Team Hermes

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Index

Overview

Concept

"Shop-Bot" is a non-violent third-person game built in Unreal Engine 4, using the Xbox 360 Controller for input. It is the player's task to hit their sales target by the end of the day, or else their robot (Shop-Bot) will be decommissioned.

To generate sales, the player will display different advertisements for different types of customers. They also have access to a 'special' advertisement that will attract a large group of customers, or the rare 'whale', which can only be used once per day. This 'whale' will appear offering a large bonus to sales, but the player can only use the special advertisement to get their attention. Preparation is key.

The robot's signal range and battery power are limited, so the player will have to keep on top of both.

Upgrades are available, used to improve range, power and advertisement effectiveness. These will be useful as each stage progressively gets more difficult, with a higher sales target to hit.

Game Flow

Stage 01 – Cut Scene

Area: Pre-Changed State (St. Annes Reference). **Triggered By:** Loading the game.

Characters: The Creator, Shop-Bot

The origin story of "Shop-Bot". This cut scene is the main narrative that builds up to the changed state and what the player will be doing and why they are doing it.

Stage 02 – Gameplay Introduction

Area: Post-Changed State (40 years into the future) **Triggered By:** End of cut scene.

Characters: AI People, Shop-Bot

First gameplay segment introducing the player to the game. Tutorial will be held in this first instance before letting the player move on themselves.

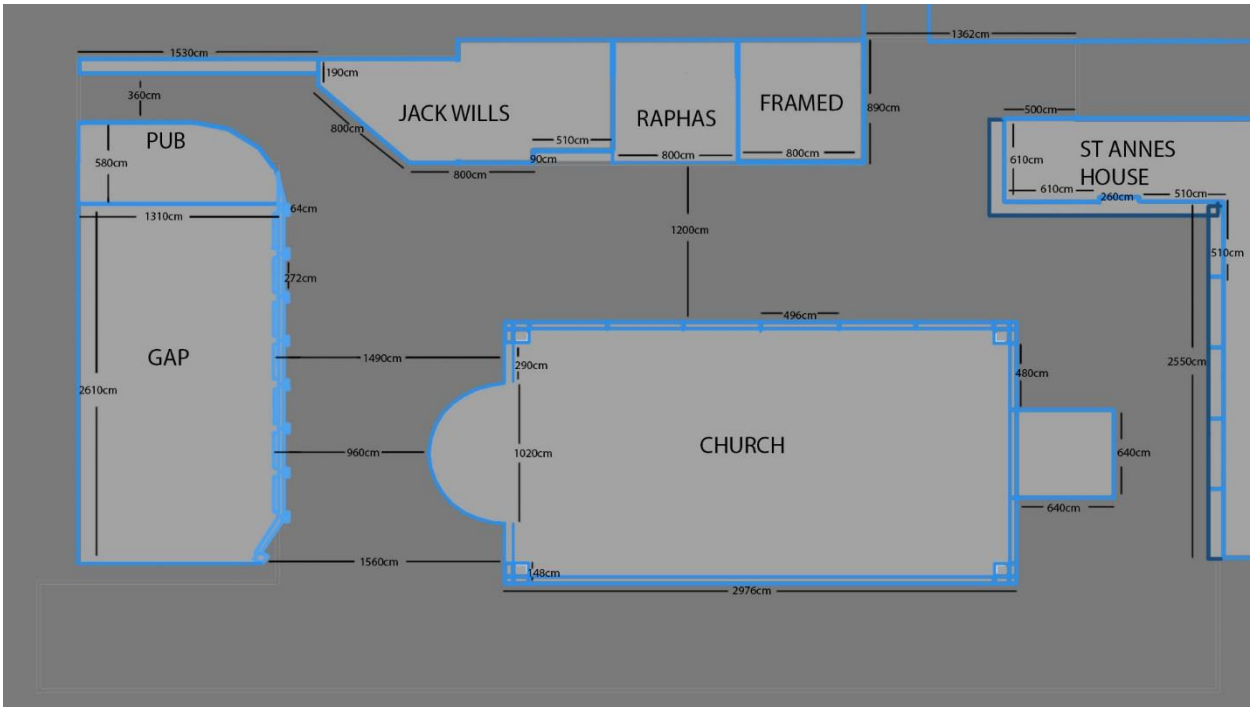
Stage 03 – Free Gameplay

Area: Post-Changed State (40 years into the future) **Triggered By:** End of introduction.

