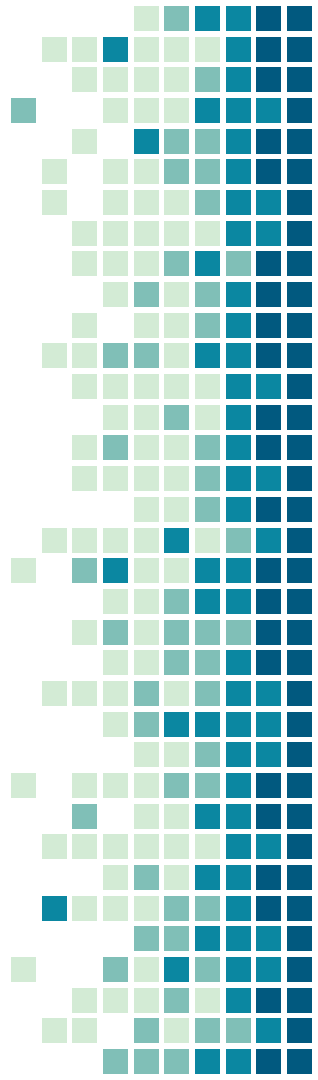# SHAUUUUUUUUUUN
Progress Report 1

John Frazia, Matthew Nagy, and Oliver Rayner

Our Game: Gravity Escape

"After stealing a device that manipulates the user's gravity, a thief is on the run for a better life."

Target Audience:

People who like:
- Puzzle games
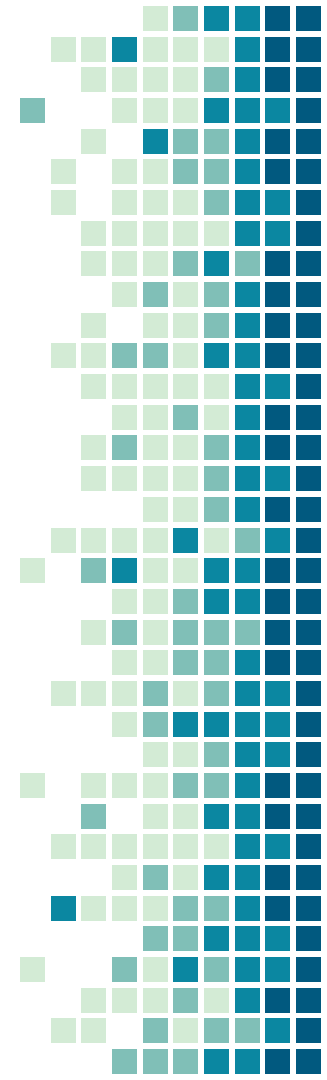- 2D platformers
- Pixel art

Experience Goals:

Tension
    The game requires platforming in order to avoid deadly obstacles.

Eerie
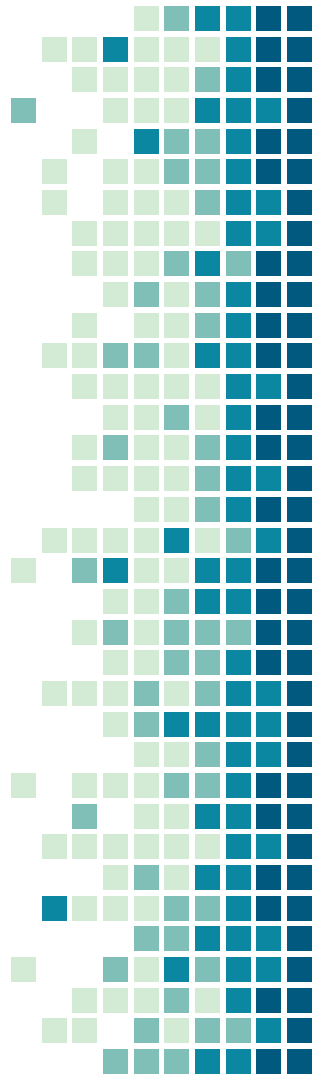   The game could have a lack of music, but be replaced with sound effects and ambience.

