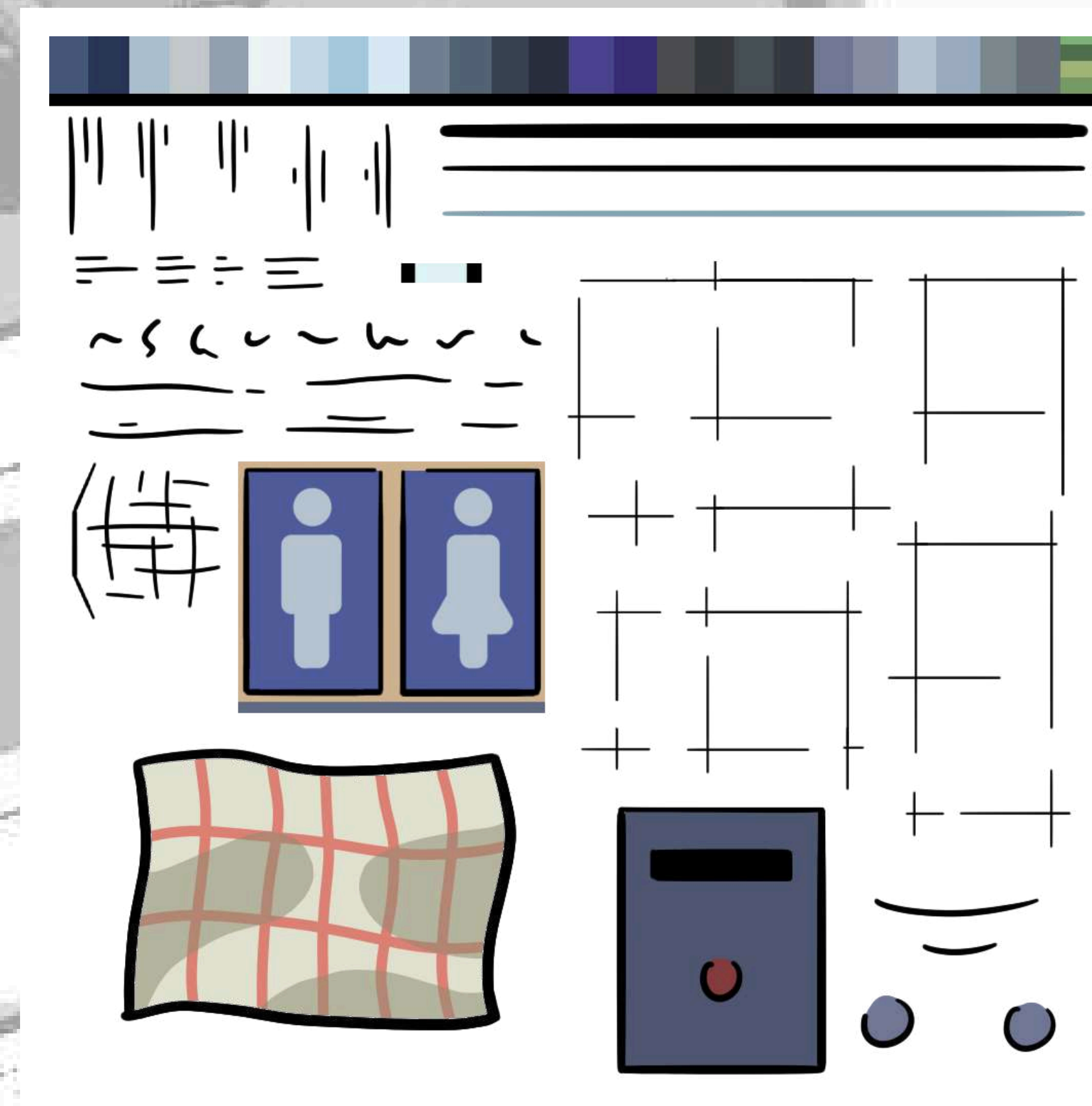
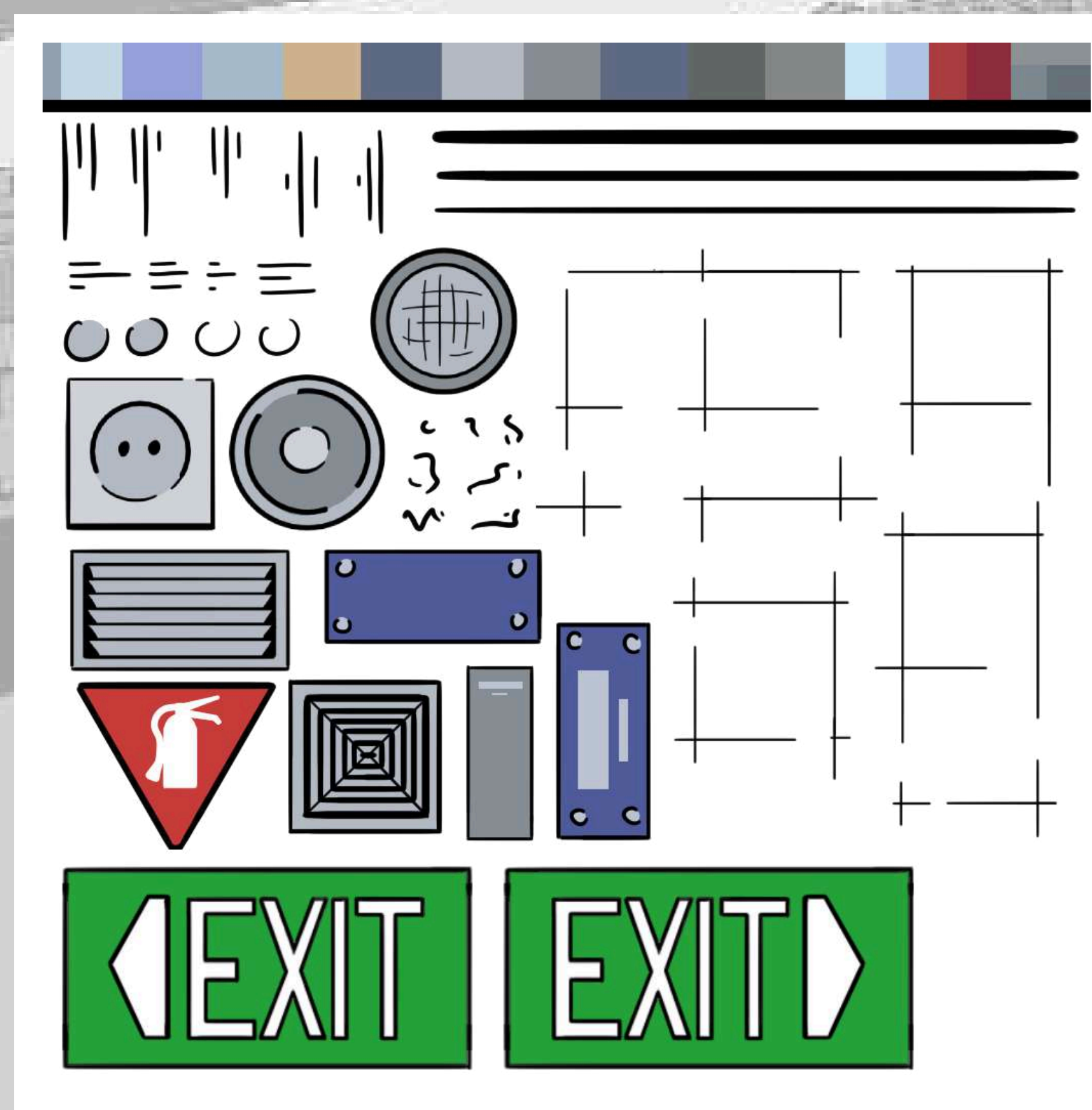
