Project Proposal

CSIS 3126

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**Introduction**

Almost every kid, teen or even adult plays or has played some sort of video games, whether it is old or new. Most game industries make their games available to be played by everyone, despite some games being rated teen or mature. This is a smart way to increase revenue or even be the new game everyone wants to talk about or is talking about. Well, Nearest Out is just the game to grab you by the eyes and suck you in. For our game, we want you to feel like you are in the game itself. The character will be an adventurer trying to get out of the place that you are currently in. We want the player to face obstacles and enemies that will be annoying and kill or try to kill you. Our goal is to make the player not want to stop playing.

**Gameplay**

The player will play as an adventurer named Bjorn, seeking an adventure of a life time. Bjorn because so focused on adventures that he has no idea what he is in store for. The beginning the game starts out on the surface of a placed called Kattegat. Enemies are everywhere as you are trying to find out where they came from. As you’re doing so you end up falling into a hole where you find their layer. Bjorn becomes overwhelmed and does not want to be there anymore as he does not want to be an adventurer anymore. Desperately trying to find a way out, you will be faced by many enemies trying to kill you. It’s the players job to find the nearest out. But be careful, you might not want to exit at every exit you see.

**Objectives**

**Title:** Nearest Out

**Engine:** Godot

**Basic Features:**

* The adventurer and the ability to move both left and right and jump
* The ability to slide and attack
* The players health will deplete when hit by an enemy or fall damage is taken
* Player will die after taking too much damage
* The score of how many enemies the player has killed will display
* The enemies will have the ability to attack the player

Controls Keys:

* Left arrow = move left
* Right arrow = move right
* Up arrow = draw sword
* Down arrow = put away sword
* Space bar = jump
* S = slide
* F = regular attack
* G = medium attack
* V = heavy attack

**Advanced Features:**

* Enemies respawn once they are off screen and you return to that point
* When player dies he restarts at the entrance of a new level
* Player only has three lives until game ends and restarts from the beginning
* The screen moves with the player in every direction
* Additional animations when enemies are killed
* Jumping will fatigue the player after multiple jumps

**Target Customers**

Nearest Out will have the availability to be played by ages 7+ due to the fact in the game you are using a sword to eliminate enemies. Although they are fantasy characters that are trying to attack you in your journey, it doesn’t seem right for a child under this age(7) to be using a sword.