Gameplay Description:

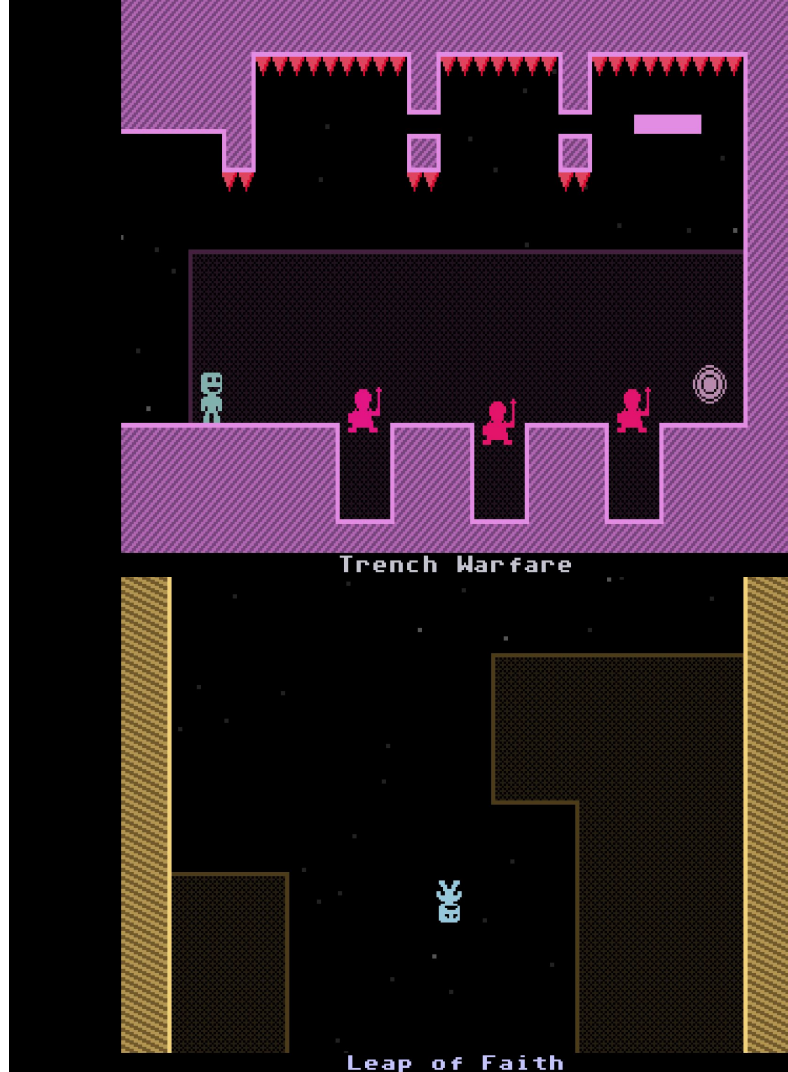A 2D Platformer that is focusing on altering your gravity.

Our current plan is for the player to grab an item before reaching the goal.

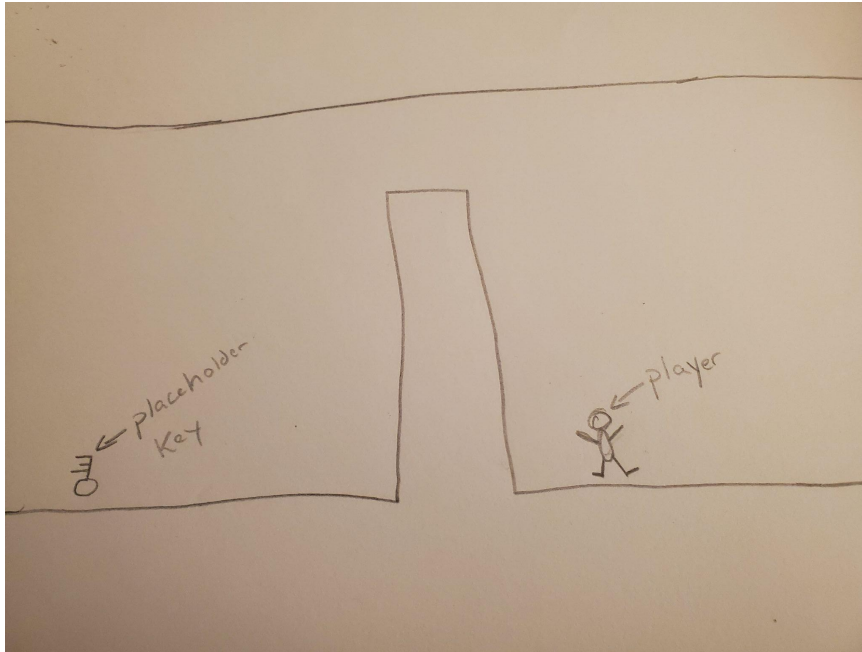We are planning on three main levels.

