Project Idea Research

Mobile applications development 3 project

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# Introduction

The purpose of this documentation is to record a report of the progress and outcome of the research and support the design document of the project. The main goal of the research is to find the idea of a suitable 2-Dimensional Mobile Game to develop a design document.

# Research

## Genre

The first step to find inspiration and ideas for a game is to decide the genre of the game on an abstract level. A game genre is a specific category of games related by similar gameplay characteristics. There are dozens of genres of games and all of them can be classified into much more subgenres.

Some of the popular genres and their subgenres are:

* Action
  + Shooter
  + Fighting
  + Survival
  + Battle royale
* Adventure
  + Visual novels
  + Interactive movie
* Role-playing (RPG)
  + Action RPG
  + MMORPG
  + Tactical RPG
* Simulation
  + Vehicle simulation
  + Life simulation
* Strategy
  + Real-Time Strategy (RTS)
  + Tower Defense
  + Multiplayer Online Battle Arena (MOBA)
* Sports
  + Racing
  + Competitive sports

Considering the project is a 2-Dimensional mobile game, I decided that a simple Action game like shooting or fighting game would be suitable because of the limited spaces and controls users have on their devices.

## Similar games

After deciding the genre of the game, I went to find some of the popular arcade style 2-Dimensional shooting and fighting game.

Here are some of the games I had found and investigated:

* Super Smash Bros series
* Mortal Kombat series
* Street Fighter series
* Tekken
* Digimon Rumble Arena
* Metal Slug series
* Contra
* Mega man

All these games are 2D action games with simple controls and it is suitable to consider develop a similar game like the games listed above.

## Decision

I have decided to design a simple stick figure fighting game where the user plays as a swordsman fighting enemies on a limited space. The game is going to be simple to learn and operate as there are only a maximum of 4 buttons to press and is friendly to all ages.

Inspired by other games listed above, the game I design is going to be an arena rumble style fighting game with a small storyline and a little bit of repetitive gameplay. The story will be simple and short like a swordsman got cursed by a wizard and thrown into another dimensional plane where he needs to fight levels and waves of minions to survive. For each level progress, the game difficulty gets harder and at the final level the swordsman needs to defeat the wizard to win the game.

Every level the floor/platform will be different and getting hit and drain health is not the only way to lose the game. If the player fell off from the floor/platform, the player immediately loses the game and need to start over from the first level no matter how far the player progress.

# Conclusion

The research for a design plan of a 2-Dimensional mobile game concludes a result in designing an arena rumble style fighting game. The game itself is easy to learn, understand and most importantly easy to design and develop. The detailed report of the game design will be on the design document.