

Video Game Design
Denver, Colorado
2024
22207-4

Purpose

Our game is a Fantasy Adventure game called “The Land of Swimb”, meant to be played by all ages. In this game, the player plays as a creature that looks like a blob of jello called a Swimb. The goal of the game is to fight off big bad mosquitos called Skeeters and to explore the world around them. The player will explore two villages full of Swimb NPCs, two caves full of mysteries and hidden danger, a forest full of foliage, and a hidden treat.

Description

While the game was originally intended to have a story, we did not utilize our time wisely enough to implement it. The full story started with an intro where you would have to go inside of the adventurers’ guild, get a rose thorn and a stick of dynamite after talking to the NPC at the desk. You would then make your way to the cave directly next to the village you spawn in. Inside this cave you would find a wall you need to destroy to get to the weird whispering noises behind it. In this second section of the cave you would find a weird red stone. You would then immediately run back to the village with the stone to report your discoveries, but as you do so, you drop the stone and it shatters, releasing the Mother Skeeter. You then must run away before the Mother Skeeter crushes you.

After the introduction/tutorial is over, the player must work to find a way to defeat the Mother Skeeter. The player is to journey to a number of different levels and pop Skeeters along the way, and when the player has explored far enough, they will find the Dragon’s cave. The dragon will give you two tasks to complete and a riddle to solve. The first task is to find the healing fruit. The second task is to pop seven Skeeters. After these are completed the dragon will give you a riddle. If you are successful in these three tasks, the dragon will reward you with a scale to defeat the Mother Skeeter, and will tell you a mini-story about how the Mother Skeeter was trapped before.

After you have been given the dragon’s scale, you must go back to the Old Village and start the Mother Skeeter boss battle. The Mother Skeeter boss battle is contained to the old

village, where the Mother Skeeter will spawn more little Skeeters to help it fight. The Mother Skeeter will have two attacks, one where it will try to stomp on you and you must move out of the way, and another where you have to dodge the incoming proboscis (the bit that mosquitos bite you with). This attack will leave the Mother Skeeter stunned, and this is your time to try to damage the great mosquito with your rose thorn. The Skeeter will come to its senses again after a couple seconds and go back to trying to squish the Swimb. After running through this cycle a number of times, the player will finally be presented with their chance to trap the evil Mother Skeeter in the dragon's scale. The player must use the scale on the Mother Skeeter. After the player has successfully used the scale, a cutscene will play, and they have completed the game. Also after the completion of the game, a hidden level opens up behind the dragon's lair, and you get a mini-credits scene as an easter egg.

Currently though, the game as it stands is incomplete, and lacks almost all of the story we were intending on adding, although all of the maps have been made and almost every texture as well as most of the audio for the game were completed, although many have yet to be added.

Target Audience : All Ages (3-99+)

