# Project History/Inception

Initial suggestions for games were:

* Tetris
* Platform level game
* Adventure game
* Type of centipede game (like end of yr1 project)
* Side scroller

The group agreed to produce a puzzle based game rather than a fighting game, though small elements of fighting may be ok. The idea is to produce a cheerful seasonal game.

We were advised not to do a Tetris style game. We felt that a centipede game would not be interesting enough, and that an adventure game would need a lot of work to be interesting (needing a complex story line and graphics). We therefore agreed to do a platform game, but to include puzzles.

# Project Concept

Christmas themed game, to last about 30 mins, for anyone to play.

# Project Objective/Goal

To give Tiny Tim’s family a great Christmas, and stop Scrooge from wrecking it.

At the start of the game we see Tiny Tim’s bare room. Each game level gives one stage of decoration for Tim’s house.

# Game Play

The player must navigate through a platform section. On the way the player must collect a ‘key’ which will allow them to pass on to the puzzle at the end of the section. The player can also collect items to add extra sparkle to Tim’s Christmas.

At the end of each platform, the player must complete a puzzle to collect the next item(s) for Tim’s Christmas, e.g. Christmas tree. When the puzzle is complete, the user can see Tim’s room with the collected items so far. They can then move on to the next level.

The levels increase in difficulty, with extra mechanics and different items to collect. The player may also need to defeat occasional Scrooge sabotage attempts.

# Project Stages

Desired Game Features and Gameplay

| **Type** | **Platform Section** | **Puzzle Section** |
| --- | --- | --- |
| TREE | Town -> Forest  KEY: Hatchet  DOOR: Thick Forest | Forest Maze |
| DECORATIONS | Attic  KEY: Tinsel, Lights, Baubles, Stockings  MECHANIC: Moving boxes around/out of the way to find key items. | Celtic Knot |
| DINNER | Kitchen  KEY: Food items  END: Food in oven + Turn on  MECHANIC: More obstacles (harder), perhaps fire jets | Tile picture OR  Memory cards |
| PRESENTS | Night sky  KEY: Present parts:  Paper/Bow/Gift  MECHANIC: Helicopter Game; obstacles - roofs | Santa Traffic game |

# Graphics Required

The following graphics will be needed:

| **Item** | **Size** | **Scope** |
| --- | --- | --- |
| Player sprite | Small | To use when moving through platform levels |
| Tim’s room | Window | To show levels/goals being achieved. There are 5 levels to this room:   1. Bare room at start, showing bare fireplace and bare table 2. Room with Christmas tree (the tree itself is decorated) 3. Room with tree and decorations (swags, tinsel, cards) 4. As c) but the table is now laden with food, plates, glasses 5. As d) but there are now stockings at the mantelpiece and a pile of gifts |
| Collectible items | Small | To collect during platform levels; extras to display in Tim’s room, e.g. star for top of tree, special items for tree |
| Platform levels | Main display | For game play. Perhaps we could use a repeated pattern?  There are 4 levels:   1. Through a woodland scene. Bright daylight 2. Though the attic. Still brightly lit 3. In the kitchens, with indoor lighting 4. In the night sky – stars and moon, rooftops. |
| Evil Scrooge sprite or rats ? | small | May want this to provide obstacles to overcome (possible small amount of fighting) |
| Puzzle grid tile icons | Grid icon | For playing the puzzle games. Will need to identify exactly what is needed |

# Puzzle Games

All puzzle games should be grid based, so we can play be changing the icon being displayed on each grid square. Need to decide the size of grid – use same size grid for every game. Grid should have Christmassy border, and will need to see the reward associated with each puzzle.

## Christmas Tree Maze

The player needs to navigate to the Christmas tree – either from one side to the other, or into the centre (depends what looks the best). Should be able to see “your tree” in the target position. Success adds the (decorated) tree to Timy Tim’s room.

## Celtic Knot Decorations

The Christmas lights must be aligned within the Celtic knot. Success will add decorations to Tiny Tim’s room.

## Food Puzzle

There are two possibilities for this puzzle which results in the food and drink being added to Tim’s room:

1. Match the pairs: tiles are all upside down; clicking one reveals the picture; player must click consecutive tiles with the same picture gradually working through the tiles.
2. Lay the table, slider puzzle: There is one square with no tile. The player must slide tiles up/down, left/right to re-arrange into a properly laid table.

## Santa Traffic Puzzle

The player needs to slide the traffic pieces around one at a time to move them out of the way so that Santa’s sleigh can escape the gridlock.