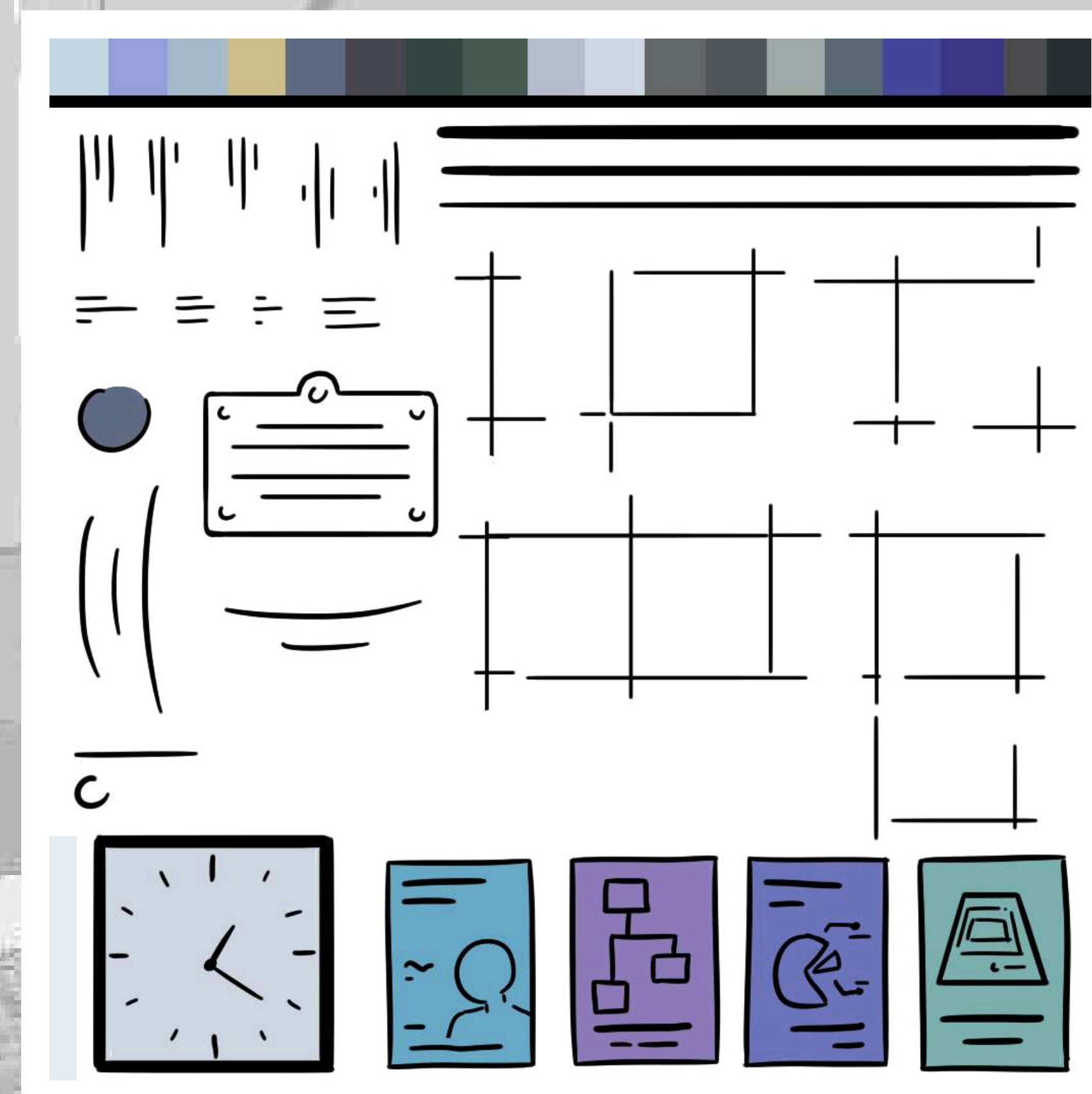
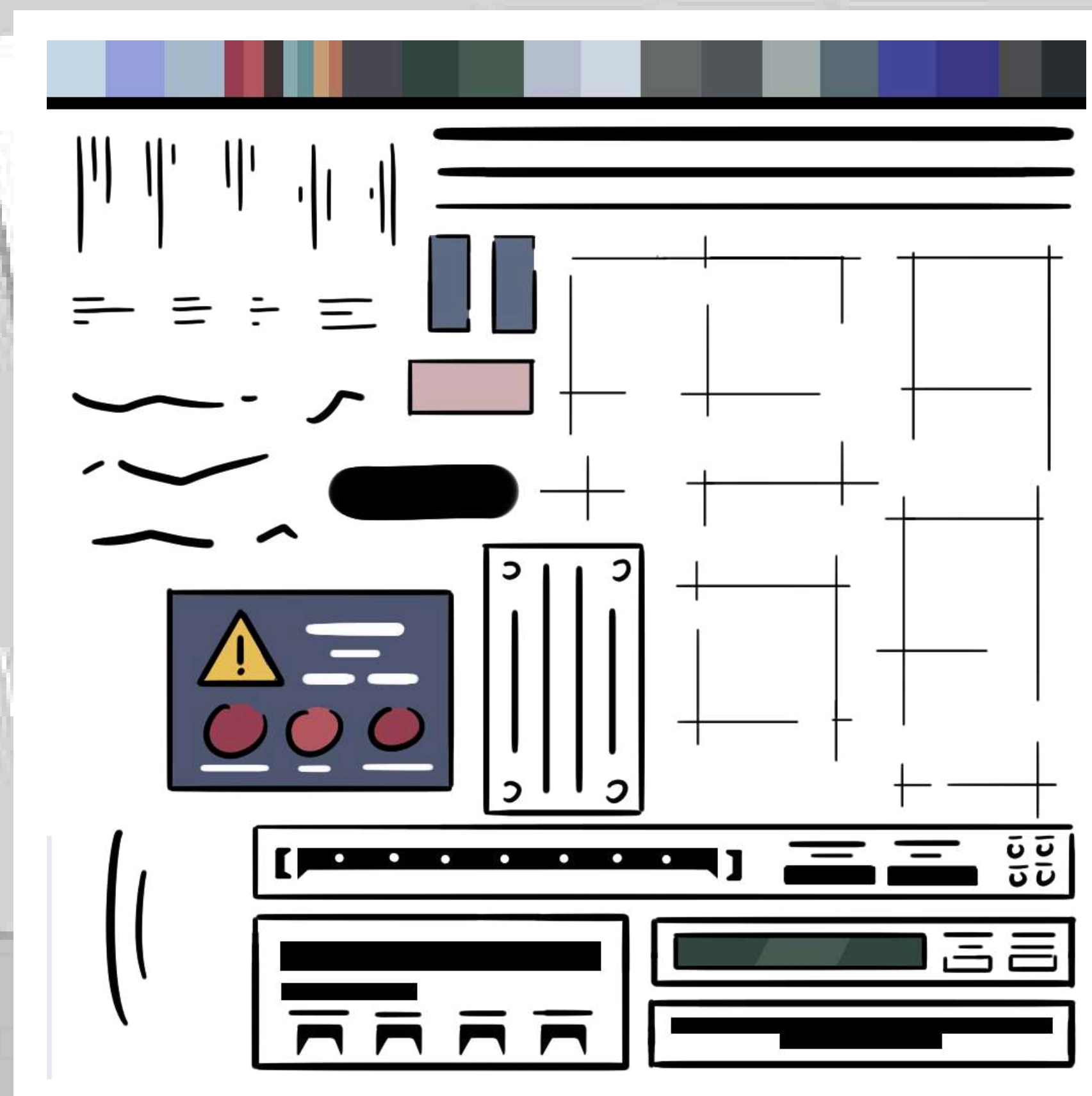