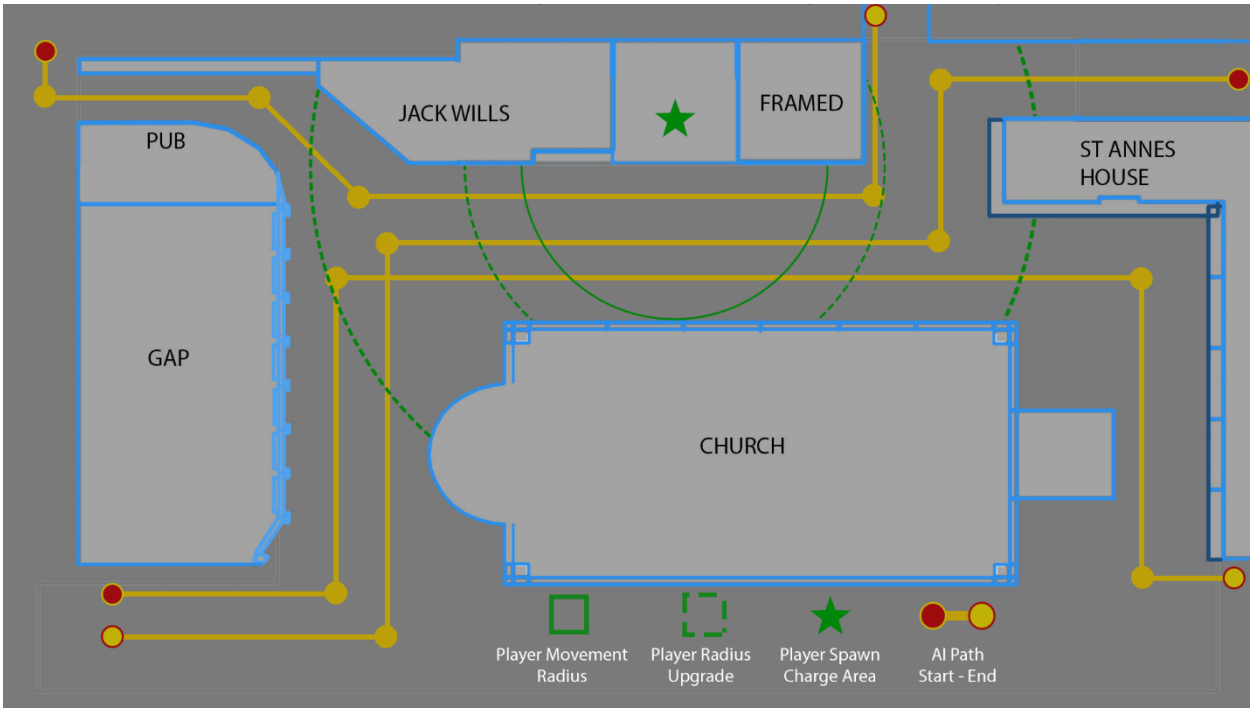
Characters: AI People, Shop-Bot

Continuous gameplay until the player is forced to stop, either by reaching the level limit or failing to hit the target sales amount. Each "round" is progressively more difficult.

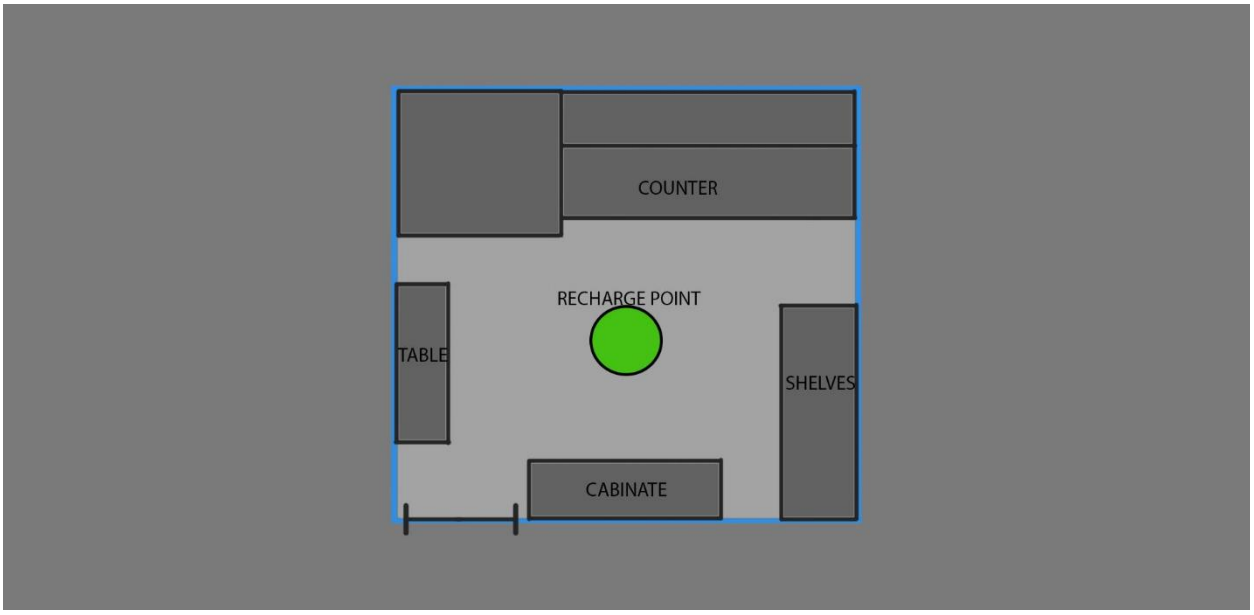
Level Plans



Above is the final level plan, complete with measurements created by using measured references that we sourced ourselves (tower width, window length etc.). These are scaled into base-2 for the artists to build components in a modular fashion.



This plan shows the technical areas of interest; player spawn/charge point, player movement radius and AI paths. The player's radius of movement is determined by a value that can be upgraded over time, so we have also included the possible expansion zones. AI start and end points are located far away from the player's sight-lines, keeping the illusion of people coming and going through the area.



The interior plan shows the post-changed state and the player's recharge point. As this will be changing dramatically (walls removed, stairs blocked off etc.) measurements won't be useful and so.

Narrative & Setting

Narrative

Back Story

In the present day, a young entrepreneur is handed the burden of running his grandfather's bicycle/coffee store. Through his experience and natural talent for business, Mr. Han has managed to alter the shop's trade, but with changing times it has become increasingly difficult to grab customer's attention.

Manchester is gearing towards the ever increasing Parisian life style, with the trends and luxuries that follow leading the rich to get richer and the poor to get poorer. 40 years on, Neo-Manchester has fully adopted its new life style and the once young Mr. Han can see a bleak future for his grandfather's business.

However, a risky investment in new sales technology could not only save the shop, but also help it thrive…

Cut Scene

The cut scene will be the narrative introduction to the game, which will also be the only time the pre-changed state will be used. St. Annes Church will be viewed in the present day to show a thriving city with booming businesses, including Mr. Han's store. But as the camera enters the shop, time moves faster and the changes Mr. Han makes become visible before the viewer's eyes. It finally ends with the unboxing of "Shop-Bot" and a pan-out to view the new Neo-Manchester.

Mr. Han:
The main narrative character in the story. He is the inheritor of Han's Emporium, located in the Manchester City Centre. His investment in "Shop-Bot" is his last chance to keep his grandfather's shop in business.

Shop-Bot:
This robot is the latest edition in the marketing technology business, offering shop owners the ability to constantly advertise with a cheaper long-term investment. Only being able to afford the base model, Mr. Han will have to rely on future profits to upgrade his little machine.

Shoppers:
These are the individuals happily going about their day in the surrounding area, keen to have something catch their eye in the hope of a good deal.

Embedded Narrative

When the player begins 'Shop Bot' they will be given the back story of the game through a cut scene. This cut scene will not have any voice over. We feel that an over voice will take away some of Emergent narrative opportunities for the player. The cut scene will inform the player why they are working for Mr. Han, how he has you and what you have to do. It will also tell them about neo-Manchester and the Parisian style that is now prominent along with the disparity of wealth that is effecting everyone. This is the main narrative of the game and is the only time that the player will receive any explicit story telling.

