

## Game design (Week 1 Report)

**Team:** Avram Andrei (3A6), Rusu Daniel (3A1)

We established how the game will look like and we thought about this:

**Project name:** Beware Mate

**Game type:** Co-op, survival game

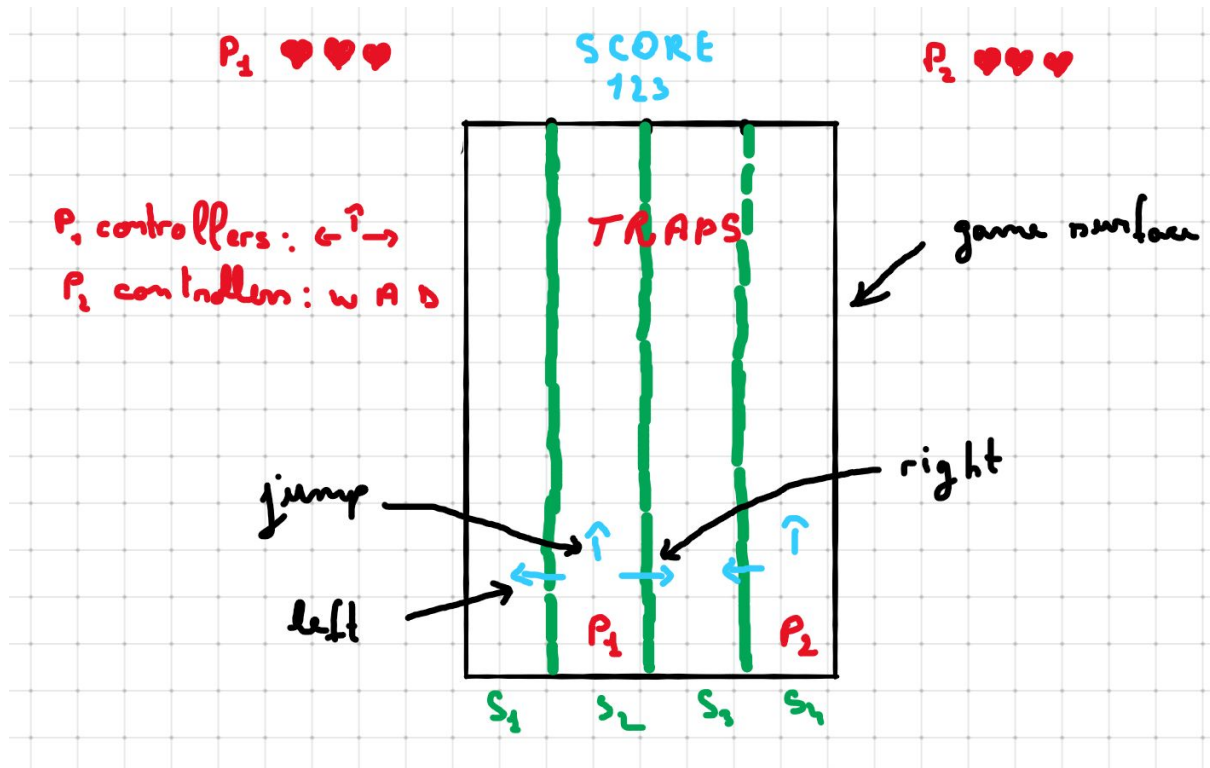
**Mission:** Players should avoid obstacles and play for as long as possible.

**Long story short:** Game starts with two players, one controlled by arrows, and the other one by letters (WASD). Those are on a running track with four bands and they have the same speed. The actions they can make are: changing bands (the one from right and the one from left), if it is possible to jump one on another and the under one will play for both of them until the one from above will jump back on another band.

Both players have three lives and if one of them remains without, the player left will play for both of them. To make things harder, the obstacles will be arranged in such a way that they have to collaborate and sync perfectly.

**Game engine:** We picked Unity, even though the game will be 3D and Unreal is suited better for 3D Games, but from what we understood and read, Unity is better for beginners and we have some previous experience with it from the IMR class from last semester.

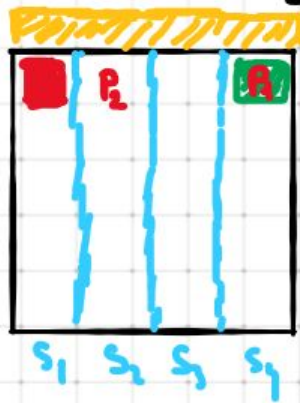
### Sketch



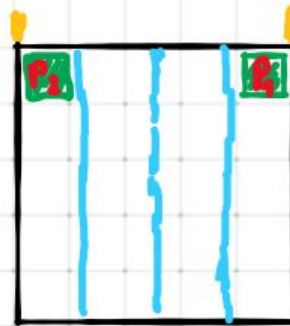
## Types of traps

1. Synchronization

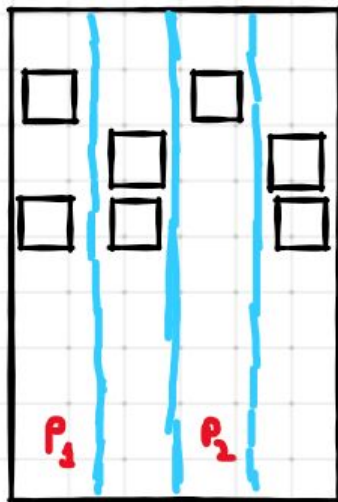
wall close



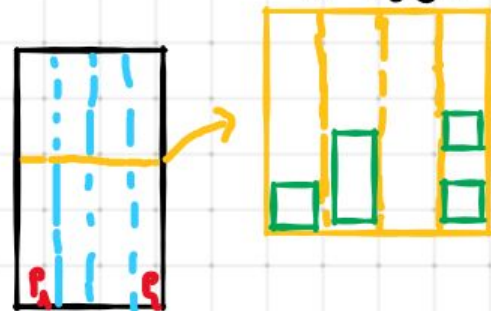
open



2. Pits



3. Wall with holes



Useful link:

[https://www.youtube.com/watch?v=HvKPbLb-AUY&ab\\_channel=CraftyCrud](https://www.youtube.com/watch?v=HvKPbLb-AUY&ab_channel=CraftyCrud)