James Bonish, Dave Taylor, Matt Cardarelli, Ben Helm   2/18/14
2D Game Proposal

Story:
You are a robot. We don't want to give away too much before it comes out, but you will
be a robot in a post-apocalyptic world with seemingly 0 humans. As the game goes on,
you will figure out your purpose and why you are progressing through the game's world.

Looks:
The game will be in a futuristic, apocalyptic setting. It'll be a level-by-level side scroller,
with still backgrounds. There might be a health menu bar at the bottom of the screen to
show your overall health and your individual parts' health, inventory, etc. but some of
that stuff might also only be visible in some kind of pause diagram, like the N64 Zelda
inventory.

Mechanics:
The game will work a lot like the online flash game "Metal Slug". You will be able to
move left or right and jump. There will likely be two attack buttons, as you will likely
have two weapons/shields. Weapons, which are also body parts, will be obtained on the
fly. If you see a weapon on the ground, you walk over it and have a yes or no option of
whether to pick it up and replace your current body part. For example, if you see a buzz-
saw on the ground and would like for that to be your attack arm, you will walk over it and
see its health and then make the decision of whether to pick it up based on your current
attack arm (how good it is and how much health it has). If they are of the same type, you
may be able to repair your current one with the found one.
The more special body parts will be harder to obtain, and each boss will have its own
special body part that are obtainable after defeat. Possible body parts will be an attack
arm (melee weapon or gun), a defense arm (hand-held shields), legs (different legs create
different speeds/jumping ability), torso armor, helmet, etc.
Body parts can break if they are hit too much or used too much, rendering that part of
your body useless until you can repair it or find another body part to replace it
Back-story can be obtained by finding a special item that will likely be a router or
something internet-related. It'll pop up a dialogue box that someone will have either
voice recorded (like Bioshock) or written down in a diary or something (like Fallout),
that gives back story to both who you might be and what happened before/after the
apocalypse.
There will be hidden levels like the pipes you can travel through in Mario that contain
different things like money (we will likely have shops/vending of some sort), special
body parts, and routers. They may be in bushes or something.

Name:
The name is unknown as of now. Maybe something like Robot Slug. But probably not
because it's too story-oriented to be just another slug game.

<u>Project Proposal</u>
Team 5
David Pointeau~ Harry O'Sullivan~Sam Weiss~Anzu Hakone
Microburst

Ever felt like you were about to implode after a hefty mexican meal? Is there an internal war going on your stomach? Is there a growing microbe feeding on what you eat? <u>Microburst</u> is the game for you!

<u>Microburst</u> is a game that takes place in your stomach. The user will control the movement (up, down, left, right) of a hungry germ. This germ either grows in size when it eats a "good-type" of nutriment or down-sizes when it collides with another germ or another unwanted element.

The protagonist germ is restricted in space by your stomach. Stomachs represent different environnements. When the protagonist germ successfully eats all the good nutriments and reaches a desirable size, it BURSTS out of the stomach and carries-on to devour its previous host.

If the protagonist germ becomes too small as a result of colliding with bigger germs, it vanishes into the endless abyss of gastric acid. The user loses the game.

Then on, the germ moves on to the next level and finds another host stomach to satisfy its insatiable hunger. Every stomach is different and every host eats different types of food.

The variation in the environment and in the elements present in the stomach will determine the difficulty of a specific level.

Working title: Super Mega Detroit Runner 3000 XL.

Demons from space have invaded the earth. You play [FEMALE PROTAGONIST], fighting to reclaim you lost [PRECIOUS SOMETHING]. It has been taken away by the monsters and you are angry. You were never much of a fighter but you can run really well, so you'd better run them down and clean up the planet.

Players continuously run alongside a set of demons, dodging their attacks and collecting weapons to attack them. Players can move left and right within the range of the screen and double jump to dodge obstacles. While this is happening, monsters will be attacking you – creating even more hazards. While you dodge static hazards and demon attacks, you collect weapons with which to fight back! Each monster takes a certain number of hits to go down, but you do too.