VVVVVV

- We looked at VVVVVV during discussing this game, noting down that it shared the same gameplay concept as ours.
- We are planning our level design differently however.
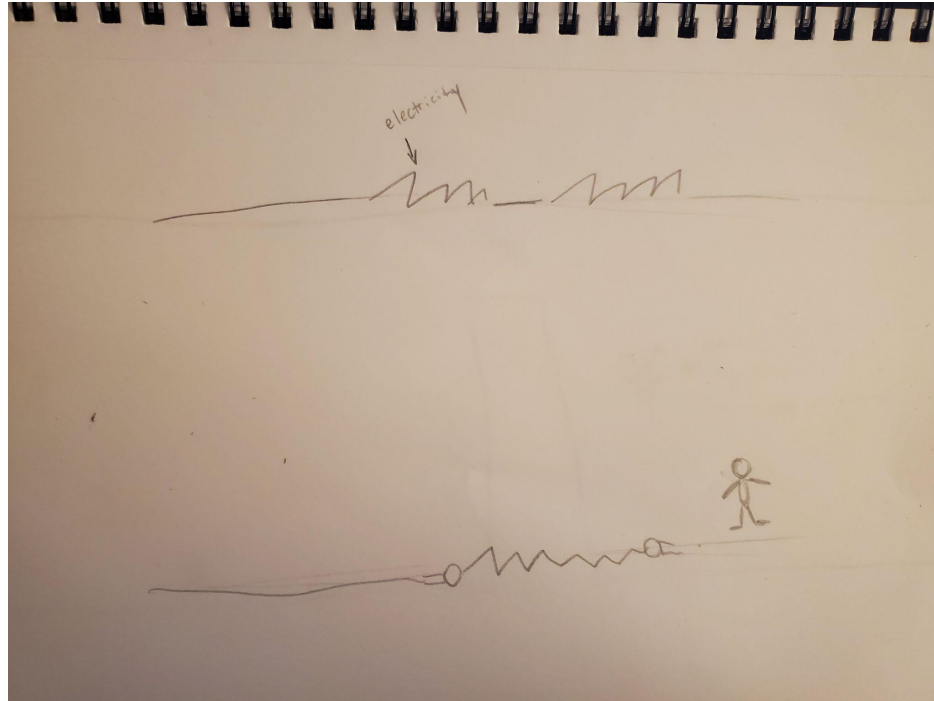- We aren't planning on adding the long stretches of mid-air movement that VVVVV has.

Trench Warfare

Leap of Faith

Mockup 1:

Mockup 2:

