

My Game concepts.

My first proposal for my game will be a shooting game where cannons will be firing from the right side of the world and a body(character) from the bottom of the screen will have to aim to get to the top of the screen without being hit by a cannon ball. If the character is hit by a cannon ball, then the game will end and output a game over message. I intend to have an incredibly detailed world where there will be multiple bodies (which will be visually stimulating) as well as haptic features such as sound effects to add a sense of realism to the game to which the player will very much appreciate.

After completing my research, I have found out that to add visual realism to my game I will need to use a world which is based on what we see in the real world. Since this is a shooting game, the most favorable world will be based on a war zone/battlefield.

As you can see this picture would suit my game since there is a lot of artillery fire going on which would mimic the same activity in my game world. However, my game world would have to be more abstract since I have limited resources, which means I would not be able to create a world which is as detailed as this, but it will still be detailed enough to be realistic to the user.

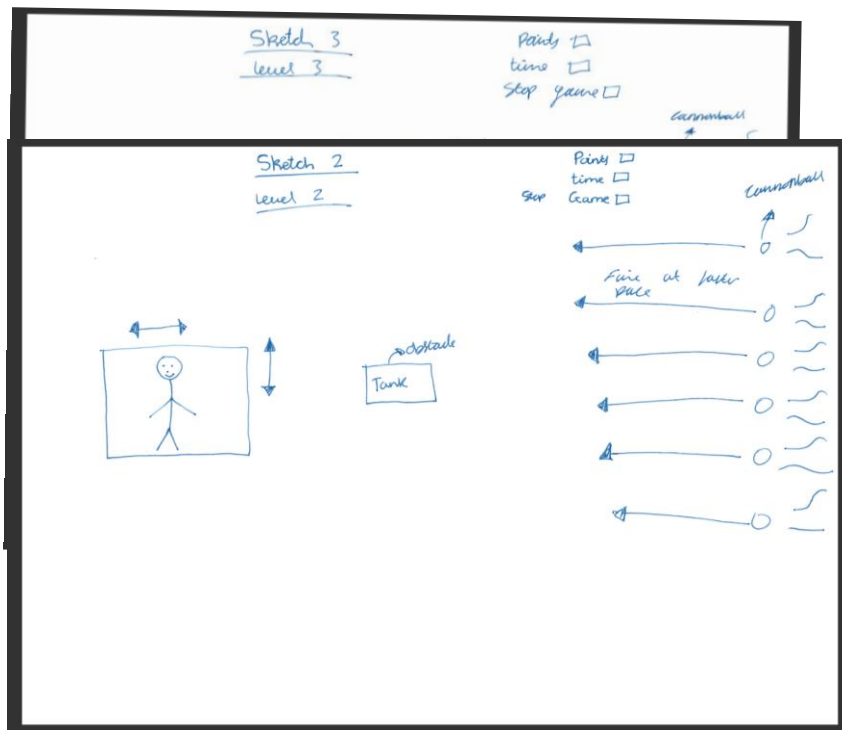
In terms of audio features of the game there will be sound of cannon balls being shot and cannon balls hitting the character. This will signal to the user that he has lost the game and that he will need to start again.

There will be 4 levels to the game with the very first level being the easiest as the cannonball will be firing at the slowest pace and there will be no obstacles. However, the last level will be the hardest as there will be a multitude of obstacles and the cannonballs will be firing at their highest speed.

Every well-made game should have a graphical user interface which will allow the user to interact with game. There will be a welcome page as soon as the game is opened and will allow the user to skip levels as well as start at the first level. The game body(character) will be controlled by the arrow keys on a QWERTY keyboard and the space bar. The arrow keys control the direction of the character, and the space bar controls how and when the character can jump.

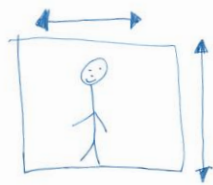
In addition to this the players' game statistics will also be published after the game has ended or the player terminating the game prematurely. The statistics will tell them how fast their reaction times were, how many points they scored and how long they took to complete a level.

Here are some abstract sketches of my game idea:



Sketch 3
level 3

Paint ☐
time ☐
Stop game ☐



tank → attacks

tank