CUT SCENE NARRATIVE WHAT THE PLAYER WILL LEARN
The change from old Manchester to the New Parisian style of Neo-Manchester
The disparity of wealth that has taken grip in the world
Mr. Han's failing business and his struggle to stay a float
Mr. Han's love for his grandfather and not wanting to let him down
What the Shop Bot is
The Shop Bot being Mr. Han's last attempt to keep his Emporium running

Emergent Narrative

During the game the player will be able to infer a lot of the narrative and really make it what they want. For example the fact that we aren't having a voice over in the cut scene allows the player to connect the dots and decide for themselves who Mr. Han is and what he is doing with the shop. Also the player can decide for themselves what the different types of AI are and who the 'Whale' is and why they have so much money. We have given the player a real chance to use their imaginations when it comes to the narrative of 'Shop Bot'. We are giving them the bare bones of the narrative and then allowing them to decide for themselves what is really happening in this world and who everyone is.

Why we are presenting the Narrative this way

We are using these techniques to present the narrative because we believe it will help in the player a bigger investment in the world. This is because they will be making their own story and creating their own story through gameplay.

Game World

A charming, old Mancunian shopping court and church transformed into a futuristic Neo-Manchester filled with character.

Game States

State 1: State one will primarily be used for the narrative cut scene. However, it will feature a huge amount of detail. It will consist of old Mancunian architecture and all of the materials to go with them. These materials will include Red Bricks and Sandstone. The area will also be populated with old Victorian assets, such as our lampposts. These will really help to sell the scene and will add to the atmosphere that the architecture and materials are setting.

State 2: For state two we are taking heavy inspiration from the game 'Remember Me'. This game takes modern day Paris and puts a futuristic twist on it. Keeping this in mind we are going be keeping much of the same architecture from state one. We are going to be putting new materials on the buildings to give them a cleaner, more futuristic feel to them as well as adding parts to them to really sell the Neo-Manchester we are trying to create.

Moreover we will be adding graffiti and holographic images to push for a very futuristic feel. Some of the exterior assets will be replaced with more futuristic ones and other will be left the same with new textures on them. We are going to push for a Parisian theme with Mancunian buildings.

Gameplay & Mechanics

Gameplay

Game Progression

The player will begin 'shop bot' with no upgrades and they will only be able to travel the smallest distance away from the shop, this is due to its travel radius. On top of this it has a certain amount of 'charge' before it needs to re-charge. The robot will have to go back to the store to re-charge, or suffer a time penalty.

Moreover the robot will only be able to advertise to the 'cheapest' group of people. These people will be a certain colour that will relate to the buttons on the game pad, different colours will earn the player different amounts of money. The player will have to advertise to those people and lead them into the store to hit their target earnings during the day's trading. If they hit these target earnings and make a profit they will progress to the next day and will be given a chance to upgrade the robot so that it can advertise to a more diverse range of customers, increase the distance it can travel, increase its charge capacity, or buy special upgrades that will only appeal to certain 'big spenders' or 'Whales'.

The player will then repeat this the next day with their new upgrades. They will have a higher earnings goal and this means they will need to advertise to more people and get more people into the store. If the player completes this goal they will be able to buy even more upgrades, make more money and progress another day.

Objectives

Main Objectives:

- Attract enough people into the store to make £1000 (placeholder amount, will change on every level).
- Use your earnings to buy upgrades.

Secondary Objective:

- A Whale has appeared! Use your special adverts to get this big spender into the store!

On Screen Prompts:

- Use your advertisements to get people's attention (Tutorial).
- Escort these people into the store (Tutorial).
- Out of charge, shutting down.

Flow Chart

Metrics

Movement Speed and Travel Radius

Player Movement Speed:

UE4 max walk speed = 600

UE4 max acceleration = 2048.

The Player Controller will be able to travel along the X and Y axis but, not the Z.

AI Movement Speed:

UE4 min walk speed = 500

UE4 max walk speed = 700

AI Spawn Rate:

Spawn every 1-10 seconds from different locations and of varying types.

Data Tables

Travel Radius:

RADIUS	UPGRADE	UPGRADE INCREMENTS
1200cm	0	0
1260cm	1	5%
1512cm	2	20%
2268cm	3	50%
4536cm	4	100%

Charge Level & Rate:

CHARGE CAPACITY	RECHARGE RATE	UPGRADE INCREASE
100	5 points of charge for 2 seconds at the charge point.	20%

Advert Cool Downs:

ADVERT	COOL DOWN	RADIUS
Standard Advert	3 seconds	200cm
Special Advert	1 day	200cm

Daily Score and Goals:

LEVEL	MONEY REQUIRED
Level_01	£500
Level_02	£750
Level_03	£1000
Level_04	£1500
Level_05	£2000
Level_06	£2500
Level_07	£4000
Level_08	£6000
Level_09	£10000
Level_10	£15000

Types of People & Money Earned:

PERSON TYPE	EARNINGS (£)
Green	£100
Blue	£350
Red	£700
Yellow	£1000
'Whale'	£5000

Upgrades & Cost:

UPGRADE NAME	WHAT IT DOES	PROFITS COST (£)
Transmitter Boost 1	Increases radius of travel.	£200
Transmitter Boost 2	Increases radius of travel.	£500
Transmitter Boost 3	Increases radius of travel.	£1000
Transmitter Boost 4	Increases radius of travel.	£2000
Advertisement Module 1	Allows the robot to advertise to more people.	£500
Advertisement Module 2	Allows the robot to advertise to more people.	£1500
Advertisement Module 3	Allows the robot to advertise to more people.	£3000
Charge Capacity Increase 1	Increase the robots charge so re-charging is less frequent.	£500
Charge Capacity Increase 2	Increase the robots charge so re-charging is less frequent.	£1000
Charge Capacity Increase 3	Increase the robots charge so re-charging is less frequent.	£1500
Charge Capacity Increase 4	Increase the robots charge so re-charging is less frequent.	£3000
Special Advert	Allows the robot to advertise to 'Whales'.	£2500

Mechanics

Business Hours & Sales Target:
To successfully complete the day, the player will have to achieve their sales target, which increases as the player progresses. This target is hit by coaxing shoppers into following the player through advertisements and then taking them to the Emporium. Any money earned over the target is profit.