Our ideas for setting/monster combos include a sandworm in a desert level and a flying (Doctor Robotnic style) boss in a city setting. Players will be able to visit different parts of the globe, visiting recognizable landmarks around the globe via animated backgrounds. Different parts of the level can also inspire different boss attacks. Bosses will also have a theme to them, and each will be uniquely challenging, requiring different mechanics to dodge. The way the player attacks will vary by boss as well. More plot will be revealed with boss dialogue after you defeat them.

During the game, players will have to rely on reflexes to dodge enemy attacks and collect damage dealing weapons. Players will also be given the ability to choose between different paths to take which could lead to different rewards. For example with two divergent paths, one could lead to health upgrades and another that will lead to stronger weapons but at higher risk. A common motif of the game will be high risk high reward. It will be much easier for a player to just dodge enemy attacks than to dodge and also go on the counter offensive, but players will be greatly rewarded for proper timing and risk management.

Each level will have its own difficulty scale and difficulty curve. Players will not be expected to have memorized the level, but they should be able to beat it after one or two failures. As the game goes on, levels will become much more punishing than earlier.

Cody, Josh, Aromie and Param

Louis Ades, Will Hickey, Ryan Schumacher, Adam Zakaria
COMP 23
Project Proposal Document for 2-D Game Project

Our group is proposing development of a 16-bit space-exploring
adventure game called, *Sektor CS.*

Storyline: Set in the far future, an alien force has enclosed
Earth in a force field and is threatening its destruction. You
play the role of a spaceship captain who needs to destroy the
four generators that are powering this force field. It is your
job to navigate space, acquire new weapons, fight alien invaders,
and destroy the four generators. Along the way, space pirates,
enemy space stations and other unknown foes will attack you for
trespassing in their domains. Earth's survival depends on *your*
success!

Game Description: From a bird's eye perspective, the player
controls an armed spaceship. The world is organized into a grid
of screens that each have their own enemies and obstacles. Each
of these screens is called a sector. The player may have to
backtrack to previous sectors once he has acquired new weapons
that allow progression. Each sector contains either enemy units
or puzzles, which a player has to surmount in order to progress.
An example of a puzzle would be using a tractor beam weapon to
move chunks of rock in order to pass through an otherwise
blocked-off area. To help conceptualize what the gameplay is
like, consider the world in *Sektor CS* as a dungeon from a 2-d
Zelda game.

Challenges: This game is heavily based on exploration. The
"open-world, travel anywhere" concept challenges the player to
figure out what they are supposed to do in order to progress. For
example, an asteroid belt may prevent the player from moving to
an area containing a generator. But when the player defeats a
special enemy or boss, he acquires a shield that lets him pass
through the asteroid belt. Although the progression through this
game is predetermined, the open concept masks this linearity and
grants a lot of freedom to the player. The player is also given
little guidance at the beginning, aside from an initial intro
sector, where players learn basic controls.

Play Experience: The overall feeling we are shooting for is
lighthearted adventure. The sprites will all be 16-bit style to
complement the Chiptunes music. The gameplay will be semi-fast
paced. To maintain an arcade-style feeling, ammo will not be
limited, and player death will not carry severe consequences.

Virus Defense [WORKING TITLE]
by Thomas Schaffner, Rebecca Howarth, Joe Canuel, and Brian Pilchik

STORYLINE
Congratulations Doctor, you've just been awarded a Nobel prize for your brilliant new method for visualizing invasive illnesses and bodily defense mechanisms! A normal person might want to kick back and celebrate, but for you the cutting edge of science is never dull. The day after you announce your technological wonder, news arrives of a baffling batch of bizarre ailments arising in a single patient. You, with your prototype patent, are the next and last hope to diagnose this diabolical disease. Using data from the patient, you can simulate responses to varying medications. As you fight to keep the patient alive by suppressing symptoms in important organs, you will hopefully gain enough information to discover the cause of illness and ultimately cure it.

GAMEPLAY
The player journeys inside the body of a patient to engage in a tower-defense battle against bacteria and viruses. The player will be able to buy towers and spend money to upgrade individual towers along branching paths (for example, turning one tower into an AoE slow and another into a rapid fire DPS tower). In between levels, the player will be able to switch which "medications" or power-ups are being used, as well as upgrade those power-ups. This serves as a skill tree, and allows players to specialize for different levels or styles of play, although some skills/power ups may be mutually exclusive in order to force player choice.

