

OCR Project proposal

Title

Supernatural: Saving People, Hunting Things

Overview of my Project

My game is going to be a horizontal platformer game based on the TV show Supernatural. At the start, the player chooses which hunter they want to use and the player must run along the screen with an innocent they are trying to save following them and monsters spawn on the right. The player presses the letter E to choose to attack a monster and uses the mouse as an input to select the weapon that they need to use to defeat the monster. The player can also choose to press the spacebar to jump over the monster instead, however this causes the health of the innocent to decrease by 10. Killing the monster with the correct weapon will score you 100 points whereas choosing to jump over the monster would gain you 10 points. Choosing the wrong weapon would kill the person that you are trying to save. Each hunter is going to have one monster that they are able to kill without selecting a weapon. The hunters that I am going to have are Sam, Dean, John, Mary, Rowena, Claire, Bobby, Jack, Castiel and Charlie. The monsters are going to be Demon, Death, Vampires, Werewolves, Witch, Spirits, Hellhounds, God, Angel and Leviathans. The weapons I am going to use are Demon Blade, Sith, Machete, Silver Bullets, Curse, Salt + Gasoline + Matches, Angel Blade and Jack.

Programming Language(s) Used

The programming language that I am going to use is Python and I am going to use the pygame extension in order to make my game object oriented.

Main Project Objectives/ Success Criteria

- There will be multiple menu options; Choose the hunter, Choose the weapon, Choose the difficulty and Choose to either Quit, Play, View Credits or view the leaderboard.
- I want to save the players score to a separate file to create a leaderboard.
- Sound effects are going to be used when the character jumps and when an enemy is killed and also when the innocent dies.
- There will be a health variable that will decrease if the monster gets to the innocent.
- I will add graphics and change between different images to create the illusion of movement
- Some characters will be taller than others because i am going to base the height off the characters heights in supernatural
- The land that they are walking on will move across the screen to make it look like the hunters and innocents are walking.
- After a bit the land will speed up so the monsters come faster therefore keeping a user interested in the game.
- The land that the hunters are walking on will keep changing to make it look like the hunter and innocent are going into different locations because the same background is

boring so it might make it more interesting for the user if the land and background change.

Why this is a suitable project

I Think this is a suitable project because there are a lot of features that need to be implemented into the game and although there are similarities to other games, this game hasn't been created before so I have to think more therefore it is more challenging because I have nothing to base it off.

The different menu option means the game can be made in different difficulties and the choice of hunter helps it to be more personalised therefore the game will be more enjoyable to other players whilst at the same time it makes the game more difficult to code.