Concept Art Gedung

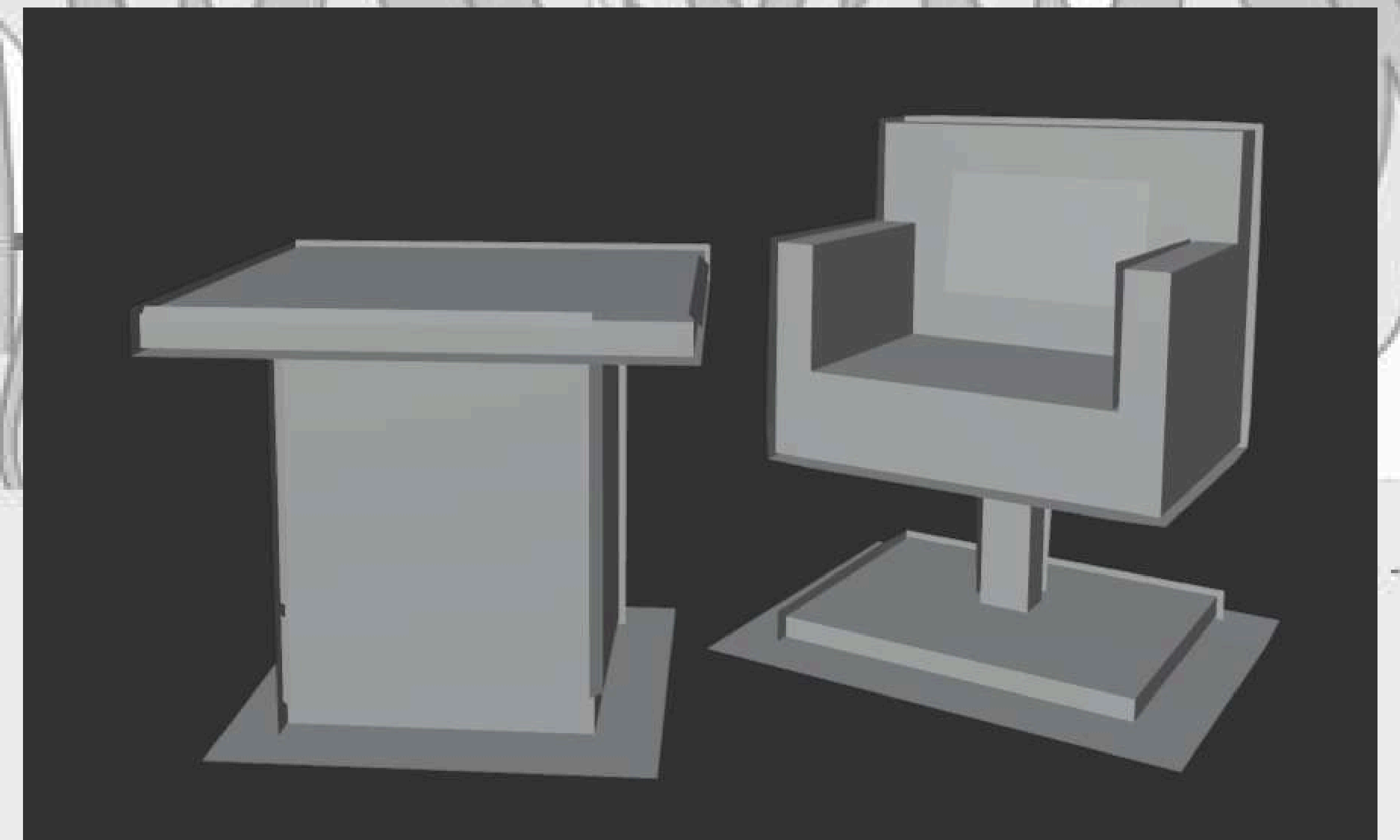
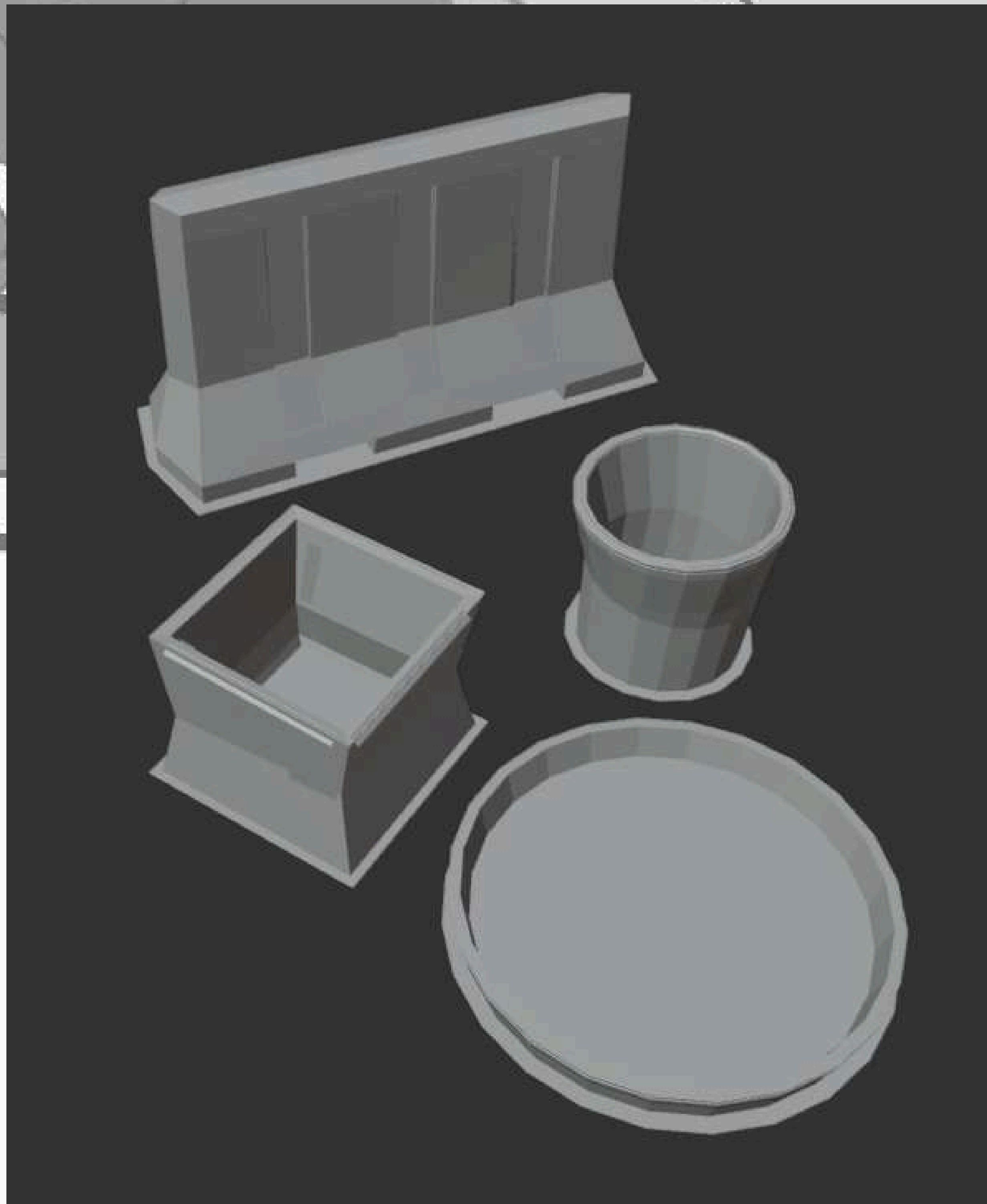