Within each level, players much choose how to spend their currency (as is usual), but they must also manage the symptoms of the patient. For example, certain towers may have very little effect on the "enemies" themselves, but they could reduce fever (allowing other towers to function properly and keeping the patient alive). If symptoms become too severe, some towers stop functioning optimally and eventually the patient dies (player loss).

CONTROLS
For compatibility with the USB joystick, player interaction will consist of selecting among pre-defined tower locations (LEFT/RIGHT/UP/DOWN) and selecting tower builds and upgrades at those locations (A/B/X/Y).

WINNING
The game will be broken up into levels, with multiple levels constituting a chapter (located in a different section of the body, e.g. lungs, heart, brain) with unique symptoms to keep track of. Eventually, the player will track down the source of the infection and eliminate it.

Jumbo: A Mouse's Journey

S. Barari, M. Davis, J. Mernin, A. Berman

Jumbo is the story of a brave mouse named Jumbo who must traverse the harsh landscape of post-apocalyptic Tufts University to save his family. Along the way, Jumbo will travel through Dewick Dining Hall, Hotung Cafe, Tisch Library, the President's Lawn, the Academic Quad, Dowling Hall and the gruelling University hills.

Jumbo is a 2D sidescrolling platformer with an emphasis on quick nimble getaways and dodging conflict, rather than head on combat. Jumbo is nimble and quick, but his only defense against the various monstrous creatures in his path is his trusty spoon. Jumbo can draw his spoon to fend off his enemies, but while holding his spoon he cannot jump and his movement speed is limited. Even with the spoon, Jumbo is not safe: the spoon is not strong or sharp, and can only serve to stun and knock back enemies.

The setting of Jumbo is Tufts University after a massive war has wiped out the human race. Now, Tufts is populated by mice, rats, birds, bugs, and other small animals that have survived the apocalypse. Along the way, Jumbo will see the ruined world that we once called school, and will use the wreckage as a way to traverse the world.

Features:
- Unrelenting tension as Jumbo defends himself against a lethal world
- Optional side objectives and collectibles
- Glimpses into the ruined future of the Medford/Somerville area
- Challenging platforming and enemy encounters
- An interactive, large-scale environment from the miniscule perspective of our protagonist

COMP 23 – Game Development
PROJECT PROPOSAL

Team 8 – Jared Bronen, Jessie Chapman, Todd Pollak, Samuel Sprague

It's December 9, 2013 and you have less than a single hour to complete the final Comp 40 assignment by yourself. If you can focus and finish coding your project, you know you can succeed. But waves of students, jocks, bears, and other combatants do not care if they disrupt your work. It's time to set up a defense system against the free-printing leeches, the frantic Comp 11 students, and all others who stand in the way of you finishing your final piece of work. Strategically place TA's, popcorn turrets, and other tools with power-ups to keep the noise level in Halligan at an acceptable level to work. Befriend professors, other Comp 40 students, and the computers themselves to build your network of defense systems against your aggressors. Upgrade Halligan 118 to fortify yourself against noise and distractions!

Halligan Under Siege! uses traditional real-time strategy and tower-defense game mechanics to bring the story of the proverbial Comp 40 student to life! Your noise meter fills up as enemies pass your Halligan defense system. If your noise system fills up, you throw your computer across the room and lose the game. It will take foresight and premeditation to place and upgrade your turrets, defense mechanisms, and room attributes to keep your noisy enemies at bay. As your enemies grow in number and strength, you do as well. You can expand into different rooms in Halligan with new mechanisms and power-ups to keep yourself focused. Enemies will come in waves, with a purchase/sell option before each wave, and a brief description of what you will be up against and why! For instance, after you find out that an EE student dropped a pot of honey all over 116, and a local zoo has had a massive bear "zoo-break," you can purchase bear traps and pheromones to keep your workstation safe and quiet.

We believe this game will be a fun twist on a familiar formula for fans of the tower defense genre. Tower defense has been and continues to be popular due to its simple premise that allows lots of room for variation. How levels are laid out significantly changes the strategy of the game without complicating the code behind it too much. It also does not necessitate a very detailed tutorial, since the basic concept is familiar to most casual gamers. Our tower defense will stand out from the rest on the strength of its heart-wrenching chiptunes, the relatability of its protagonist, and its masterfully delivered humor.