Business hours are the time limits each 'stage' will have. The amount of time will not change throughout the game, unless the player needs to charge or fails to stay within their movement radius.

Movement & Charge Level (Upgradable):
These two work together to create a challenge for the player. Movement can only work if there is charge level in the player's battery, and charge is reduced as the player moves. If the player runs out of charge, they are returned to the Emporium with a severe reduction in their business hours.

Charge can be regained on the fly in Han's Emporium, by standing on the charging dock. However, charging takes time away from the player's day so it will have to be used wisely.

The player may only move within their signal range, the visible radius around the Emporium, otherwise they will lose all charge and be returned to the charging dock with a reduction in their business hours.

Sales Tools (Upgradable):
AI Shoppers will wear clothes consisting of 4 colours; green, blue, yellow and red – the respective colours of the AXYB buttons on the Xbox 360 Controller used for the game. Each button will have its own 'advertisement' that is specific to its AI counterpart (red button can only be used on red AI).
Each button will have to be unlocked individually (with the green button being unlocked by default).

The player will have to be in range of a shopper for them to notice the advertisement.

Luxury Sale (Unlockable):
Once per-stage, a "whale" (or special shopper) will come through the level, offering a huge bonus to sales. The only way to persuade them to follow the player is by using the special sale ability. When in range, pressing both of the triggers on the controller will activate the special sale and grab the shopper's attention.

This can also be used to attract a lot of other shoppers, regardless of colour. However, this ability can only be used once per-stage, so the player will have to choose wisely and be prepared.

Upgrade System:
Using the profit earned after hitting the sales target, the player can upgrade "Shop-Bot" in-between stages. The Emporium will be closed and the player can move about the shop looking at the upgrades and prices. The upgradable mechanics are as follows:

- **Movement Radius** – Signal range.
- **Charge Capacity** – Maximum amount of charge.
- **Advertisements –** Unlockable adverts for different shoppers.
- **Special Advert** – Unlockable special ability.

These upgrades will help the player with the increasing difficulty of gaining sales, and will also let them have a break between stages.

Weather & Lighting

Weather

When loaded, a new stage has a (random) chance that it will be affected by weather. The sunny Neo-Manchester atmosphere will change suddenly and it will begin to rain, forcing shoppers to stay at home or find somewhere to wait it out.

For the player, this will force them to work harder to reach their sales target. Less shoppers means less sales.

Lighting

Using Distance Field Ambient Occlusion (DFAO), the game will have dynamic lighting in the place of pre-baked light-maps. It is simple to set up, but the main focus for development is that the unwrapping of models takes half the time as there will not be any light map overlapping.

The quality is as good as light maps, especially as the engine requires "epic" settings to use DFAO. Also when the crowds of shoppers group together, they will create Ambient Occlusion (AO) and give a realistic lighting effect.

Game Art

Artistic Inspiration

For the changed state, the level will have to visually change, but make sense. One example that can easily represent change for a modern environment is the video game 'Remember Me', and with this example the game takes a lot of inspiration from it.

[1] Remember Me, Capcom, 2013

Set in the year 2084, Neo-Paris combines futuristic design with the classical architecture of an old-fashioned city with a vast history. For our version of Manchester, we wanted to create the same effect as this game because the change not only makes sense, but because the old buildings are still relevant.

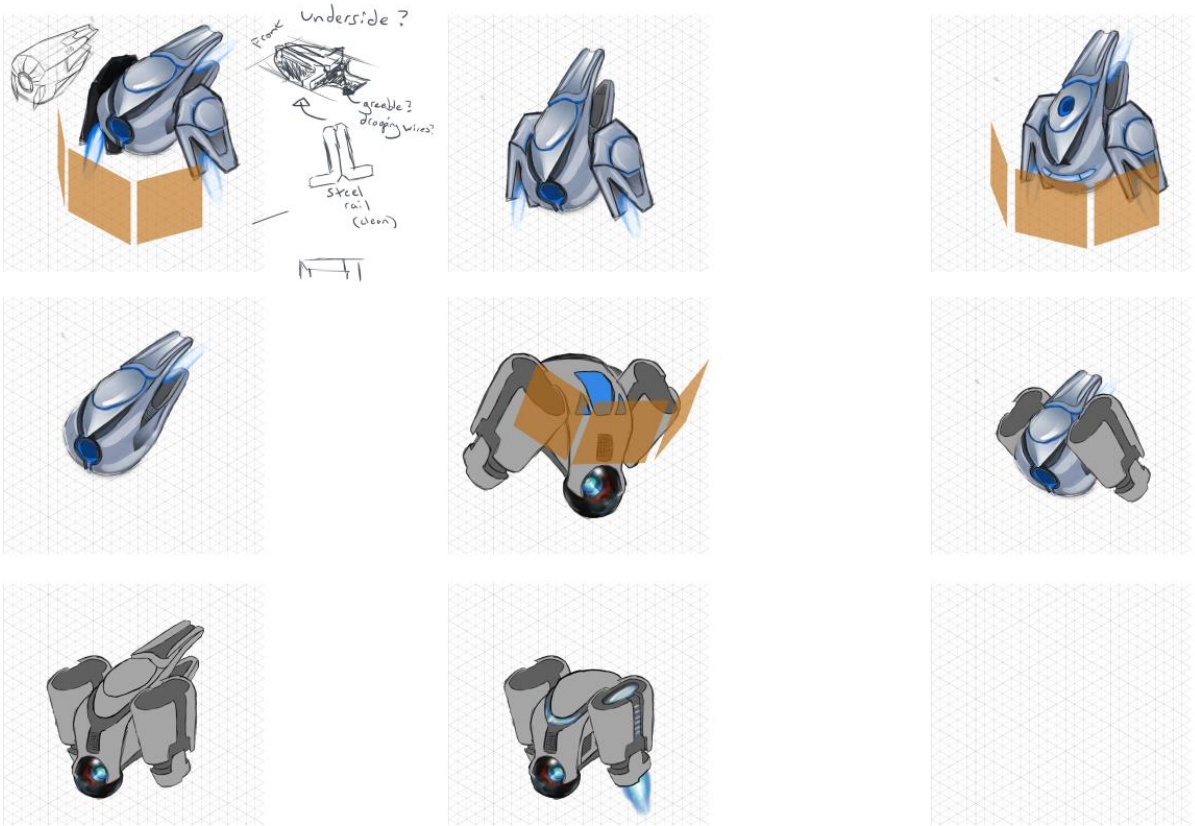
Through the use of things like holographic decals and metallic building add-ons, we want to bring the futuristic style to the level without changing the overall layout.