Concept Art Gedung

Aset Tekstur - Tutorial

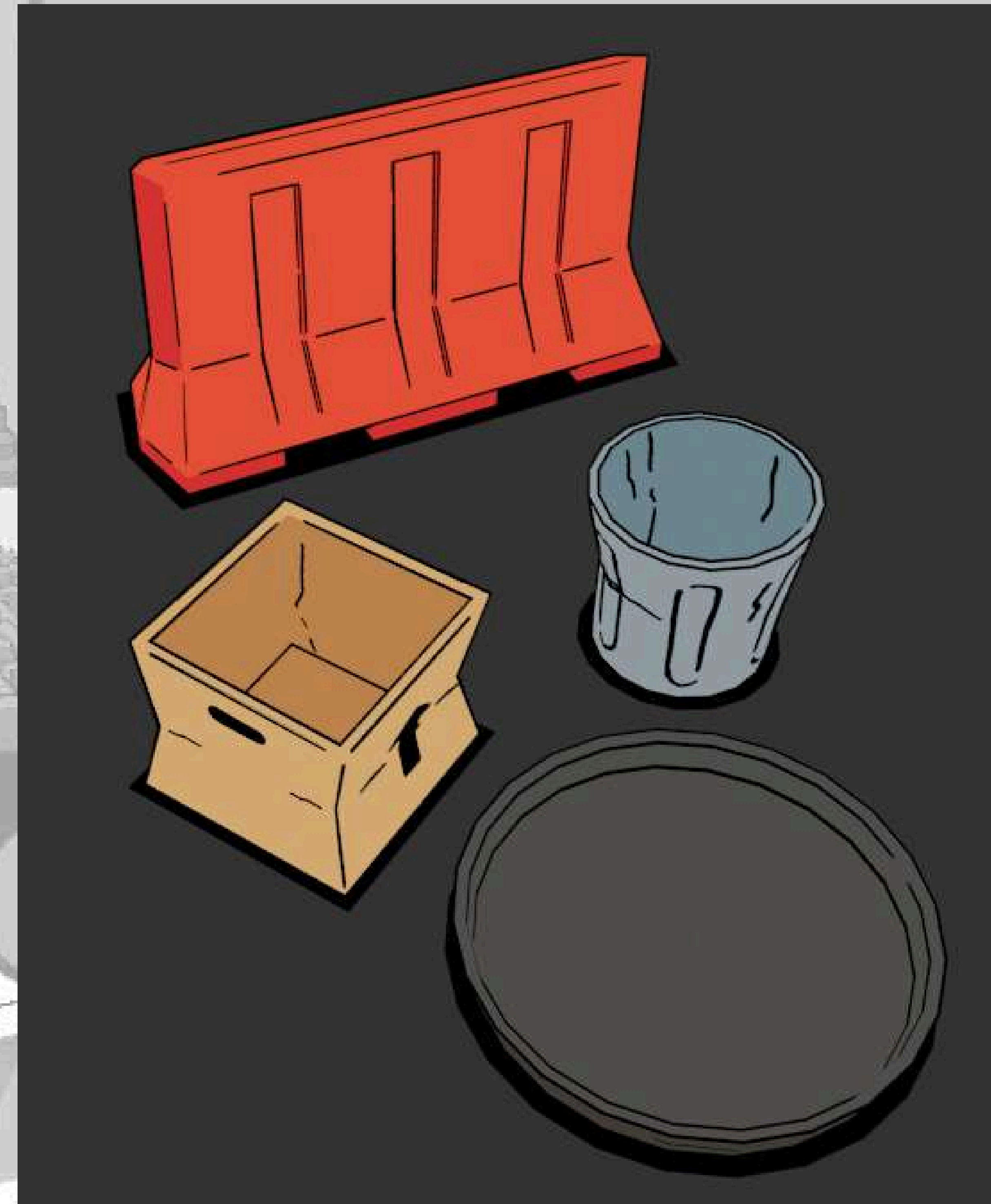
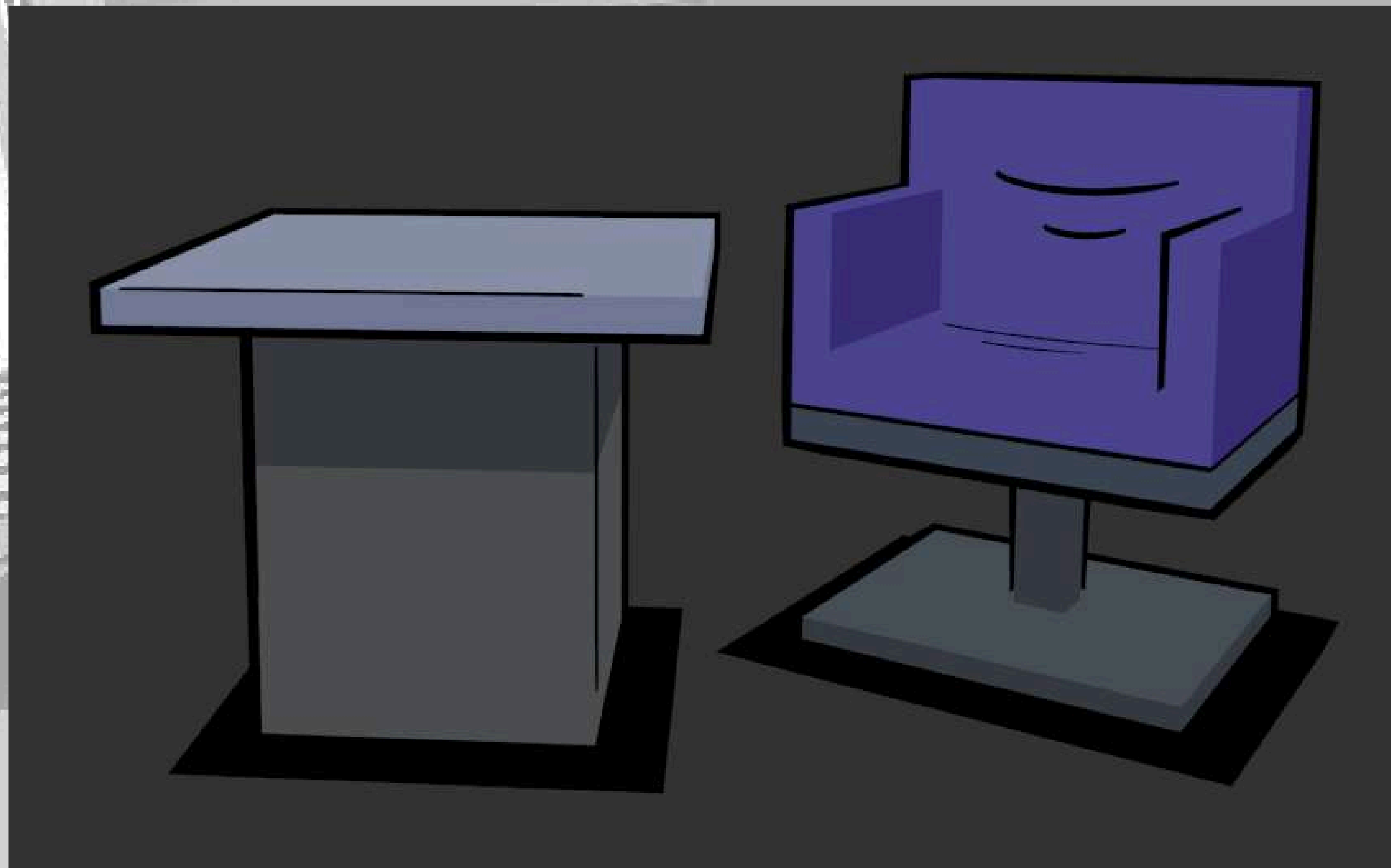


