



When Pigs Fly

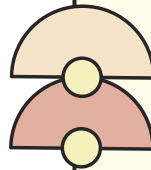
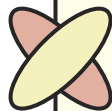
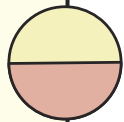
By Brohen Verhoeven

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SUMMARY OF **W.P.F.**

- ◆ When Pigs Fly is an adventure in which you jump from one platform to the next. Avoid obstacles by shooting or dodging them, and pick up power-up items to help you on your journey. When Pigs Fly's objective is to control and guide a pig with wings that, whose name is Oinker. You will guide Oinker to move across in a jumping/flying motion to a reasonably long series of platforms without falling down.
- ◆ It would be boring if that was all there was to the game, so players have to avoid obstacles like The Butcher. To avoid him, you need to keep ahead of him. Keep in mind that there is a end to the game if you can escape him. You'll notice the end of each gameplay session when the pig falls to the bottom of the screen, gets caught by the butcher, or gets the the very end of.

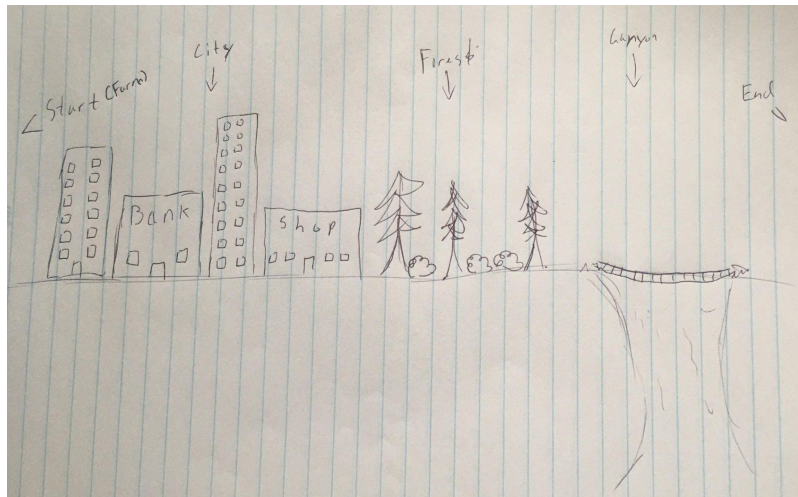




THE QUEST **FREEDOM**

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- ❖ The big picture about W.P.F. is that I wanted to take the phrase and turn it into a game. Oinker is a simple pig who just wants to relax in the mud on the farm. But one day his owner decides to sell him for money and now he is going to be butchered. So Oinker decides he doesn't wanna become someone's next meal and out of his desire to escape grows wings and escapes the butcher. Oinker needs to flee the city, escape through the forest, and jump over a canyon in order to gain their freedom.
 - ❖ The goal is freedom and freedom would taste delicious with bacon... that is if you weren't the pig. The Butcher also has a reason to catch the pig he paid for. He will not stop chasing you and will stop at nothing to get you. He can't be slowed and when you run faster he will also run as fast as your going. After all your about to become his next pay check.
 - ❖ The overall story is about a pig wanting his freedom, but everytime the pig dies a counter is going up and at the end of the game, depending on how many have died the ending will change.
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The World (W.I.P)



Player Character **Oinker**

- ❖ Oinker is a 2D pig with wings. His expression changes throughout the game. A scared and afraid expression due to the imminent fate that awaits him. His body is round and pink like a pigs should be, his wings are white as depicted on tv.
- ❖ When Oinker gets a power-ups his face will change into a smile, that same smile appears if you can make it to the end of the level and escape. His powers include flight and mud breath. The Flying is used to avoid obstacles like the butcher and whatever else gets in your way (Buildings, fences, cars, etc.)



