

# Wagner gets coloured

Original - Frisch aus Unity

“Farbfront von Ludea”

**Genre:** Jump and Run - Platformer

**Target platform:** Windows PC with keyboard

**Target group:** Children ~ 4-99

**Setting:** Jungle themed Sidescroller with Toon/Comic Artstyle

**Features:**

- 3D Jungle
- 2D Character
- Sidescroller
- Collect colored drops
- Story
- German/English

**Description gameplay:**

- Story prologue for introduction:
  - The Maincharacter Wagner live in a colorfree world
  - A colorful and bright fairy get lost in the colorless world and meet Wagner
  - He like the color and want to search the colors
  - The fairy help him to find the way out of this dark world
  - So the fairy disappears and Wagner popped out of a book, but he is flat and the world around him is round and big and a bit scary
  - But he want to search to colors, so he takes the way the fairy told him to go and the way leads him to a clearing
  - There is the first Colordrop and the game starts
- First Level:
  - collect 100/100 blue Colordrops
  - Wagner get blue colored and emits light
  - go to Level 2
- Second Level:
  - collect 100/100 red Colordrops
  - Wagner gets violet colored and emits light
  - go to Level 3
- Third Level:
  - collect 100/100 green Colordrops
  - Wagner gets bright white colored
- Story epilogue:
  - Wagner is happy with his new white color and live happy in this world

**Tasks in Milestones:**

- Concept and Timeplan
- Assets: Tree, Plants
- Animationsdrawing: Wagner walk and jump
- Textures: Tree, Plants, Grass, Ground
- Level Building
- Programming Movements: Player, Camera, Menu
- Testing/Bug fixing
- Stretchgoals
- Build

**Risks of the project:**

Risk	Reason	Solution
Animation failing	<ul style="list-style-type: none"> <li>- never learned how to animate 2D</li> <li>- bad at Unity Animation implementation</li> </ul>	<ul style="list-style-type: none"> <li>- catch up and learn quick</li> <li>- reduce animation to a necessary minimum</li> </ul>
bad leveledesign/ levelbuilding	<ul style="list-style-type: none"> <li>- bad at leveledesign, levelbuilding</li> </ul>	<ul style="list-style-type: none"> <li>- in a real development project, hire someone for this part</li> <li>- in this test, accept my deficit and do the best</li> </ul>
bad Lighting	<ul style="list-style-type: none"> <li>- bad at lighting a scene</li> </ul>	<ul style="list-style-type: none"> <li>- see solution at leveledesign</li> </ul>
shader don't work as intended/ shader failing	<ul style="list-style-type: none"> <li>- bad at shader writing</li> </ul>	<ul style="list-style-type: none"> <li>- catch up</li> <li>- ask for help/tutoring</li> <li>- hope for the best</li> </ul>
don't getting finished	<ul style="list-style-type: none"> <li>- too high standards</li> <li>- too big planed workload</li> </ul>	<ul style="list-style-type: none"> <li>- lower standards</li> <li>- accept deficits and work around</li> <li>- tight schedule with planed buffer and float time</li> </ul>