Controls

A & D — Move left/right

E or W — Interact with environment

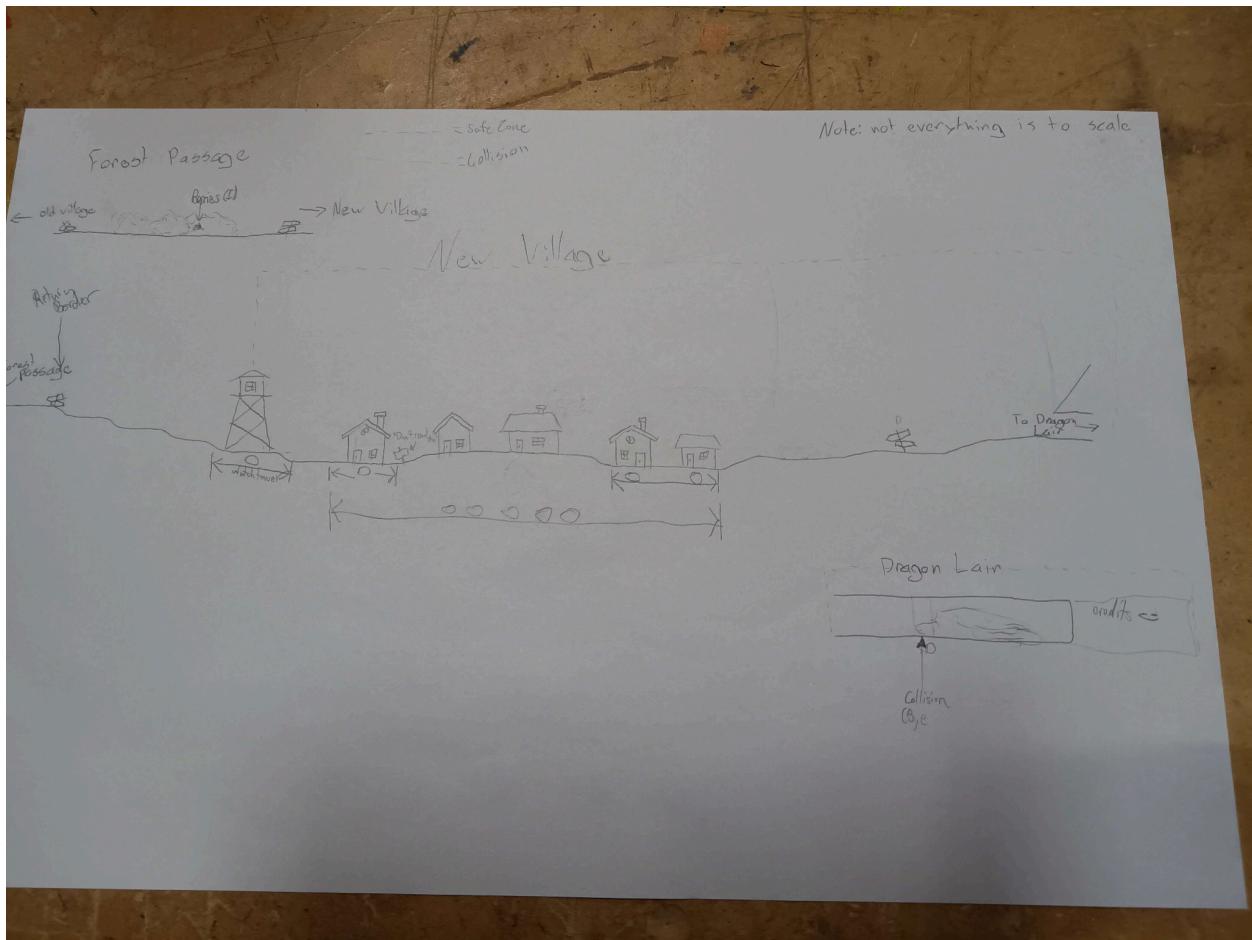
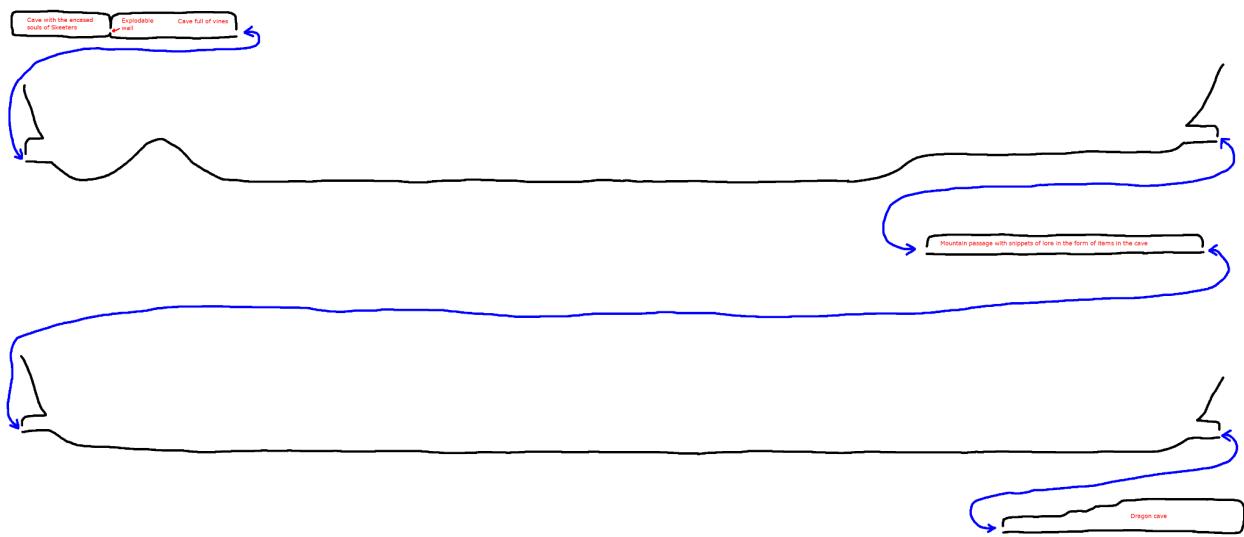
Left Click — Cycle Dialogue/Interact with GUI Buttons / Bite