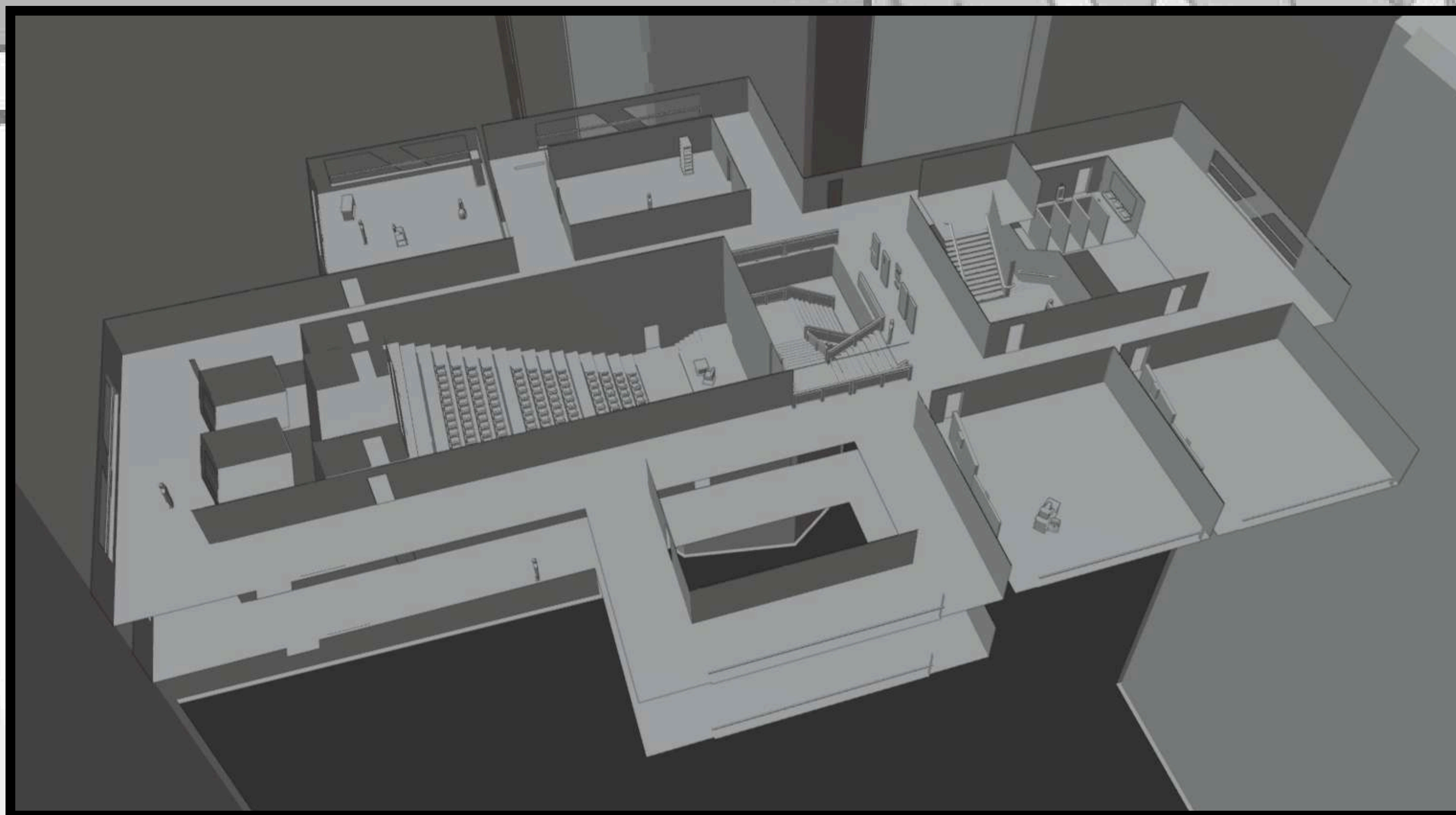
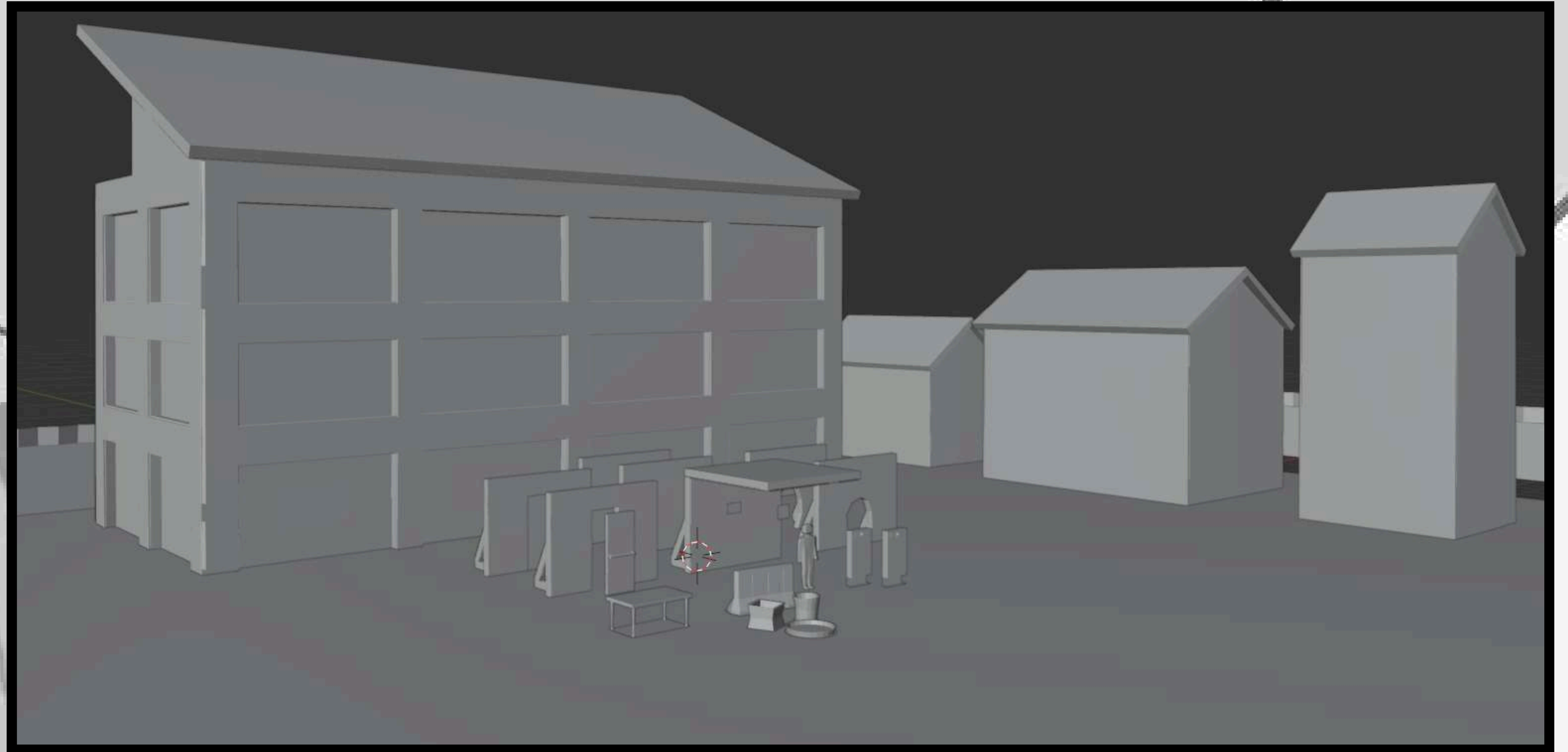
**Model dibuat dengan geometri rendah,
dengan skala dunia nyata.**