Also using a robot as our main character helps capture the futuristic environment of Neo-Manchester.

Concept Art

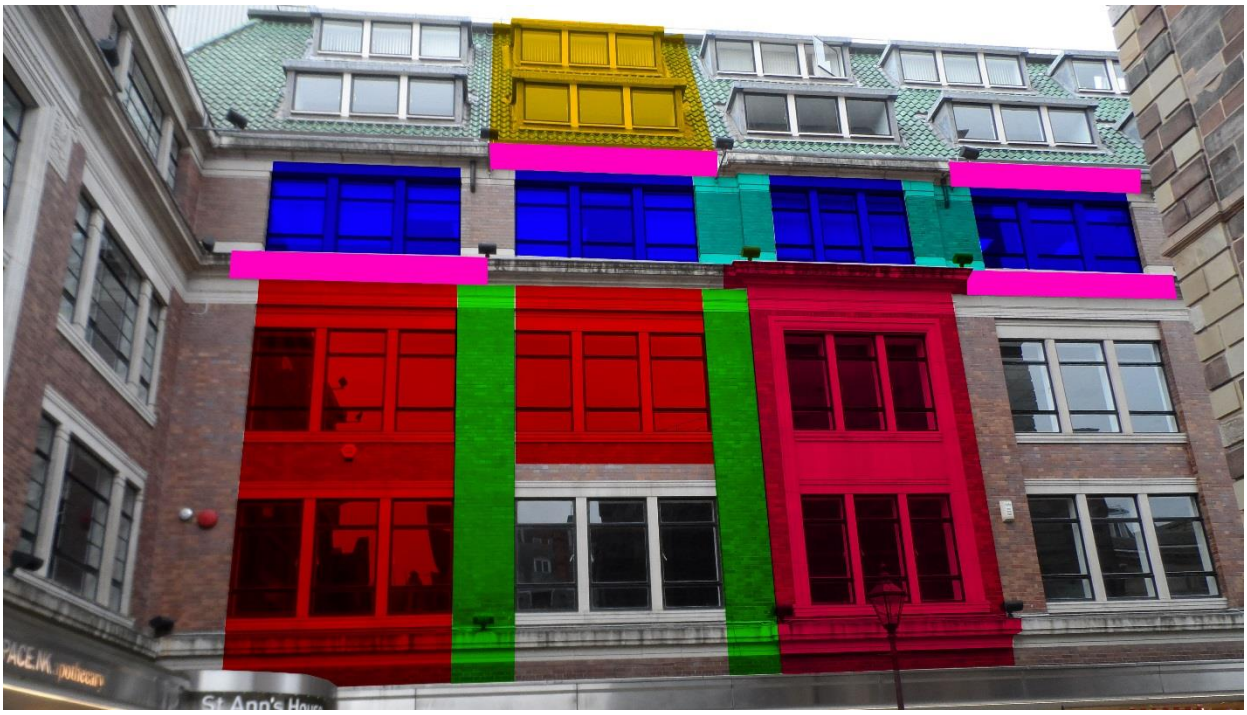
Working with a real-life reference, there is little opportunity for art concepts. However, with the reference going through change, there is wiggle room.

Our main character, “Shop-Bot”, is important because a third-person perspective puts it in view constantly. Inspired from the many flying robots in video games, a concept began for our little robot. Using metallic textures, our concept will fit the Neo-Manchester aesthetic we want to use.

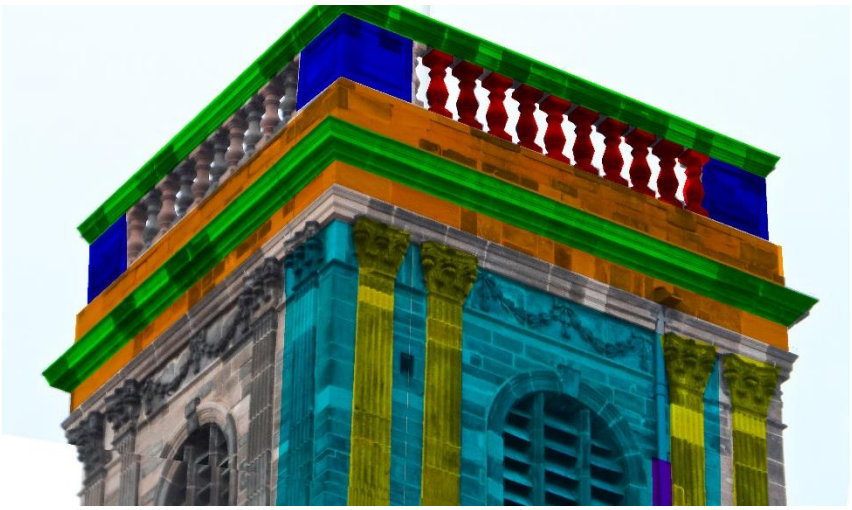


Modular Assets

Choosing the area beforehand was important so that we could use modular principles to create assets. The buildings in the St. Anne's Church area have a lot of room to allow modularity, with both geometry and textures.



With the main geometry consisting of windows and trims, it is easy to cut and paste sections to create a whole building. Looking at the image above, there are many ways each section can be split up. However, scaling each piece correctly so that a kit can be created is essential, therefore choosing what to split and what to combine is important. Using base-2 (16, 32, 64 etc.), the trims, windows and pillars can be used together, regardless of whichever building they came from.



