Malikmamed

Kill the betrayers!

Concept Document   
(Homework No.1)

Project team: HahaSoEasy

Instructor: Dr. Araz Yusubov

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| Team member | Contribution to this homework (NOT the project) | Estimated % |
| <Student Name 1> | Selin Hebipoghlu | 25 |
| <Student Name 2> | Chingiz Huseynzada | 25 |
| <Student Name 3> | Fidan Sadirli | 25 |
| <Student Name 4> | Narmin Salahli | 25 |

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# Introduction

This is part of the Game Design Document for a hypothetical project Malikmamed submitted for partial fulfillment of the requirements of the Game Development Fundamentals course in the School of Information Technologies and Engineering at ADA University, Baku, Azerbaijan.

Malikmamed is a 2D side-scroller adventure game that is inspired by Azerbaijani fairytale Malikmammad and carries the main storyline and motives of it. The objective of the game is to navigate the player’s character through different environments- apple tree yard, underworld, dark world and to kill antagonists of the game- Giants and betraying brothers of the main character.

The genre of the game is action-adventure . The central character - Malikmamed is the only protagonist of the game and there are no alternatives to him. Player type is single player. Technical form is 2D. Player has the ability to jump, slide, collect the objects and fight with sword. If he hits an obstacle, the game ends unsuccessfully. Different objects act as an obstacle-black sheep, dragon fire, stones. The game is supposed to be comprised three parts. Our gameplay is as follows :In the first part the event takes place in apple tree yard. The environmental theme there has trees in the background , however apples are on the ground. Malikmammad collects apples which in turn accumulates as points on the upper left corner of screen. However, if the suddenly appearing Giant hurts him, he starts to lose points. If the point happens to be negative at some point, game is over. If Malikmamed successfully encounters all obstacles he reaches a well at which the second stage of the game starts. In the second round, the environment is underworld. Malikmamed should reach the capsule which contains the soul of the Giant. As soon as he finds and breaks it, the Giant dies. Obstacles here are black sheep, dragon which breathes fire etc. Jumping on to white sheep, on the other hand, gives Malikmamed points. The third part happens to be in dark world , which is solely boss fight. Malikmamed sits on Phoenix and flies. On his way Phoenix gathers water capsules and meat which stands on the way. Malikmamed fights his two brothers and should kill them with his sword. Brothers are flying on dragon. At the end of the game, in case of success Malikmamed meets his father and fiancée.

Since the story of the character is based on tale , we expect our major audience to be children and teenagers, regardless of their gender. Malikmammad is a sample of Azerbaijani oral literature and is included in 5th class literature books of Azerbaijani public schools. Developing such a game may attract the attentions of school time children or even the ones younger since it is one the most famous fairytales. Notwithstanding our expectations, there are no age or interest restrictions and can be played by anyone. Due to the lack of design experience, our design intension is to make it cloned. We intend to use audio description along with summary scenes to give some insights from the original story of Malikmamed.

# Game Analysis

## Game Description

* Genre:Adventure
* Game Elements: Collecting
* Game Content: Drama
* Theme: Fantasy
* Player: 1 player at once.

## Game Reference

<Game Taxonomy: Game Taxonomy is here as a reminder of what the design direction is.

<Game Taxonomy is made up of Simulation-, Game- and Narrative-based. These can further be divided into Chance vs. Skill, Fiction vs. Non-Fiction and Physical vs. Virtual. Example: Xyanide is a Fictional Game/Narrative, while Sim City is a Non-Fictional Simulation/Game.>

<Player Immersion: This is an attempt to understand what kind of enjoyment the player will receive from the game. Example: Tactical, Strategy, Narrative, Physical, Emotional, Mental, etc.

<Reference: References can come from anywhere. The idea is to describe your game’s story, play, and style with references to other games, movies, etc.>

## Definitions

<Every time you come across a project-specific term (which can be interpreted differently e.g. “BSP”), add a short description of it to the table below. Insert here any technical word for which the meaning may not be known. DO NOT assume that the readers have specialized knowledge. Use a table format for these.>

|  |  |
| --- | --- |
| Term | Definition |
| <Term> | <Detailed term definition> |

# Game Atmosphere

In the game atmosphere we will try to use national ornaments and motives of Azerbaijan, since we are refering to national tematics. The garments of characters will be peculiar to national costumes of Azerbaijan, moreover fictional characters like dragon, Phoenix, Giant will be formed according to national imagination of those characters in our fairytales. In the first stage, background will be resembling forest, in the second and third rounds, it will have dark composition. There will be platform levels through which the character will be navigating.

# Game Play

In the opening of the game, users will see a ‘Play’ and ‘About the game’ buttons. By clicking the ‘About the game’ button gamers will be able to read instructions and by which keys they are going to control as well as brief information about Malikmammad’s background and mission in the game. The game has one mode and there are no options for difficulty degree such as easy, medium or difficult. As the user starts the game he/she firstly encounters audio description in the presence of descriptive images of the episode from Malikmammad’ fairytale, namely the dialogue between the king and his three sons. The king complains about the fact that he has never tasted apples from his yard. He sends his elder sons, however they return with no success. Now this is the turn for youngest son. At that point the first round of the game begins.

The game will be controlled with left, right, up and down buttons of the keyboard. Up button is used for jumping and down button is for sliding. One additional button-A is used for attacking the enemies with sword.

We were inspired by Super Mario while developing this game. As in the game of SuperMario, there will be no uncertainty in ours, namely, the result of the game will be the same. Not fulfilling the requirements of the game will result with losing the game.

For winning this game you should abstain from letting your points to become negative and should reach to the end of boss fight. As the Malikmamed gathers one apple he gets one point. But if the Giant is able to give him punch he is losing 3 points. In order to escape the attack of the Giant, Malikmamed should slide with ‘down’ button.

Negative point will lead to losing the game. If the player successfully finishes all 3 rounds , the game is won and in the final scene Malikmamed meets his father and fiancée.

# Key Features

<Key features are a list of game elements that are attractive to the player. In Malikmamed, we will have some key features, such as:

* In our Game Malikmamed, there will be 2 levels: easy and medium.
* Malikmamed has only one enemy: Giant.
* Time of Game Play will be 2 or 3 hours of fun, it depends of age and capability of the player.
* If player will die, the game will be replayed. And there will be one more section “Resume” and “Replay” which the player can resume the game and replay it again.
* The player will have a chance to play the game in “sounds: on” or “sounds: off” mood.
* There will be a menu which will have specifications such as choosing a level, sound section, resume, replay and so on.
* It will be available on all computers. In future, it can also be available on mobile phones.
* Malikmamed is a single player game.
* For now, it will be offline game. So, there is no online activities. However, in future, there can be some online activities, such as high score.
* In our game, there will be 2 types of mode, and it will be changed automatically to dark mode in the 3rd part of the game.

>

# Selling Features

Our game idea comes from Azerbaijani oral literature. Characters of the game based on one of the famous tale- Malikhmammad.

1. Our major audience will be children and teenagers. Gender of audience does not matter it can be boy or girl both of them can play.
2. Features of the game will be   
   1. If the game cannot find a previous saved file it starts up a new game by default.  
   2.You will need to play every level more than once  
   3.No gender difference for player  
   4.The ability to restart game  
   5.jumping  
   6.running  
   7.collecting  
   8.hitting

We will promote our game on all social media such as Facebook, Twitter, Instagram etc.

# References

Rabin, S. (2009). Introduction to game development. Retrieved from <http://ebookcentral.proquest.com>

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