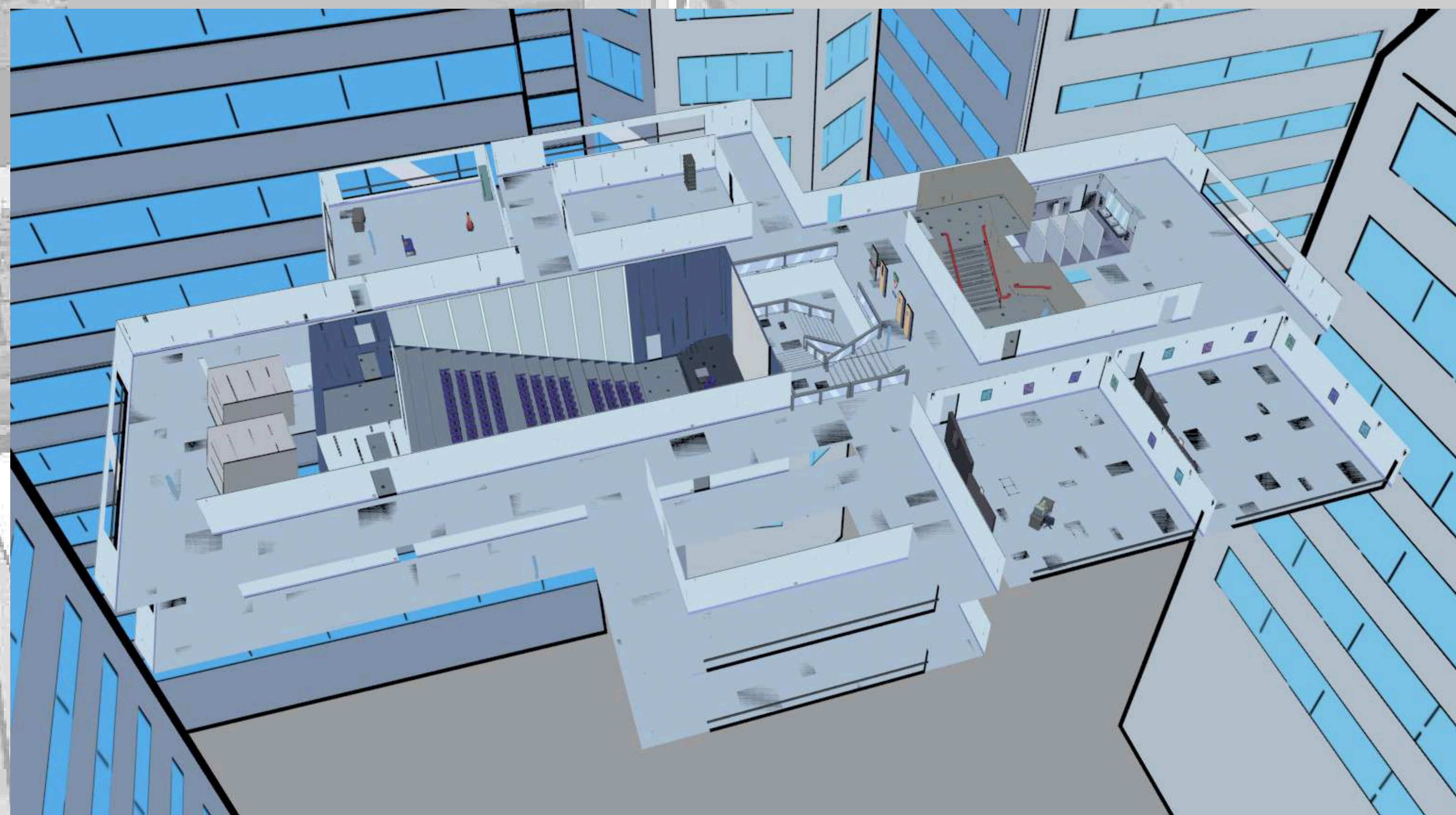
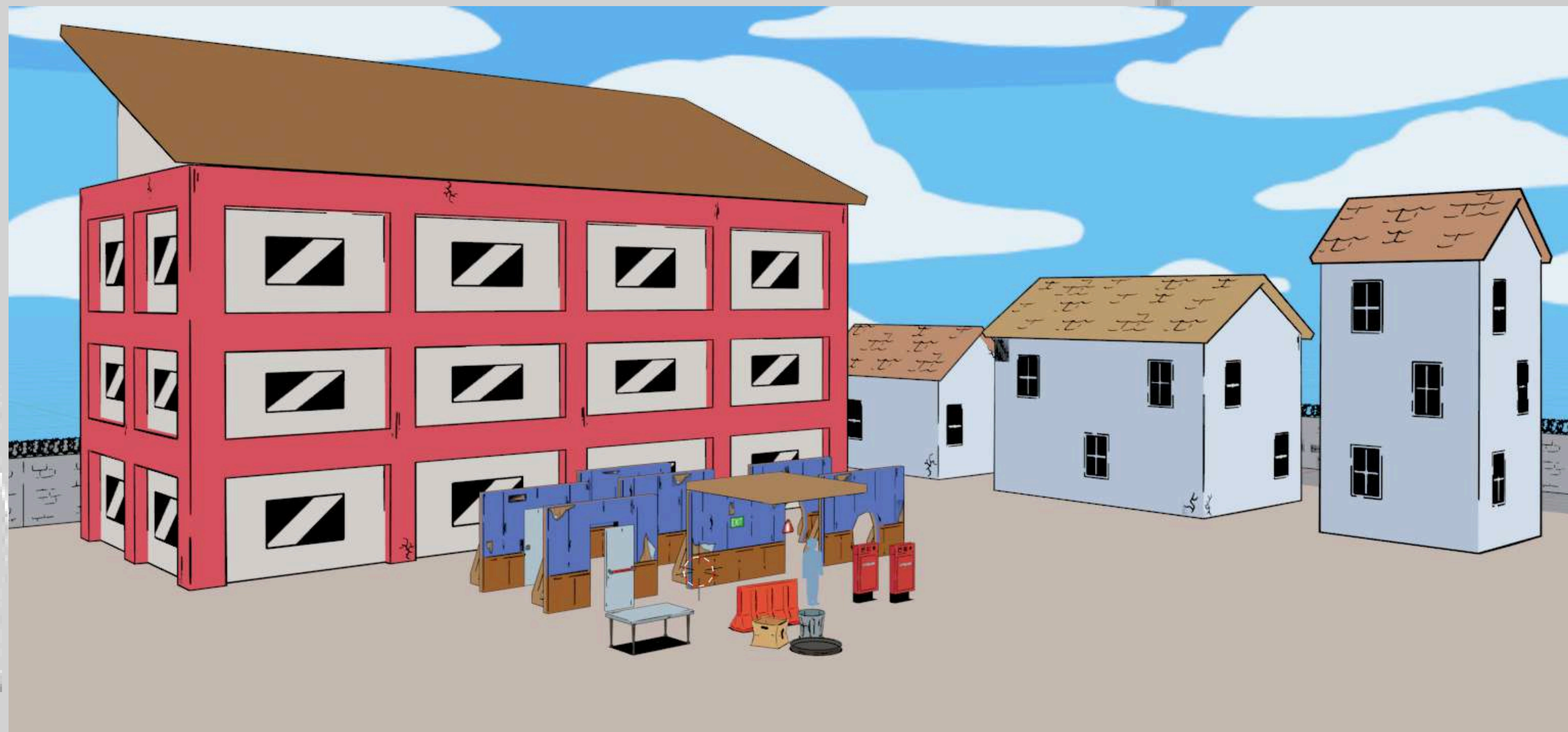