Interface

Visual System

HUD

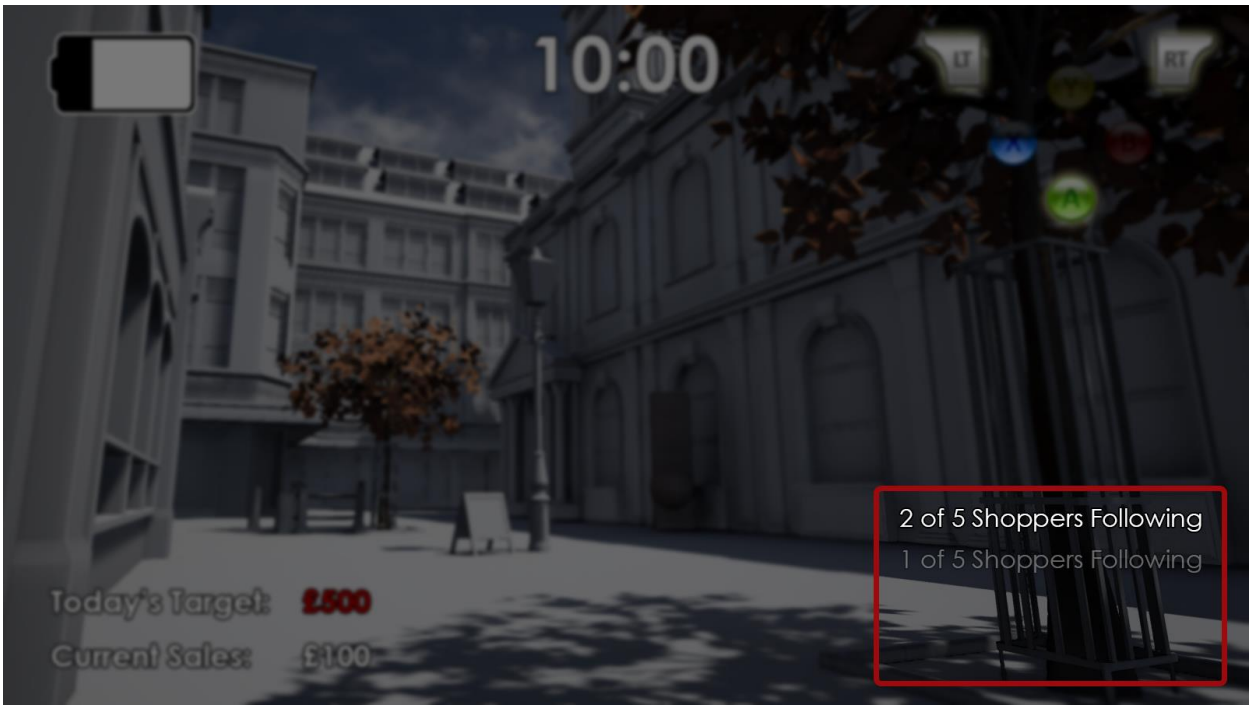
The heads-up display (HUD) for the game will be kept simple and every piece of information will be updated in real-time. Only the most important information will be available at all times.

With the buttons and battery constantly acting as cool downs, it is important to keep them at a relevant level. Instead of taking up the limited view at the bottom of the screen, they are placed at the top where they are easy to keep track of. As text uses very little space, the timer at the top and the sales recording at the bottom offer easy to access information with no way of impeding the player's view.

- The buttons provide feedback by displaying the available input in real-time. When a button is on cool down, it also lets the player know its progress back to availability. This is the same for the battery.
- The timer and sales let the player know the pace of the stage and their own progress. Target sales play on human reaction to colours (red = bad/fail, green = good/pass).

Prompts

To keep the HUD simple and holding only the important information, the game will use interface prompts when needed.



These prompts will let the player know when an event has occurred, giving them useful information that will let them keep track of everything in the level, but not bombarding them with text and numbers. Text is on a timer and will fade out after a sufficient time, and a maximum of 5 lines can be shown at any one time.

Audio

Music

Music will be used in our game to help set the mood. It will have an energetic feel to it, this is to give the player a sense of urgency and it will hopefully make them rush around the game frantically gathering shoppers. On top of this as the timer depletes the tempo of the music will get faster, this is an attempt to make the player feel stressed and rushed to make money as the day comes to an end.

Environment

The game music will be backed by a track of atmospheric city sounds. These will include things like people talking, car driving, sirens and cars beeping. These are going to be put in the game to really sell the city vibe and make the player feel like they are in a busy city.

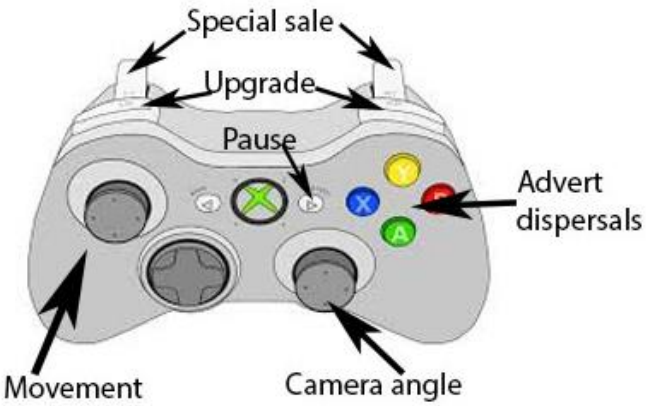
Interface

Sounds for the interface will be used as feedback mechanics to tell the player when something has happened. For example when the 'Shop Bots' battery is getting low the player will hearing a 'beeping' sound warning them of this. Also when the player manages to make a sale they will hear a 'cha-ching' to inform them that they have successfully made a sale and gained some money.

Control System

To utilise a simple colour system, the game will use an Xbox 360 Controller. This combined with Unreal Engine's built-in functionality with this controller makes it a quick and effective job when using it.

- **Movement & Camera –** Left-stick and Right-stick respectively.
- **Advertisements –** ABXY buttons.
- **Special Advertisement –** Both triggers at once.
- **Upgrade (in Emporium) –** RB to cycle through and LB to accept upgrade.



Technical

Hardware and Software

Hardware

'Shop Bot' will be running on a PC and will require an Xbox 360 game pad to operate it. We are choosing to use the 360 game pad because we believe that the controls will match better and be easier to operate on the pad as oppose to a mouse and keyboard. We shall be using the PC simply for the ease of development.

