# Group 6

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Design 1 (11/19):

The Racing Game, where the player competes against another individual to race to the finish. The game is vertical scrolling and players must navigate the coarse better than there opponent in order to win the race. Watch out for obstacles on the track though. This game is intended for friendly competition and to test skills of hand-eye coordination.
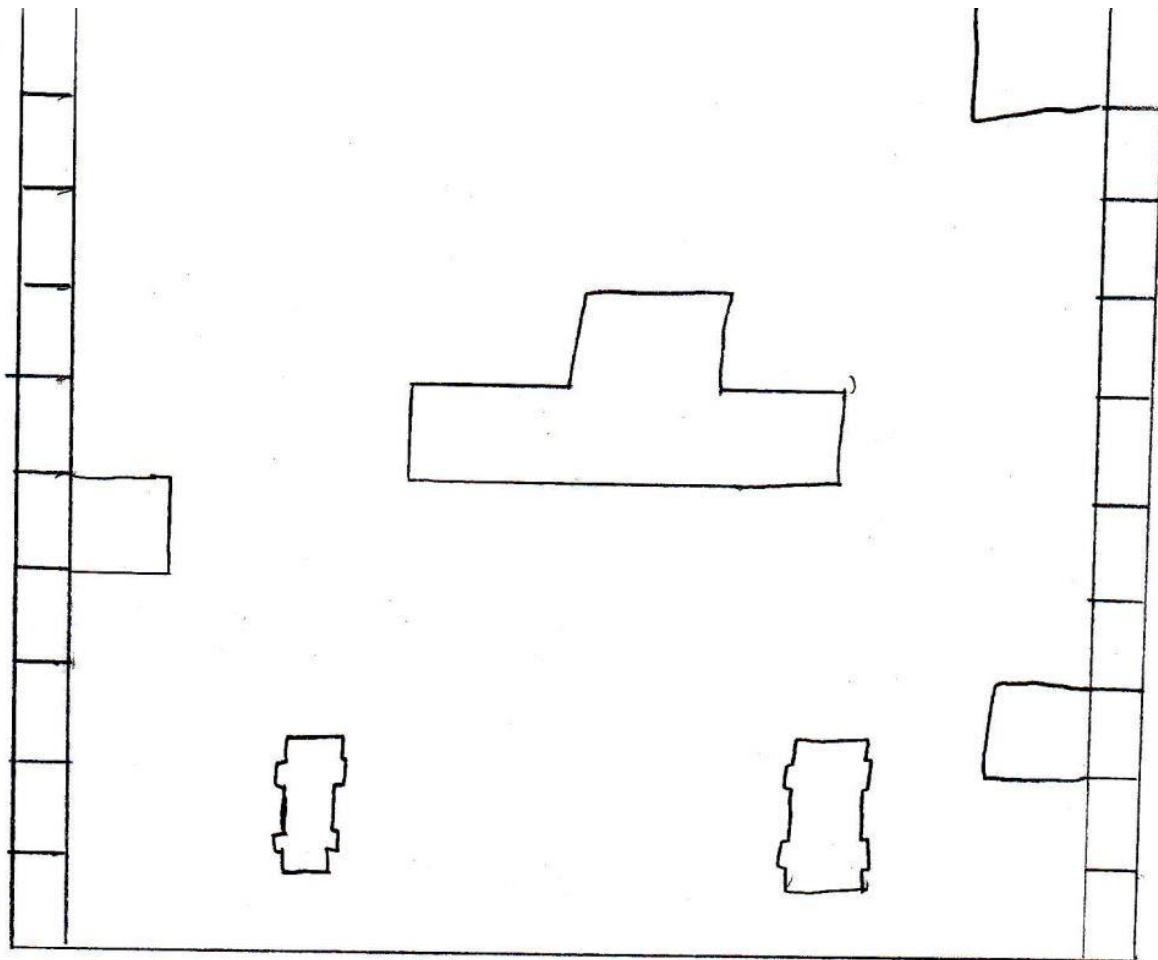
Design 2 (11/21):

A game must have a story a lore and a reason for its existence. This adventurous side scrolling game is based on the game passage where you travel through life. Initially the screen behind you is clear and the screen in front is hard to see, and as you get older that flips around. Our game has you going through life in different levels picking one item in each area as you pass through, and based on those decisions you reveal a pseudo psycho analysis of yourself.