Model lalu diberikan warna serta detail garis kontur dari tekstur yang dibuat

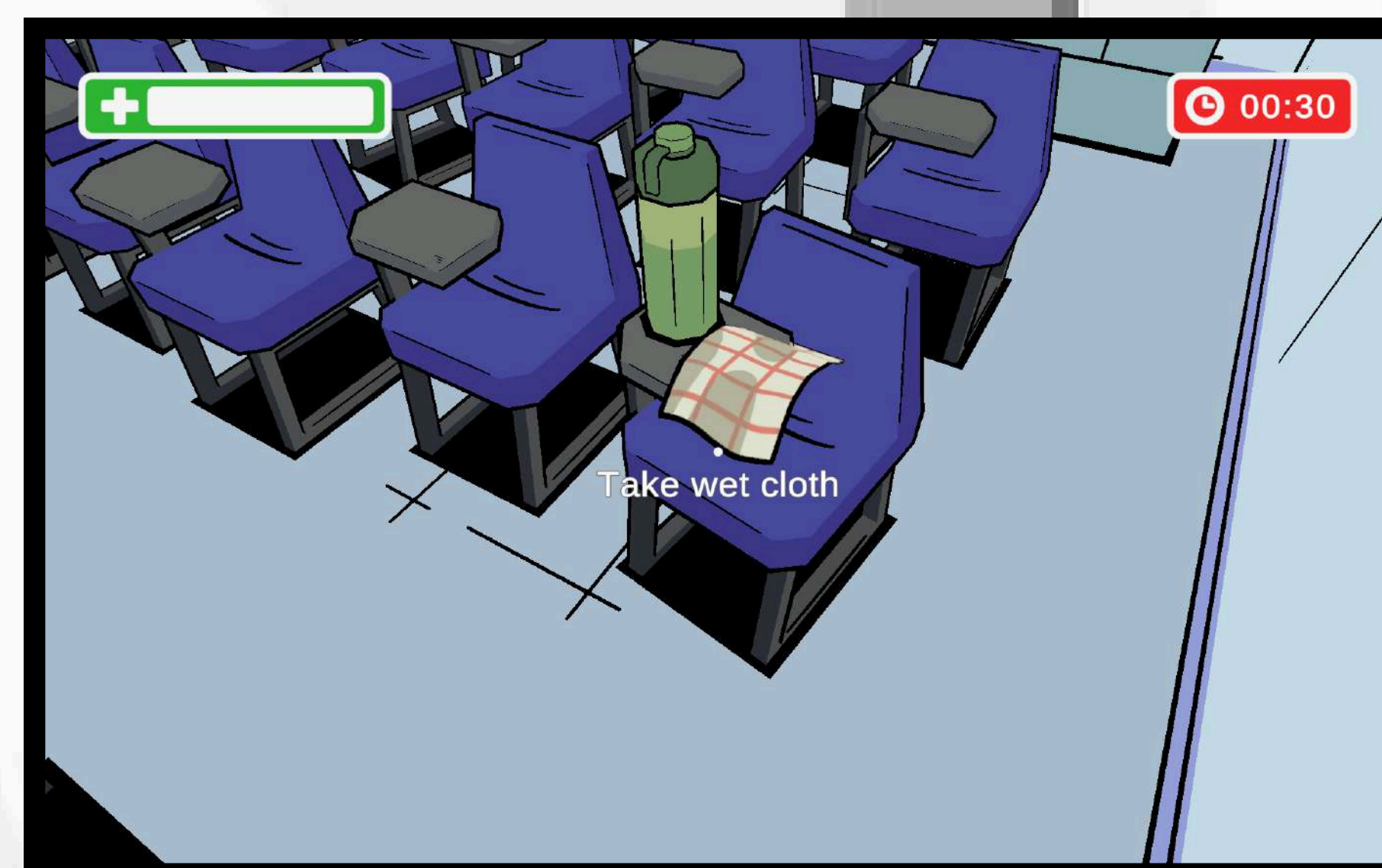
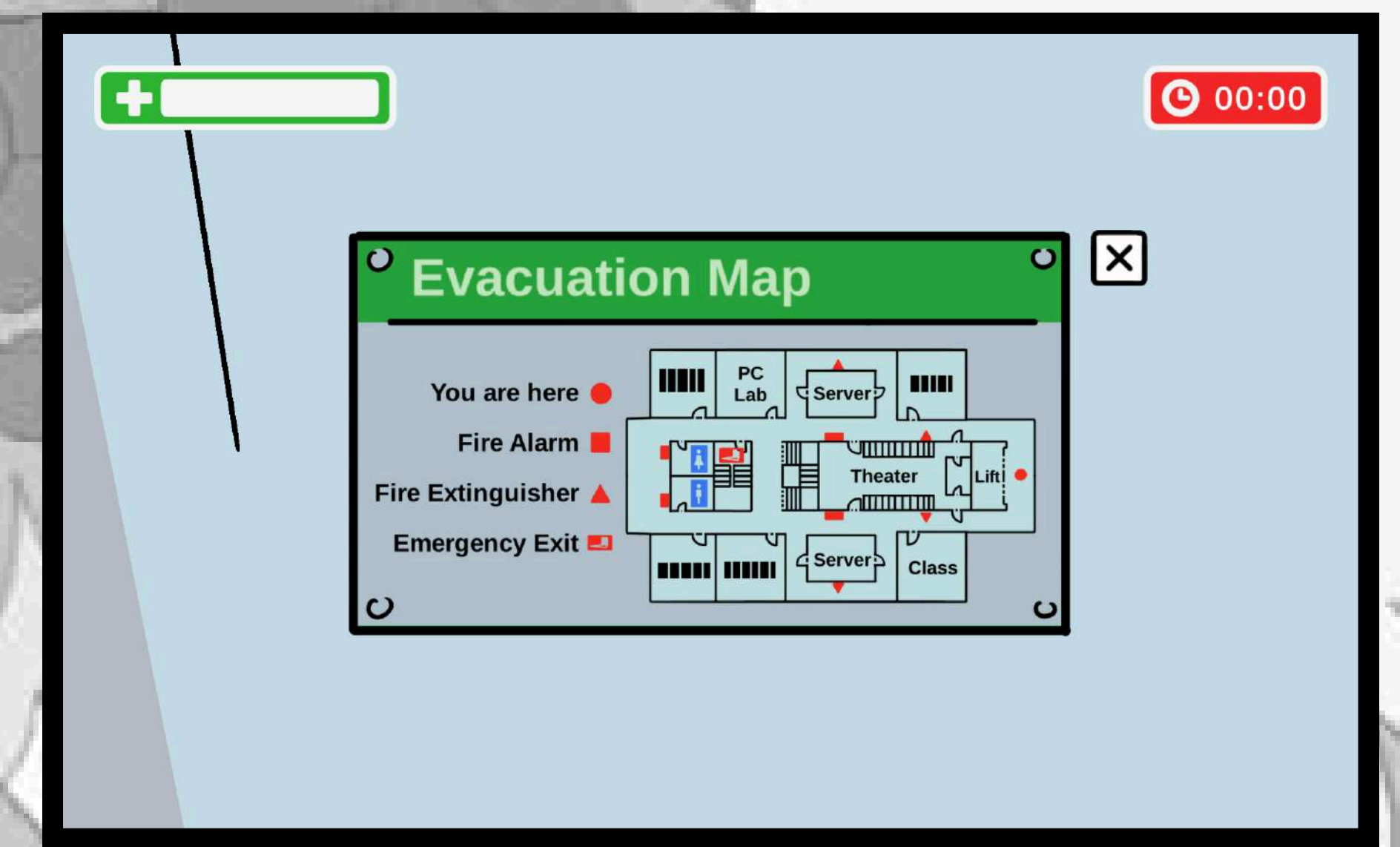
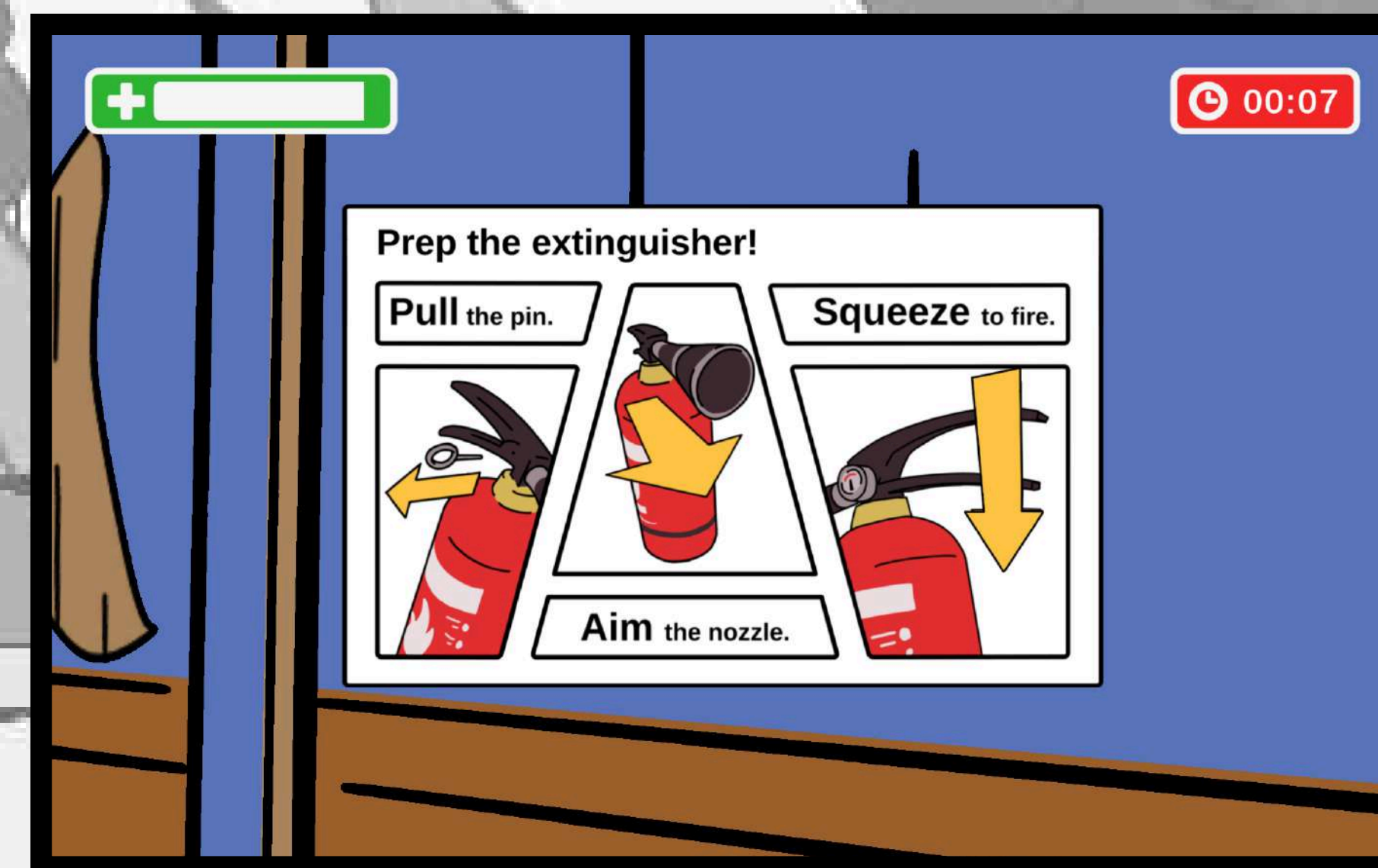