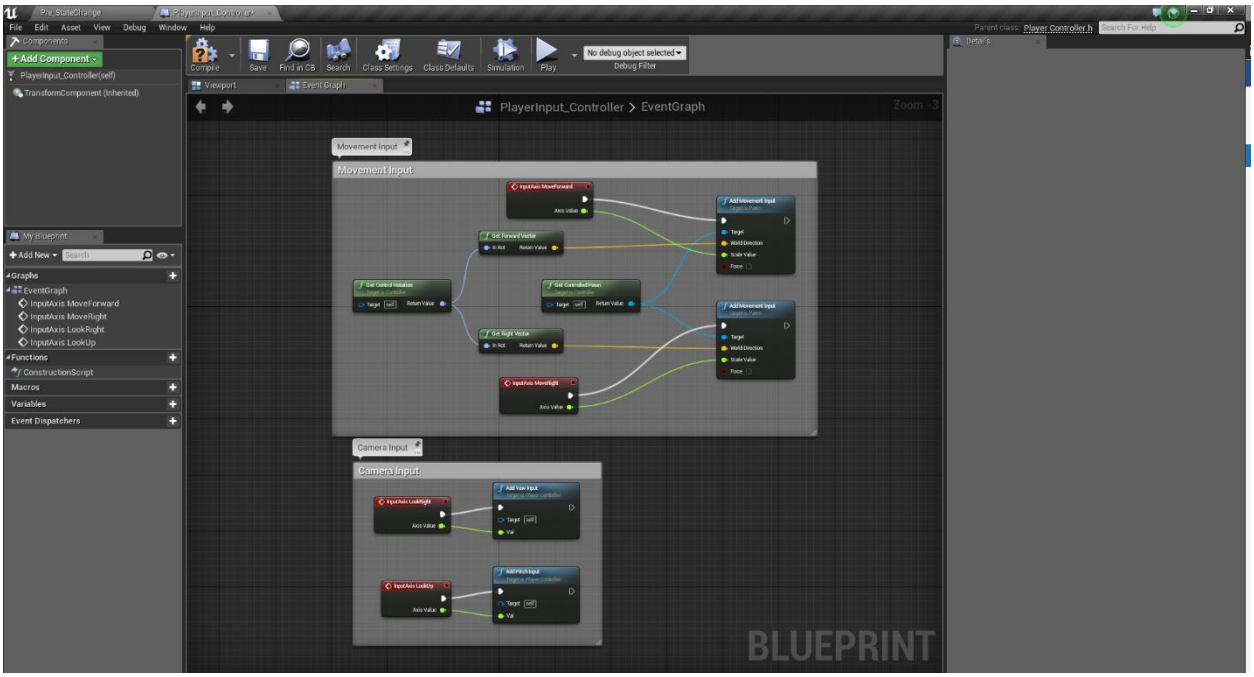
Software

To make 'Shop Bot' we shall be using a variety of software. We are going to be using; Unreal Engine 4, Maya 2015, Photoshop, Z Brush and Speed Tree. This software will make the development of 'Shop Bot' more efficient and Unreal Engine 4 in particular has a good trade of between its artistic capabilities and its design and coding capabilities.

Scripting

Instead of using the C++ functionality in Unreal Engine 4, the game is taking advantage of their Blueprint system. With the templates and tutorials available, it will be much quicker to use a Blueprinted system.

Here is an example of our prototype character controller and how simple it is to create.



Management

Team Schedule

DATE SET:	TASKS:	MILESTONE:	COMPLETED (Y/N)	NOTES:
04/02/2015	Complete skill sets	11/02/2015	**Y**	Building St Annes Church.
	Find area to build		**Y**	
	Research trip		**Y**	
	Take images		**Y**	
11/02/2015	Level Plan W/measurements	18/02/2015	**Y**	
	Whitebox		**Y**	
	Texture research and plans		**Y**	
18/02/2015	GAP built	25/02/2015	**Y**	
	Brick texture		**Y**	
	Sandstone texture		**Y**	
	Prototyping in Blueprints		**Y**	
25/02/2015	Church built	04/02/2015	**Y**	
	More required textures		**Y**	
	Blueprint prototyping		**Y**	
04/03/2015	Interior props made	11/03/2015	**Y**	
	Rapha built		**Y**	
	Jack Wills built		**Y**	
	Document delegated		**Y**	
	Pub built		**Y**	
	Level plan W/ Gameplay		**Y**	
11/03/2015	Exterior props made	18/03/2015	**Y**	
	More required textures		**Y**	
	Opticians built		**Y**	
18/03/2015	Document finished	27/03/2015	**Y**	
	All textures complete		**Y**	
	Textures applied		**Y**	
	St Anne's House built		**Y**	
	Hancocks built		**Y**	

Asset Lists

Building Geometry

ASSET NAME	
CHURCH	**GAP**
SM_Church_Block	SM_GAP_Arch
SM_Church_BlockCorner	SM_GAP_Arch2
SM_Church__Column1	SM_GAP_ColumnBase
SM_Church_Corner	SM_GAP_ColumnThinCap1
SM_Church_Door1	SM_GAP_ColumnThinCap2
SM_Church_Door2	SM_GAP_ColumnThinCap3
SM_Church_Pillar1	SM_GAP_ColumnThinTrim1
SM_Church_Pillar2	SM_GAP_ColumnTrim
SM_Church_Pillar3	SM_GAP_DoorArched
SM_Church_Pillar4	SM_GAP_Roof1
SM_Church_Pillar5	SM_GAP_Roof2
SM_Church_Plinth1	SM_GAP_RoofChimney
SM_Church_Plinth2	SM_GAP_Trim1
SM_Church_Plinth3	SM_GAP_Trim2
SM_Church_Stairs1	SM_GAP_Trim3
SM_Church_Tower1	SM_GAP_WindowArched
SM_Church_Tower2	SM_GAP_WindowArched2
SM_Church_Tower3	SM_GAP_WindowDuo
SM_Church_Tower4	SM_GAP_WindowQuad
SM_Church_TrimCorner1	SM_GAP_WindowRoof1
SM_Church_TrimCorner2	SM_GAP_WindowRoof2
SM_Church_TrimRound1	SM_GAP_WindowTri
SM_Church_TrimStraight1a	SM_GAP_WindowTriR
SM_Church_TrimStraight1b	
SM_Church_TrimStraigh2a	
SM_Church_TrimStraigh2b	
SM_Church_TrimStraight3	
SM_Church_TrimStraight4	
SM_Church_Wall	
SM_Church_WindowCurved	
SM_Church_WindowGate	
SM_Church_WindowWall	
JACK WILLS	**RAPHA**
SM_JackWills_Window1	SM_Rapha_Arch1
SM_JackWills_Window2	SM_Rapha_Block1
SM_JackWills_Window3	SM_Rapha_Entrance
SM_JackWills_Roof1	SM_Rapha_Pillar1
SM_JackWills_Roof2	SM_Rapha_Pillar2