Life is A Journey
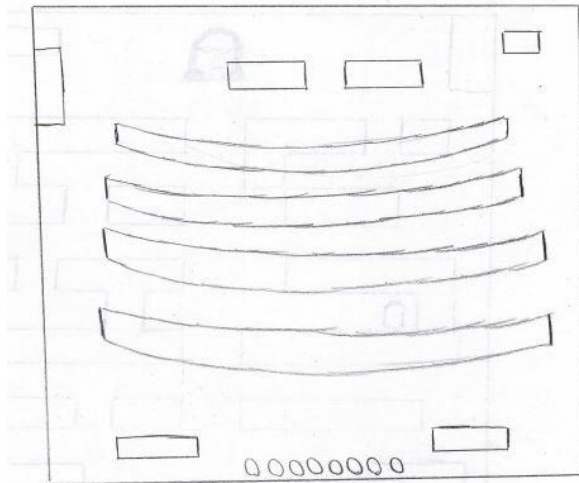
We all choose our own path . . .
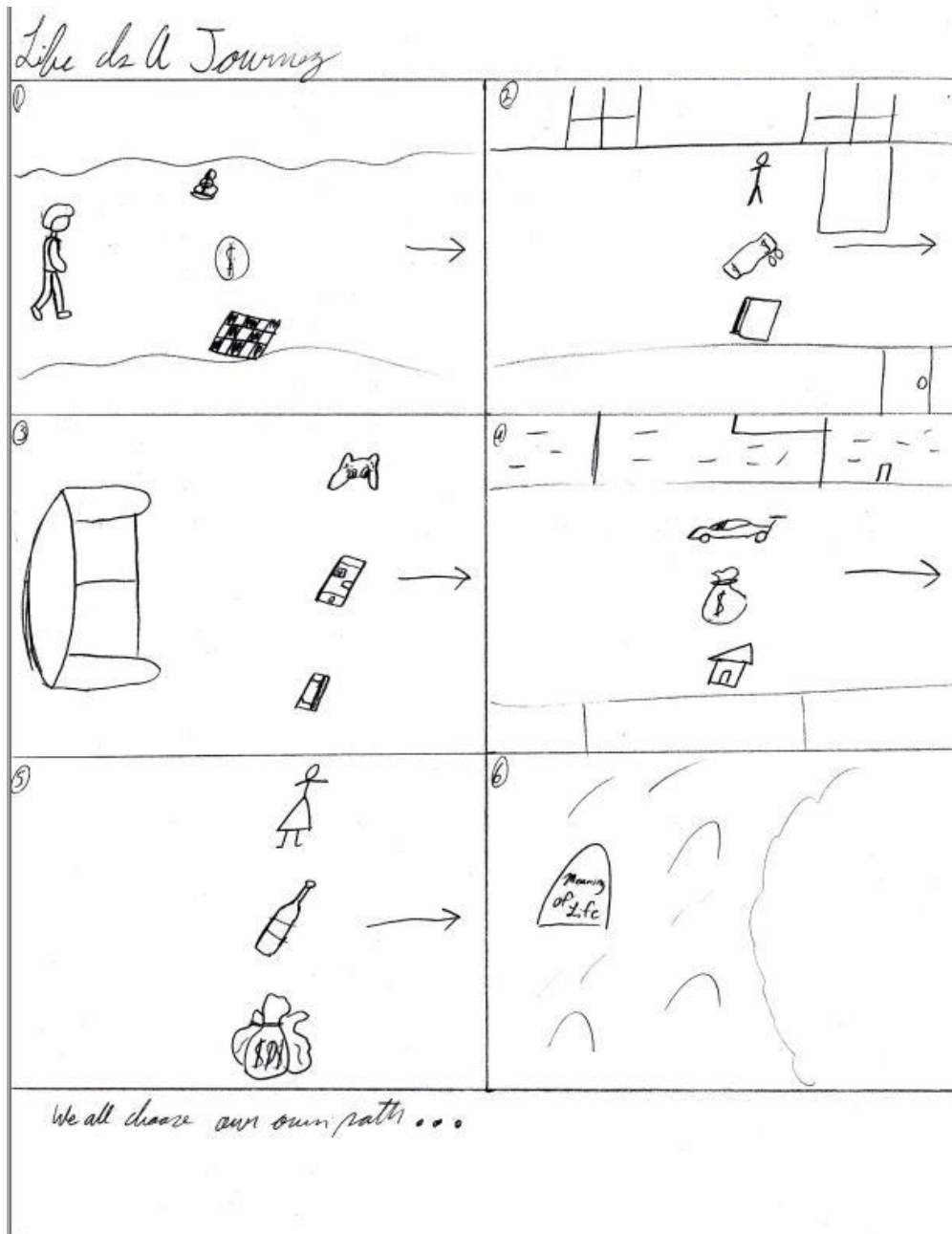
Design 3 (11/25) :

