

OVERVIEW

TOPIC: We plan to make a simple side scroller type game in the form of a mobile application. This game will not be a high budget game and will be something on a smaller level but still require a great amount of work. The game will be influenced by other games that incorporate the “wave” type format into their games. The game is focused on a plumber who is flushed down people’s toilets and arrives in the sewers to then begin the battle against the enemies in the sewers.

We hope that this game achieves a good reception from the public and that it is regarded as one of the mobile games that is unique in its premise and character designs and not unique for its levels and enemy combat system. The possibility of this game not being received well or even played as much as we anticipate is viable, but we are hoping that our unique premise will help us achieve a strong fanbase and good reviews for our game.

MOTIVATION:

We are all people who love video games and so it was an instant no brainer that we would create a project surrounding or involving video games. This project is important or interesting as we feel that we would be putting in our maximum effort and attention since we take pride in being video gamers and will want to create a project that reflects our pride. This project idea being worked on and completed would show a future employer/s, that we are able to dedicate and apply ourselves to our projects and can create high level work.

LANDSCAPE:

There are many games that incorporate the wave type system such as Bloons Tower Defense and Clash of Clans to name a few that are very popular. These would also be competitors to our own project idea. Our project currently involves a plumber that must defeat enemies in sewer systems. This is an idea that has rarely been used in mobile games and is something we hope will differentiate our project between other games out there that have similar types of combat formats.