Aset 3D Environment

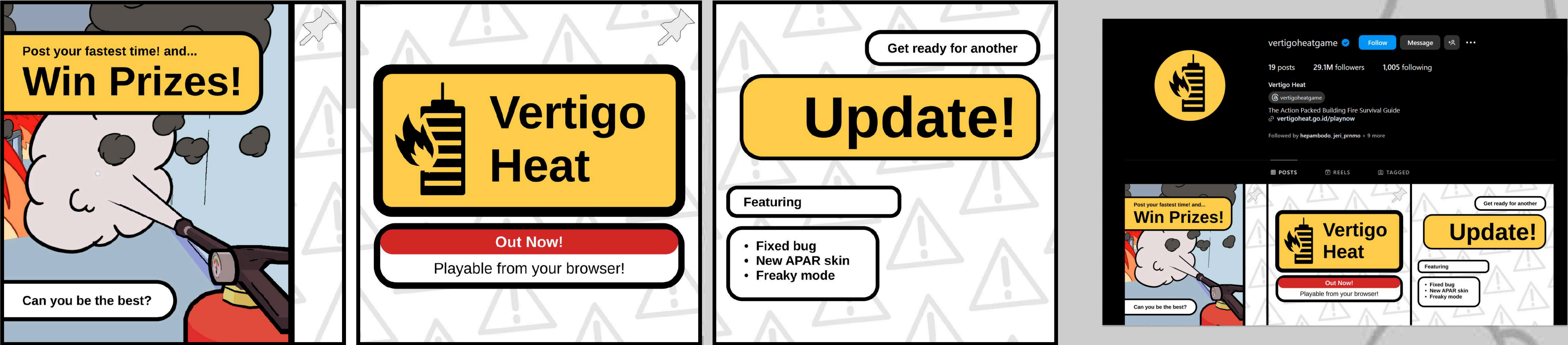


Aset 3D Environment



Screenshot Hasil Game

Akun Instagram



Stiker Vinyl



Gantungan Kunci

Media-Media Sekunder



