

PLANS AND PROGRESS

The idea for the game is to have the plumber clear 3 waves of monsters during a sewer run and each wave should incrementally rise in terms of duration from 10 seconds to 20 seconds and finally the last wave taking 30 seconds in length. The game in total is planned to consist of 20 levels and the scenery, background and enemies that the plumber comes across will change every five levels, while still remembering the fact that there consists 3 waves of enemies in each level so in total throughout the whole game there should be 60 waves that the player must pass and go through to complete the game.

There will also be a ranking system in place in which the player, when they have completed a level, will receive a grade for their performance judged by the efficiency of enemies defeated, the amount of damage the plumber takes and as well as the amount of enemies defeated during the level. These are the factors that will determine a grade for the player ranging from an A+, A, B, C and F. The health bar of the plumber will be displayed on the top left corner of the players screen and will deplete each time the plumber takes damage from an enemy.

It will take a total of three hits from opposing enemies to the plumber for the plumber to faint and the player to lose the level and have to start all over again from the level they were at, e.g. Plumber succumbs to slime monster at level 12 during the third wave and will have to begin all over again from level 12 and must start from wave 1 again in order to complete the level.

There will be two diamond achievements that the player can earn with their plumber which include: not losing a single time throughout each level as well as achieving the highest possible grade for each level which will be an A+.

This project first originated when we as a group were thinking of a fun game idea we could use as our project idea and decided that since we were all relatively new to creating and developing a game, we would decide on doing a unique and fun mobile game that would also be able to not require a large budget as well as high staff number, neither of which we have access to. We decided on the premise of a plumber as we wanted to create a game using a 'blue collar' job to do insane things that they would never experience in reality to help create a tone with our game that was quirky and playful. We eventually concluded that a plumber would be our main protagonist and that this plumber would be in a situation that is impossible but would add to the wacky type game world we would create. The plumber is flushed down a toilet and can enter the sewer systems to fight enemies. We decided that we would do 20 levels so that we could create a different setting and enemies every five levels so that we will have an order in completing level design and enemy designs.

The premise of creating a game that involved having to defeat a wave or round of enemies before moving on to the next one was chosen as it would save time and costs from instead having to design and create new enemies every level or create a new boss each time at the end of the level. A side scroller type game for mobile is what our game idea is attributed to the most as we felt that given the resources and limited budget we have to work with, this type of game would be the most suitable in terms of game developing as well as character designs.

The stage of planning that we are at now for our game is the story and general idea being completed. We also are in the know of what setting we want to have the game in which is the sewers underground as well as the enemies being fought related to things that can be seen in a place as grimy and disgusting

as the sewers such as rubbish/trash, slime or goop, spiders and other sentient creatures however adding a certain falsity towards the situations that occur in the form of mutated creatures and inanimate objects coming to life and wreaking havoc in the sewers, that paired with the absurdity of an everyday plumber having to be the only person that must stand up against these monsters. We have also planned out the combat or projectile exchange sequences in that the plumber will have to use various tools in his toolbox such as a wrench or screwdriver to be used as projectiles to be fired at the oncoming waves of enemies. The decision was also made for the player to lose the level after they are hit by the enemy attacks in three hits which would make the player have to start the level from the very beginning, even if the player has made it towards the third wave, they would have to begin from the first wave of that same level. This was done so that the player can feel that they are challenged while doing this but they should not feel demotivated in losing multiple times as waves only will last for 10-20 seconds in length each(excluding the last level), which would incline the player to keep playing as it is not tiresome and tedious to have to keep starting again from the beginning of the level due to how short in duration the waves are.

The technological resources used to make this game will most likely be some type of game developing software that specializes with mobile application game development such as Unity, GDevelop and Indie Game Maker. These are game making software that are capable of being used by people like us who are still relatively new at creating a mobile game and do not possess a high budget to work with using other more expensive and expansive gaming software. We would first have to gain knowledge of and learn the basic utilities that the software has to offer and slowly become more comfortable with the software until we are at an advanced level with it and are able to add greater layers and added depth towards the game.

The original plan for the game was to base it around a burglar who would start from robbing houses to eventually his robbing shenanigans continue to increase in danger, obscurity and unrealities as he would eventually get to the point where he would be robbing places such as Area 51. But after feedback we got from our Assignment 2 submission about how a mobile game containing crime and violence did not fit in with the assignment specifications, we thought that the same format and structure could be used in making the game as well as keeping the same functionalities of the game however the only thing that would change is the original idea for the story, the character designs and settings to create our new "Sewer Safari" game.

We thought that the ideas that were easily transferable to this new game idea should not be gone to waste and could still be an integral part of our new idea which would be a much better outcome than having to create a new idea from scratch.

Regarding our plans for when we get to the point where we have finished our game and continue to test it out ourselves, we plan to have beta testing as well and have critics and reviewers for mobile games be part of this testing to get a full understanding and thorough detail on our project so we are able to receive feedback and discussion from a user standpoint to get more opinions on our project rather than just our own thoughts and outlook, which is not to say that our viewpoint on Sewer Safari is not welcomed, however it may be prone to certain levels of bias due to the countless days spent working on this project, which can lead us to subconsciously coddle our work and become fine with the stage that our game is at rather than expanding and fixing errors picked up from the users or sensible and understandable complaints.

We had at a certain point thought of the idea of adding different items in our game for the player, who controls the plumber, to be able to use as weapons as well as other items that can be acquired as collectibles throughout the game but in the end we decided against it as we thought about the overall simplicity and straightforwardness of our game and decided that this was considered something more that was unnecessary towards our game and we had to begin thinking from a user standpoint and thought if realistically, would somebody really spend this much time to collect these items and weapons for a game as simple as this? We thought that this would be the best idea to follow as we developers do want to see our whole game and the efforts, we placed into it explored fully and expansively however we had to come to the conclusion that players of the game would not be able to see that effort and that time we had spent adding these other facets towards the game, although it was a difficult decision to make, we knew it was something that had to be done to stick to our brand/ideas.

It was not a complete loss however as there were obviously some benefits that came out of the exclusion of these ideas such as saving time when completing the game which helps ease the workload that would be placed on our the group members developing that part of the game as well as less time being spent having to learn how to that specific part of game developing which could be used for reinforcing other elements of our game.

Backtracking a little bit, the decision to making our game 20 levels was one that was heavily debated on as well as we had ideas that we should make the game between 5-10 levels, with around 5 waves of enemies each level but on the other end of the spectrum, we also had ideas to make the game 50 levels with each level only containing one wave of enemies that would last for 20-30 seconds. As individuals who had pride in their ideas and contributions, we wanted to see our ideas in some shape or form be utilized towards the decision of level amount, but we also did not want to discredit or basically ignore other team members and what thoughts they had on the levels that should be included in our game. Although it does sound mildly unimaginative, we decided to 'meet in the middle' and decided to make the game 20 levels with three waves of enemies each level which seemed fair to each member and to their ideas presented.

As mentioned before, we are at end of the planning stages right now and almost to the point of deciding on how we are going to begin creating this game, the specific software that we will be using, the type of art style that we would need for game as well as matching that art style and level design to the overall game environment we have created. Although we have not specifically gone into detail about all these aspects to our game, we are in the process of formulating a plan that details how we are going to go about acquiring the software and the license we need as well as currently choosing and trying out different art styles that would fit our game.