SM_JackWills_Roof3	SM_Rapha_Pillar3
SM_JackWills_Corner1	SM_Rapha_Roof1
SM_JackWills_Corner2	SM_Rapha_Trim1
SM_JackWills_Corner3	SM_Rapha_Trim2
SM_JackWills_Pillar	SM_Rapha_TrimCap1
SM_JackWills_PillarMulti	SM_Rapha_Wall1
SM_JackWills_Column	SM_Rapha_Window1
SM_JackWills_ColumnBase	SM_Rapha_Window2
SM_JackWills_ColumnFrame	
SM_JackWills_GlassDoor	
SM_JackWills_GlassFrame	
SM_JackWills_GlassRoof	
SM_JackWills_Wall	
PUB	**ST ANNES HOUSE**
SM_Pub_Tier1	SM_StAHouse_Block1
SM_Pub_Tier2	SM_StAHouse_Pillar1
SM_Pub_Tier3	SM_StAHouse_Pillar2
SM_Pub_Tower1	SM_StAHouse_Roof1
SM_Pub_Trim1	SM_StAHouse_RoofWindow1
SM_Pub_Trim2	SM_StAHouse_ShopCorner1
FRAMED	SM_StAHouse_ShopDoor1
SM_Framed_Arch1	SM_StAHouse_ShopDoor2
SM_Framed_Block1	SM_StAHouse_ShopFront1
SM_Framed_Block2	SM_StAHouse_ShopFront2
SM_Framed_Block3	SM_StAHouse_ShopFront3
SM_Framed_Block4	SM_StAHouse_ShopPillar1
SM_Framed_Door1	SM_StAHouse_ShopPillar2
SM_Framed_Door2	SM_StAHouse_Trim1
SM_Framed_Doorway1	SM_StAHouse_Trim2
SM_Framed_Pillar1	SM_StAHouse_Trim3
SM_Framed_Pillar2	SM_StAHouse_TrimCorner1
SM_Framed_Trim1	SM_StAHouse_TrimCorner2
SM_Framed_TrimRound1	SM_StAHouse_TrimCorner3
SM_Framed_TrimRound2	SM_StAHouse_TrimMetal1
SM_Framed_TrimRound3	SM_StAHouse_TrimMetalCorner1
SM_Framed_Vent1	SM_StAHouse_TrimMetalCorner2
SM_Framed_Window1	SM_StAHouse_TrimSemi
SM_Framed_WindowQuad1	SM_StAHouse_Wall1
SM_Framed_WindowQuad2	SM_StAHouse_Window1
SM_Framed_WindowTower1	SM_StAHouse_Window2
SM_Framed_WindowTower2	SM_StAHouse_Window3
	SM_StAHouse_Window4
	SM_StAHouse_WindowCorner
	SM_StAHouse_WindowDuo1
	SM_StAHouse_WindowDuo2

Interior & Exterior Props

ASSET PROP NAME	
EXTERIOR	**INTERIOR**
SM_EX_BollardMet	SM_IN_Stool
SM_EX_BollardCon	SM_IN_BreakfastBar
SM_EX_BollardBar	SM_IN_HanginLights
SM_EX_GreenBox	SM_IN_PhotoFrame
SM_EX_GreenBox5	SM_IN_CoffeTable
SM_EX_VictorianLamppost	SM_IN_Walls
SM_EX_VictorianWallLamp	SM_IN_Ceiling
SM_EX_DeadTree1	SM_IN_Shutter
SM_EX_DeadTree2	SM_IN_RoundCeilingLight
SM_EX_TreeBase	SM_IN_CoffeeBar
SM_EX_TreeCage	SM_IN_Cup
SM_EX_Tomb1	SM_IN_Shelf
SM_EX_Tomb2	SM_IN_PaperBag
SM_EX_TombSign	SM_IN_ChalkBoard
SM_EX_TombGravestone	SM_IN_Mug
SM_EX_PubBench	SM_IN_Blender
SM_EX_LitterBin	SM_IN_TV
SM_EX_HouseAlarm	SM_IN_CoffeeMachine
SM_EX_SignGAP	SM_IN_PhotoFrame
SM_EX_SignFRAMED	SM_IN_Door
SM_EX_SignFRAMEDForSale	
SM_EX_SignJackWills	
SM_EX_SignRAPHAFloor	

Materials

MATERIALS
M_Master_Brick1
M_Master_Brick2
M_Master_Sandstone1
M_Master_Sandstone2
M_Master_Concrete1
M_Master_Floor1
M_WindowFrame
M_Mirror
M_White
M_Wood1
M_Bench1
M_Stone1
M_Metal
M_Chrome

Animations

SHOPPERS
ShopperWalk
ShopperIdle
MR.HAN
MrHanIdle
SHOP BOT
ShopBotForward
ShopBotBackward
ShopBotLeft
ShopBotRight
ShopBotHovering
ShopBotAdvertising

Audio

GAME MUSIC	WHERE ITS PLAYED
MainMenu_theme	Main menu.
GameMusic	During game play.
VictoryMusic	Heard when the player successfully completes a day.
DefeatMusic	Played when the player fails a day and on the restart menu.

ENVIRONMENTAL SOUND EFFECTS	WHAT IT REPRESENTS
Chatter01	People talking.
Chatter02	People talking (layered over Chatter01)
Thrusters	When the robot moves.
Hovering	When the robot is stationery.
Dispersal	When the robot released its advert.
Footsteps	For walking A.Is.
Birds	Birds singing.
AtmosphericCity	Cars beeping, sirens and other generic city sounds.

INTERFACE SOUNDS	WHEN ITS PLAYED
ButtonMove	When the player moves in the menu.
ButtonSelect	When the player selects an option.
UpgradeBought	When the player buys an upgrade.
SpecialUse	When the special ability is ready to use.
ChargeWarning	When the charge is getting low.
ReCharged	When the player re-charges.
TargetHit	When the player hits their daily earnings target.
BellDing	When the player makes a sale.

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