Andrew Wong, Tom Strassner, Karan Singhal, Alex Schaefer
Comp 23: Game Dev
2/18/14

World War Zoo

It is the year 3056, the human race is extinct and the only living creatures on the planet managed survive in the San Diego Zoo. However, the zoo is split into six different habitats: World of Birds, Panda Canyon, Polar Rim, Mouse House, Down Under, and Jumbo Jungle. The World of Birds controls the food supply and is the most powerful habitat in the zoo. Every year, they host the Zoo Games, where each habitat can send one tribute to fight to the death. The victorious tribute wins fame throughout the zoo and food for their habitat for an entire year.

Each player can choose which habitat they want to represent and controls a single animal within an arena. The goal of the game is to jump on top of the other animals in the arena, effectively killing them. Kills earn points for players, and each player will try to get the most points possible. After each death, the players will quickly, randomly re-spawn in the arena. There are three rounds per game. In each round, each kill counts for more points. In the first round, each kill counts for one point, in the second round each kill counts for two points, and in the third round each kill counts for three points. There is a time limit of two minutes in the first round, one minute in the second round, and thirty seconds in the third round. The player with the most points at the end of the third round wins the game.

Pattra Audcharevorakul, Andrea Compton, Max Smiley
February 18, 2014
COMP23: Game Development

Project Proposal

Our game is a dungeon-crawling tactics game with turn-based combat.
Basic gameplay is as follows:

- Create a team of 3-5 party members of varying classes and abilities.
- Move about the dungeon (see fig. 1-1) from room to room.
- Each room has a chance of containing either:
  - Nothing
  - Treasure
  - Decisions
  - Combat instances
- Decisions
  - Encounter other characters or monsters and attempt to negotiate with them.
  - Upon negotiation, chance of:
    - Combat
    - Treausre TREASURE
    - Losing party members
    - Gaining party members
- Combat (see fig. 2-1)
  - Turn-based combat on a grid, based on each character's speed stat.
  - Follow tactics formula from games such as Final Fantasy Tactics, Faster than Light, etc.
  - Twist: Combat is more environment based.
    - Instead of hitting each other over and over, encourage players to use environments to their advantage (e.g.: traps, ravines, etc) rather than just grinding to get higher stats and levels.
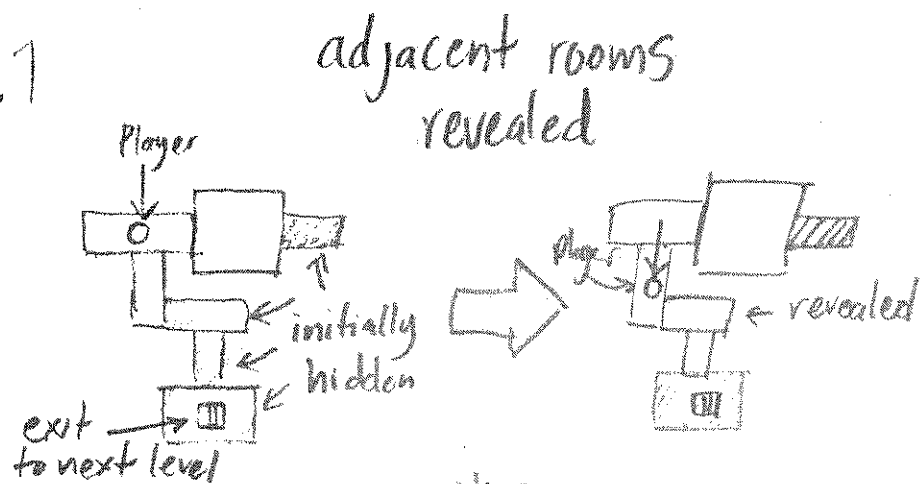
PATTRA AUDCHAREVORAKUL, ANDREA COMPTON, MAX SMILEY

Fig 1.1

adjacent rooms
revealed

Player

initially
hidden

exit → to next level

Fig 2.1

baddies

Pits

Spikes

your team