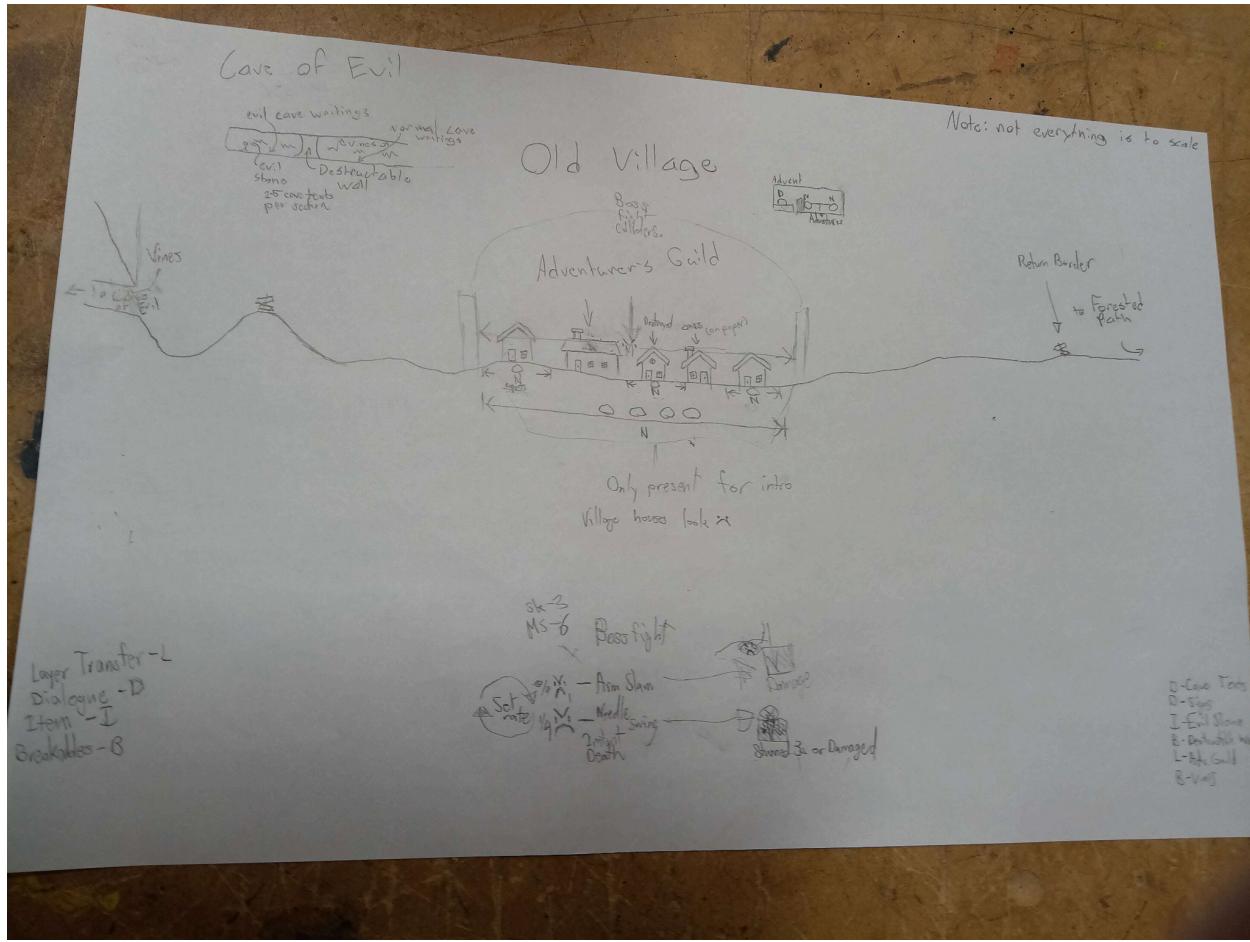
Space — Cycle Dialogue

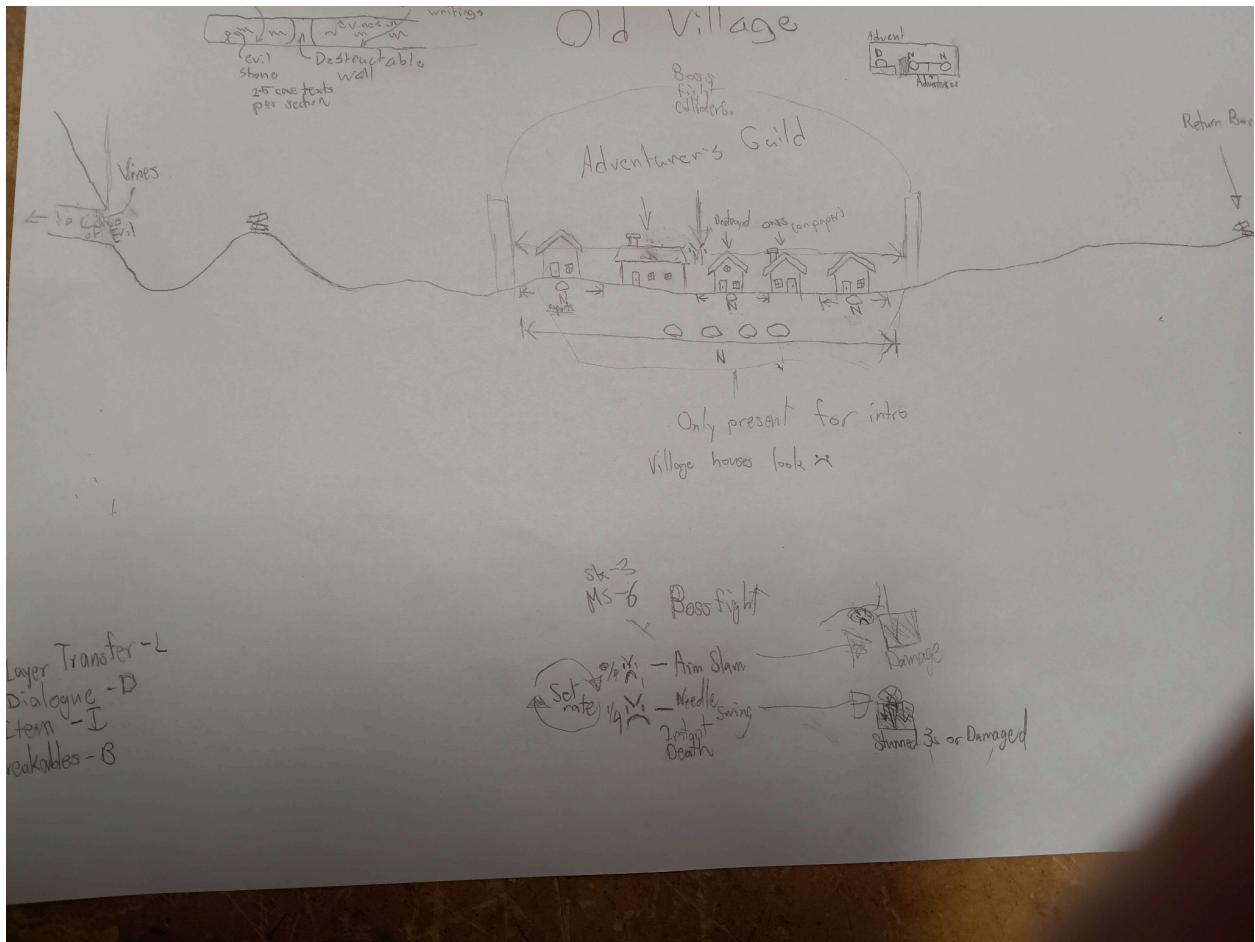
How to Play

When a mosquito-like creature (a skeeter) appears, it will try to deslime you. To avoid this, pop the skeeter by repeatedly clicking on it. The skeeter will vanish once it is popped. Otherwise, simply use the A & D keys to move around and explore the world! Just take in the scenery, as that is all you need to do.

Map concept art (storyboard):







STUDENT COPYRIGHT CHECKLIST

(for students to complete and advisors to verify)

- 1) Does your solution to the competitive event integrate any music? YES NO

If NO, go to question 2.

If YES, is the music copyrighted? YES NO

If YES, move to question 1A. If NO, move to question 1B.

1A) Have you asked for author permission to use the music in your solution and included that permission (letter/form) in your documentation? If YES, move to question 2. If NO, ask for permission (OR use royalty free/your own original music) and if permission is granted, include the permission in your documentation.

1B) Is the music royalty free, or did you create the music yourself? If YES, cite the royalty free music OR your original music properly in your documentation.

CHAPTER ADVISOR: Sign below if your student has integrated any music into his/her competitive event solution.