cannot switch gravity in air, only on ground
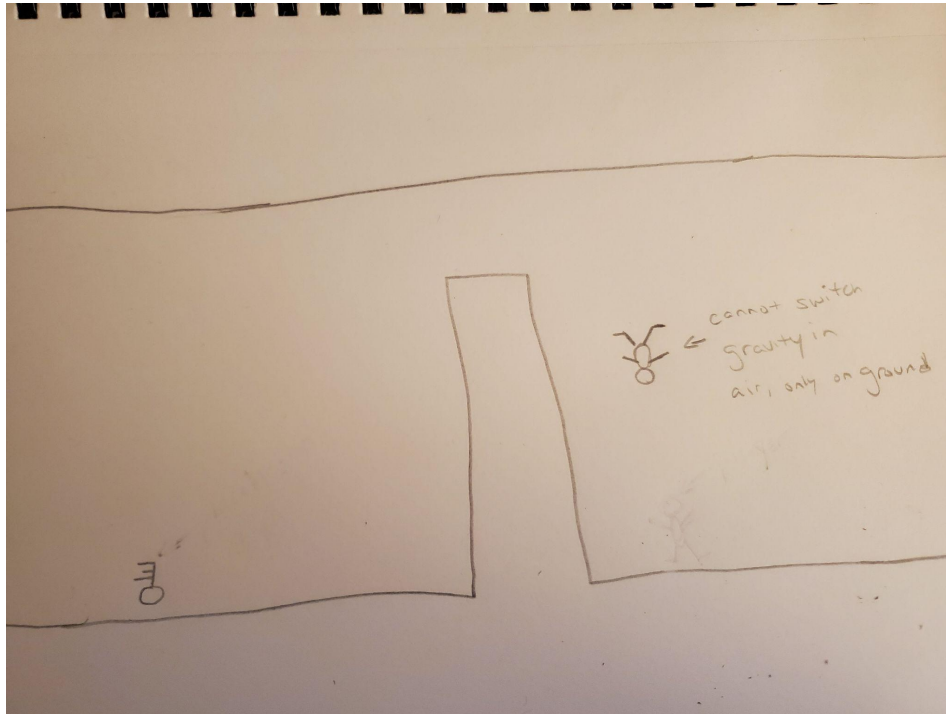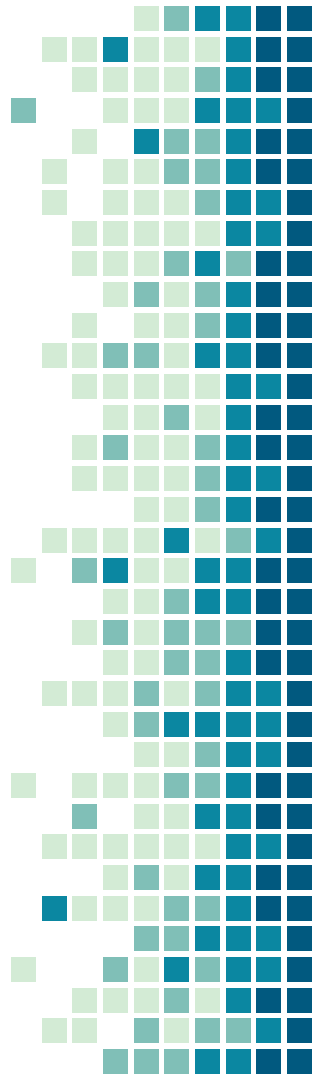
Mockup 3:

Roles:

