



BONAFIDE CERTIFICATE

This is to certify that record of course work is a bonafide work done by **Adarsh S**, ID No.: **17UG03165**, in partial fulfillment of requirements for the 3rd year B.Sc. (Hons) Game Design & Development during the academic year 2019 – 2020 is the original work of the candidate.

Submitted for the **Web Technology 2** assessment held on _____.

By

_____ **Verified**

Staff In-Charge

Game Idea 1

Another Prison Escape Game

Genre

Top down, Prison escape

Target Audience

5+ years

About

Another prison escape game is a top down game where the aim of the player is to escape a prison without getting caught by cameras or prison guards.

Game Elements

- The game features the player, a convict trying to escape.
- Prison cells and offices.
- Security guard that patrols the place.
- Security cameras that detect everything.
- Keys that you have to find to unlock locked doors.

Visual Theme

I have chosen 2D pixel art style for this game to make it appealing for the target audience.

Game Idea 2

Pearl Harbor 2D

Genre

Side scroller, 2D, Endless

Target Audience

5+ years

About

Pearl harbor 2D is an endless flying game. It features a plane which the player can control and enemy planes that travel opposite direction to the player. The player has to navigate through these enemy planes.

Game Elements

Plane that the player can control.

Enemy aircrafts that randomly spawn.

A timer to record the time flown by the player

Visual Theme

This game is based on a semi realistic 2D art style.

Pleasant colors for the player and intimidating colors for the enemy is used.

Game Idea 3

The Odyssey

Genre

3D, Endless Runner

Target Audience

5+ years

About

The Odyssey is a 3D flying game set in outer space. The game features a space ship which navigates through the asteroids and debris. The game is over when it is collided with asteroids. The player gets to shoot to counter and there is score board which tracks scores.

Game Elements

The space ship which the player can control.

Asteroids which randomly spawn in front.

Score system for shooting asteroids.

Score to keep track of how long the player flew without getting destroyed

Visual Theme

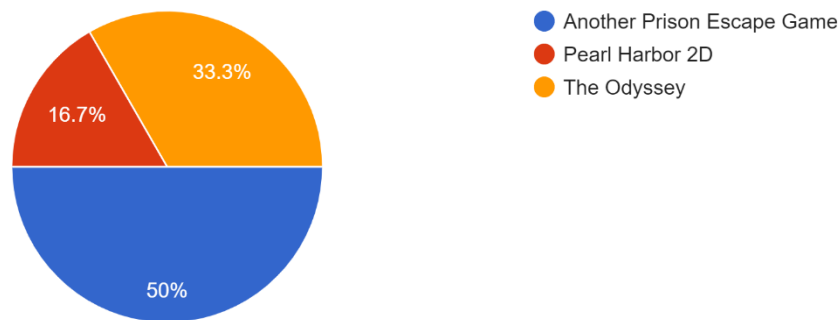
3D realistic models and textures are used for this game. Emissive materials are also used for better aesthetics.

Survey

Based on a google survey conducted these were the results. (Form link : <https://forms.gle/LCnz5XBbRFt5yu588>)

Which game idea did you love the most?

6 responses



Critical Analysis

Based on the survey results, Another Prison Escape Game was selected.

Another Prison Escape Game

About

Another prison escape game is a top down game where the aim of the player is to escape a prison without getting caught by cameras or prison guards.

The player has to find hidden keys to open locked doors to progress the game.

The Core Gameplay

The main objective is to avoid enemy contact and find an escape route on the map. The map features multiple cells to hide and office room to find hidden items. Games over when player comes in contact with security guards or cameras.

Game Mechanics

The players uses the basic WASD controls for movement. E can be used to interact with objects like opening doors. Certain main doors require keys that can be found on the hidden rooms. The player has to navigate through the maze and find the exit.

Social Network Elements

The game published on itch.io where anyone with the link can access and play the game.

Menu and HUD

The main menu consists of a play button to start the game. The instructions are also written near the play button. The menu follows the art style of the game..

Level Details

The game consists of 1 huge level which is divided into 3 sections. The difficulty gets increased as the game progresses..

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