     In your house you must go from room to room and retrieve items, once you have recovered enough items you can go to the basement and place items you feel are best suited towards individuals you know. Based on what you give individuals as gifts this reveals traits about yourself. This is an interesting psych game that gives a story to the character based on their decisions. It is a visual and more meaningful variant of a text adventure game.
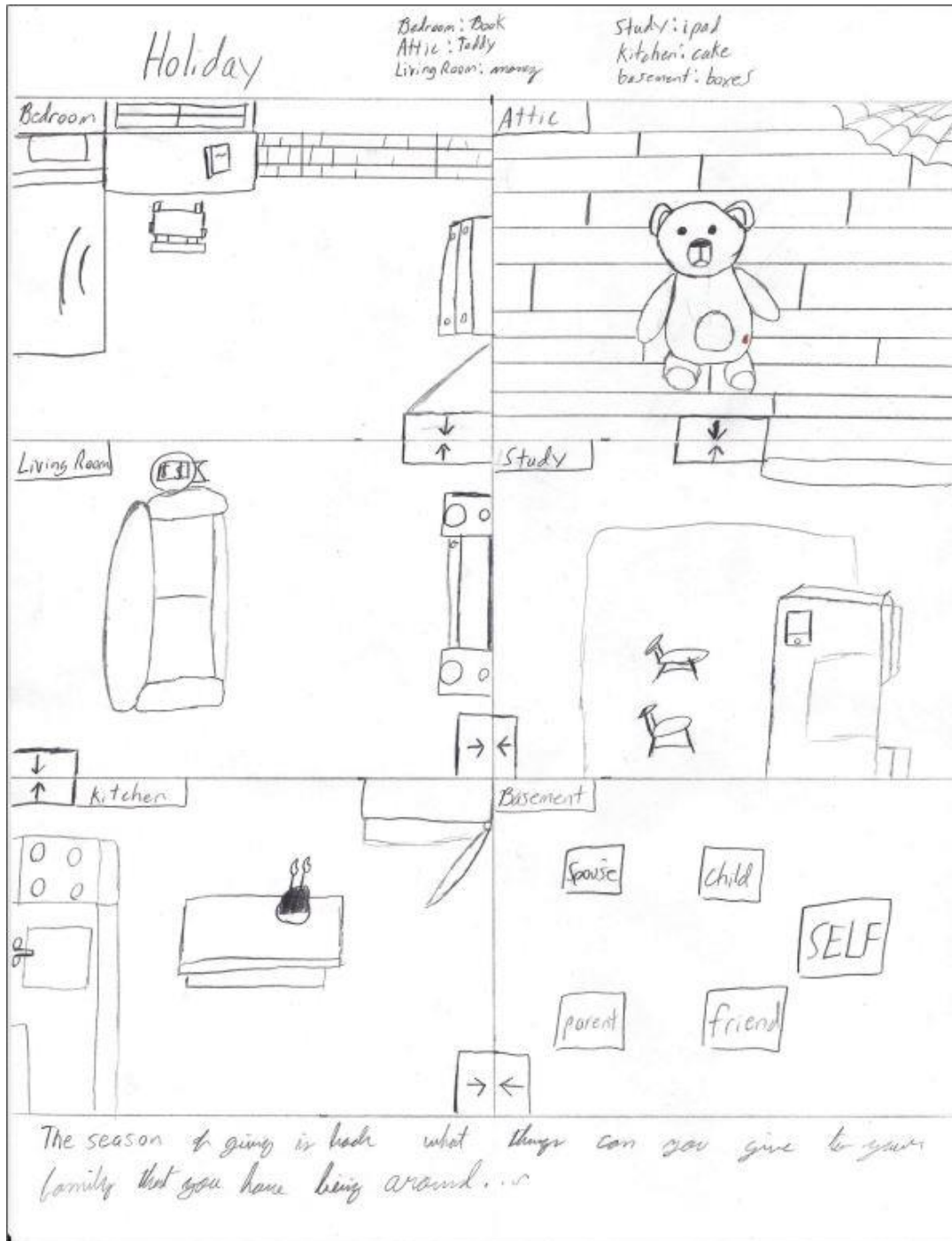
Design 4 (12/2):

Do you have the skills it will take to complete your jam project on time? It's a race against time as you have to get to the Jam before Bogost can catch you and force you to submit your assignment. This is a temple run style thriller where the player must get to the Jam and return in to the front of the room before the professor catches you.