I, _____ (chapter advisor), have checked my student's solution and confirm that the use of music is done so with proper permission and is cited correctly in the student's documentation.

- 2) Does your solution to the competitive event integrate any graphics? YES NO

If NO, go to question 3.

If YES, is the graphic copyrighted, registered and/or trademarked? YES NO

If YES, move to question 2A. If NO, move to question 2B.

2A) Have you asked for author permission to use the graphic in your solution and included that permission (letter/form) in your documentation? If YES, move to question 3. If NO, ask for permission (OR use royalty free/your own original graphic) and if permission is granted, include the permission in your documentation.

2B) Is the graphic royalty free, or did you create your own graphic? If YES, cite the royalty free graphic OR your own original graphic properly in your documentation.

CHAPTER ADVISOR: Sign below if your student has integrated any graphics into his/her competitive event solution.

I, _____ (chapter advisor), have checked my student's solution and confirm that the use of graphics is done so with proper permission and is cited correctly in the student's documentation.

- 3) Does your solution to the competitive event use another's thoughts or research? YES NO

If NO, this is the end of the checklist.

If YES, have you properly cited other's thoughts or research in your documentation? If YES, this is the end of the checklist.

If NO, properly cite the thoughts/research of others in your documentation.

CHAPTER ADVISOR: Sign below if your student has integrated any thoughts/research of others into his/her competitive event solution.

I, _____ (chapter advisor), have checked my student's solution and confirm that the use of the thoughts/research of others is done so with proper permission and is cited correctly in the student's documentation.

Copyrighted, registered, and/or trademarked materials and permissions

Unity Logo Trademark

<https://unity.com/legal/branding-trademarks>

This logo has been provided through the Unity Engine when building a WebGL Game.

The document linked above details the usage requirements and constraints for the trademark in question.

WebGL Logo Trademark

<https://www.khronos.org/legal/trademarks>

This logo has been provided through the Unity ENgine when building a WebGL Game.

The document linked above details the usage requirements and constraints for the trademark in question in further PDFs linked on the top of the page.

Plan of Work Log

All instances of "Bri" refer to Gabrian Scoville.

Date	Accomplished	Who is involved
9/27/2023	Started game design	Bri, Adam, Spencer
10/11/2023	Brainstorming and concept art	Bri, Adam, Spencer
10/29/2023	Swimb pixel art concept	Adam
1/6/2024	Fleshing out story and gameplay	Bri, Adam, Spencer
1/8/2024	Fleshing out gameplay	Bri, Adam, Spencer
1/10/2024	Base script setup	Bri
1/12/2024	Camera Movement Handler created	Bri
1/14/2024	All swimb sound effects and explosion and match and swing sound effects recorded	Bri, Adam, Spencer
1/15/2024	Stone dirt cave grass and sign textures created as well as all blended textures and inclined textures + filling in map textures finished for new and old village layers started	Adam
1/20/2024	Swimb noises, explosion, and swishing noises created	Spencer
1/21/2024	Door noises created	Spencer
1/23/2024	Splat, jump, fuse, pickup, attack, and interact noises created	Spencer
1/24/2024	TestMovementController phased out as Swimb Movement is created as well as significant brainstorming and map design	Bri, Adam, Spencer
1/26/2024	TerrainInclineNodes created to integrate with Camera Movement	Bri
1/26/2024	Skeeter and dripping noises added	Spencer

1/27/2024	Title Screen created with loading animation when entering main game	Bri
1/27/2024	Sounds start being implemented in-game	Bri
1/27/2024	Skeeter textures and dialog boxes created	Adam
1/28/2024	Sound effects edited	Spencer
1/28/2024	Skeeter Created & Attack system built	Bri
1/28/2024	Game Over functionality added	Bri
1/28/2024	TerrainInclineNode bug fixing	Bri
1/28/2024	Interactables Mechanic created	Bri
1/28/2024	Foreground textures and skeeter poof texture and backgrounds for the credits cave completed	Adam
1/29/2024	Attack System fully implemented	Bri
1/29/2024	Adventurer's guild textures created and backgrounds for all remaining levels completed + most interactable items textured	Adam
1/29/2024	Swimb and item sprites created	Adam
1/29/2024	Sound effects edited	Spencer
1/29/2024	Skeeter poof animation created	Adam
1/30/2024	Added spawning system	Bri
1/30/2024	Overworld ambience sound effect created	Spencer
1/30/2024	Ambience sound added to game	Bri