ECS657U / ECS7003P Multi-platform Game Development

Coursework 1: Prototype

Game Design Questionnaire

Your group should complete this questionnaire. **One person** from your group should submit it via QMPlus.

Group

Group Identifier: T

Group Members: Rakib Ali, Muhammed Ismael Ali, Tanweer Ali

Prototype

Git repository URL: https://github.com/Askeladd78/Project

Gameplay video URL: https://youtu.be/e7t8fII6_3U

Concept

Working Title: *Escape from Nazarick*

Concept Statement *(A couple of sentences that say what the game is and why it will be fun.)* **[140 words max.]**

This game is a fast-paced, adventurous, platformer. There will be multiple levels to keep you entertained with each level having different themes and obstacles. Along the way the character can collect power-ups to aid their efforts and must avoid enemy NPCs which damage their health, reduces chances of a fast level clearing time and/or could result in having to go back to 'square one'. As the main aim is to clear the levels with the fastest time, this will bring about a player's competitiveness so they can showcase their best times amongst their friends and hold the bragging rights making the game more fun and engaging.

Genre *(Relate to one or more established genres.)* **[50 words max.]**

Our game will be a platformer, meaning that it will require a heavy use of jumping, mantling and climbing to navigate through the levels. Players will be able to traverse through levels with the use of power ups and objects, that will allow them to transcend their movement capabilities.

Target audience *(Who will play this and why?)* **[100 words max.]**

Anyone who enjoys a challenge and is willing to test their abilities and aptitude at fast-paced games. The game would usually be played in a relaxed state in an environment with access to a device. It can be played with friends to compare completion times on each level or it could be played alone thanks to having a timing system in place that allows the player to 'vs. themselves'. Our target demographic would be people that enjoy games/movies such as: The Super Mario franchise, Indiana jones and crash bandicoot, as these games have similar themes & genres to ours.

Design Overview

Player experience & POV *(What is the intended player POV (point-of-view) and experience? What will they see, encounter and feel?)* **[100 words max.]**

The players intended POV is 3rd person giving them a better FOV and understanding of the map and movement of the character, reducing hindrance in their experience of the game. The player will see obstacles such as walls, stairs & moving platforms that require traversing to progress the levels, as well as enemy NPCs that damage the player's health. Also, there are power ups/objects that aid the player in their efforts to complete the levels. As the player runs through the levels, they will feel a buzz and thrill of trying to pace through the levels as quickly as possible.

Visual and audio style. *(What will it look and sound like? How will this support the experience? Can you cite architecture, books, movies, etc. to suggest the style of the game?)* **[100 words max.]**

The initial/lower levels will have a darker hue to the sky showing the character as being in the lowest, darkest depths of the world. As the player progresses up the levels, the sky's colour will start getting brighter displaying a 'closing-in' effect where the player is getting closer to *'Escaping Nazarick'*. We will make our own soundtrack to be played in the background of the game with pitch/tempo changing as the levels get harder. Initial levels would have a slow playing soundtrack and higher levels would have a lower pitch, increased tempo soundtrack to reflect the severity of the level.

Game world fiction *(Briefly describe the game world and narrative as presented to the player.)* **[200 words max.]**

The game follows the adventures of a ninja called Yasuo who was cursed and banished to an abyss called Nazarick. Upon arriving at the abyss, he had lost all his memories. The abyss is filled with treacherous terrain and unknown hostile creatures. In order to escape this world, he must traverse all the levels forced before him, climbing his way up from the bottom to the top of the abyss and make it out alive. However, it isn't all fun and games. Enemies are lurking amongst each level to attack and keep people inside this frightful world forever, and with each level progression, chances of surviving that level keep slimming.

Core gameplay *(How will game objects and the player's actions form gameplay? Why is this engaging?)* **[200 words max.]**

The player's actions such as picking up power ups allows them to enhance their capabilities and forms entertaining gameplay. These power ups can be used to traverse certain obstacles wherein players would normally not be able to do so. One example of this would be the power-up that increases jumping ability. This engages the player more as they see a means of knocking time off their speed run by being able to cover more ground, being able to complete the level, or take alternative paths/shortcuts.

Game objects such as enemies will harm the player if they come into their vicinity, causing them to take damage and knocking the player back. This will be engaging for the player as it requires them to think about their pathing, rather than free running through the whole level, as taking damage from enemies can either cause the player to fall off the platform or lose their health bar completely.

Objectives & progression *(How will the player progress through the game from start to end? What are their short-term and long-term goals (explicit or implicit)?)* **[200 words max.]**

The game will be split into a series of 10 levels with each level increasing in difficulty, with the long-term objective being for the player to finish level 10 so they can escape the abyss. Therefore, as players progress through the levels, their level of understanding and skill in the game will increase, thus allowing them to complete the harder levels.

The short-term goal for the player, however, would be to finish each level as quickly as possible/without losing any health to hold personal accolades or bragging rights amongst their friends. The fastest times for each level will be displayed in the menu page, this can act as a motivator for players to replay levels and beat their current records.

Game systems. *(What systems will you need to code to make this game, in addition to standard systems provided by Unity? E.g. procedural level generation, RPG-style character progression. Which ones are internal and which does the player interact with?)* **[200 words max.]**

Score - The score system our game implements is a timer. Time taken to complete a level is recorded and the fastest times for each level are displayed in the menu page.

Pickups - Pickups/ power-ups is another system our game will implement. This allows the player to transcend their normal abilities enhancing the gaming experience. One example of a power-up is the 'increased jumping power' pick-up.

NPCs - NPCs have been implemented as enemies. Each level will have unique enemies that hinder the chances of the player succeeding in completing the levels. E.g. lower levels would have spiky turtles that stand in one place, upper levels would have more challenging NPCs like skeletons that have faster movement.

Health - The player would have a bar on the top of the screen to keep track of their health. Too much damage taken from NPCs results in the health bar diminishing and ultimately, death.

Interaction *(Player controls and the primary game UI.)* **[200 words max.]**

The player will be able to control the character using WASD keys for movement and the spacebar for jumping. This allows for a simple, yet easy and fluid movement system which will form as one of the core gameplay features. As for the User Interface, we are planning to add a health system, wherein the UI will display the players health e.g. The player will start with 3 hearts, however if they take damage, the UI will indicate that they have lost a heart.

The UI will also display text describing different game objects in the tutorial level e.g. The first time the player encounters an enemy, or a type of powerup, text will be displayed describing those objects. Furthermore, the UI will contain a timer which will start ticking as the player starts the level, and stop once they finish. Players level completion time will be recorded and the fastest times for each level will be displayed in the menu. There will also be a game menu, where the player will be able to continue where they have left off from or replay any levels they have completed.