NPC Butcher

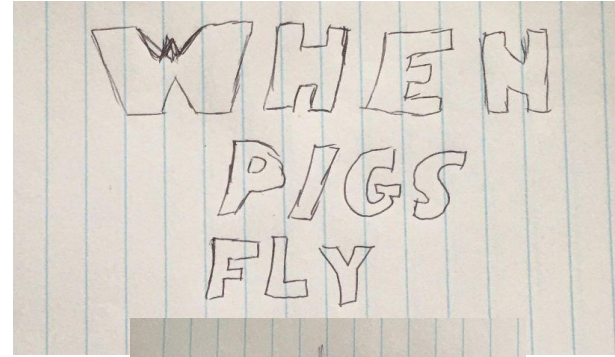
- ❖ Butcher is a 2D butcher with a big knife. He is constantly chasing you and will not stop until you escape. His expression changes throughout the game as well. A smiling expression due to the imminent feast that awaits him. His body is round and heavy as a typical butcher stereotype should be, he has a hat and apron to tie the whole thing together.
- ❖ When Oinker gets a power-ups his face will change into a sad face, that same sad face appears if you can make it to the end of the level and escape. His powers include knife throwing. The knife deals one tick of damage, if he hits you 3 times your out... unless you got a power-up.



Environments, Power-Ups & Menus

Start

The title of the game and a picture of Oinker in his pen, moments before disaster.

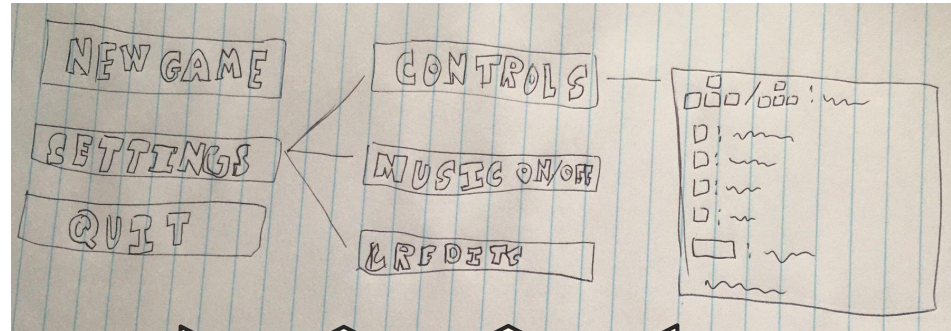


Environments, Power-Ups & Menus

Menu

The menu system will allow the user to start a new game, access settings and quit the game. Settings allows the user to see the control list, turn music on/off and see the credits.

Controls include: WASD/Arrow keys for movement, SPACE to fly, B/N/M for there respective power-ups, ESC for pause, etc.

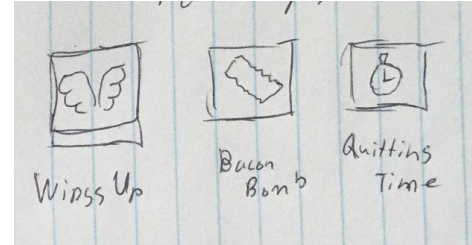


Environments, Power-Ups & Menus

Power-Ups

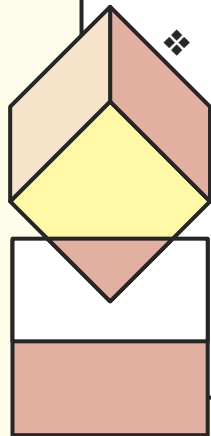
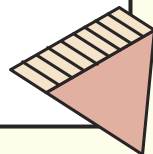
There are 3 power-ups, each one has their own ability.

- Wings Up - Makes Oinkers wings bigger and increases flight speed by +30.
- Bacon Bomb - All obstacles get destroyed for 5 seconds. Small Radius Explosion.
- Quittin Time - The butcher will take a break and not throw knives at you. This allows you to use the bottom third of the map for 15 seconds.





THE SOUND & TUNES



- ❖ The background music changes 6 times
 - The Start Screen - Upbeat
 - City - Vehicle noises, loud, wind
 - Forest - Birds chirping, trees falling, leaves rustling
 - Canyon - echoing, dry, empty
 - Win - Trumpets, happy/cheerful
 - Lose - Trumpets, sad but encouraging
- ❖ The music itself will change based on the distance you can get
 - The beginning - dangerous, exciting
 - The middle - monotone, calm
 - The end - victory theme, exciting



FINAL SUMMARY

When Pigs Fly

It's not just a figure of speech!

Oinker needs your help to escape and become a free flying pig! Help him dodge obstacles and big bad butcher trying to make bacon out of him. Take flight in this non-stop action packed side-scrolling runner, explore multiple locations on your way to freedom! Escape into the great unknown as a free flying swine or become someone else dinner time!