John: Audio Lead

Matthew: Programming Lead

Oliver: Art/Design Lead

List/assign progress (Trello):
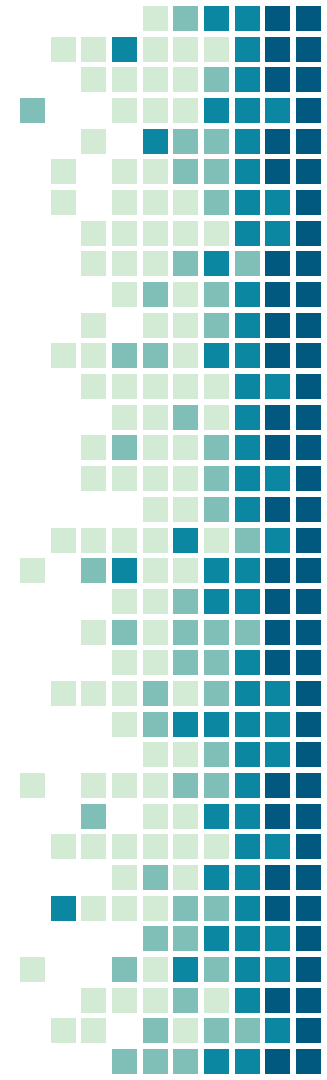
To Do

Finalize tasks on Trello

Doing

Set up Unity on Github

Done

Make Project Report 1

Create a game concept

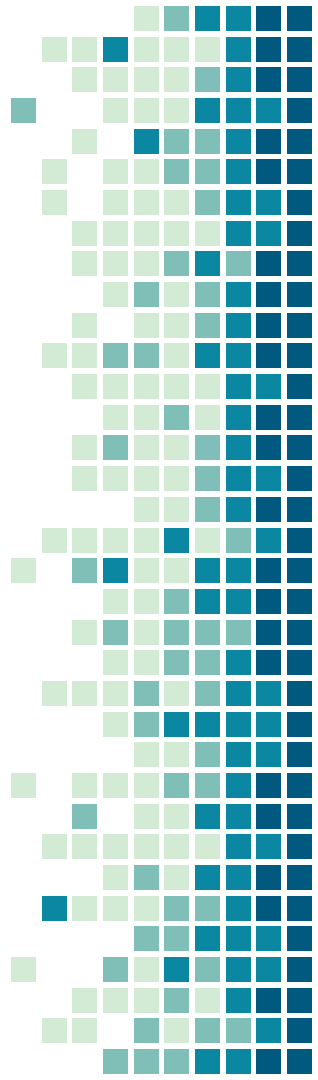Set up Trello

Things Done:

- Trello Setup
- Github Setup
- Decided on Unity Game Engine

Triumphs and Setbacks:

Triumphs == good based scope;
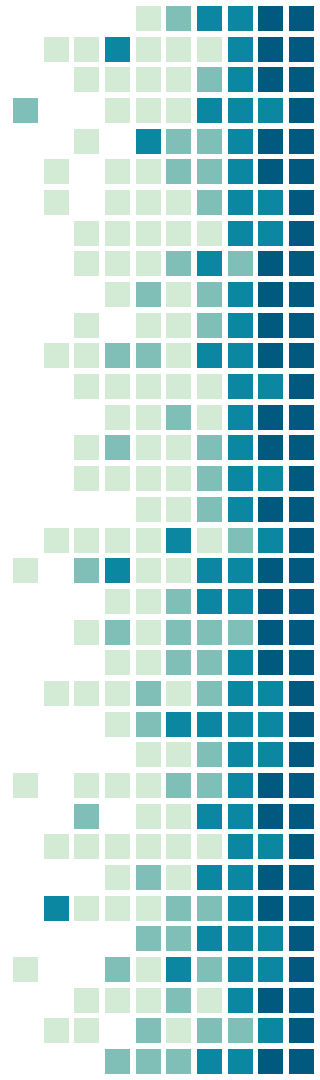

Setbacks == null;
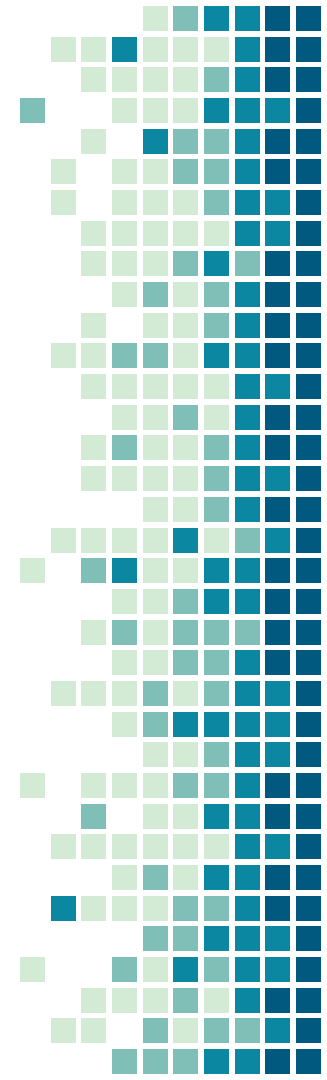
Potential Risks

Playing it too safe
    Make more unique solutions to our simple concepts by using level design or innovative obstacles.

Pixel Art
    Try to use dithering and antialiasing techniques in order to make it more polished.

Honest Assessment

Thank You! Questions?