

# Descriptive Document

<Dash Duel:: Platform Pursuit>

## Team Members

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## Logline

(2D Platformer + Multiplayer)

A 2D-platformer game where you try to reach the endpoint first by beating the other player.

## Genre Research

Research was done on three genre titles that are a 2D platformer:

1. Ultimate Chicken Horse
2. Super Mario Maker 2
3. Sonic Origins

## Tropes:

- In Ultimate Chicken Horse, the players are left with an empty map with only the start point platform and end point platform. The game allows the players to choose from the blocks or obstacles/traps and place them wherever they like on the map. And sometimes the obstacles created by the player for others, turn out on himself as well.
- In Super Mario Maker 2, it brought this idea further by allowing the players to design their own map and publish the map for other players to play.
- Sonic Origins is a classic 2D platformer game. It's a bit different from the original Super Mario, here each character has a unique ability so that each character will have a different way (by using their unique ability) to reach the end point.
- In our Dual Dash game, we adopt the drag and drop obstacles feature from Ultimate Chicken Horse but we separate the scene so that the players do not share the map. We also adopted the multiplayer feature from both Super Mario Maker 2. Instead of doing an online multiplayer game, Dual Dash is only an offline multiplayer game. And last, like Sonic Origins, Dual Dash's player1 and player2 have their own unique

abilities but also allows the players to set up obstacles in the map for their opponents.

### **Twist:**

- Add obstacles for your opponent (In tropes, the players had a common Map where obstacles had to be faced by opponents as well as the player himself )
- Distinct player abilities (Both players have distinct abilities like one has double jump ability and the other one have a dash speed ability)
- Access opponent Map (As the tropes had just one map there was no chance to get a special access to opponent's map to create a obstacle for him, which in turn sometimes even turns out an obstacle for player himself)

### **How Drag and Drop is innovative for a 2D platformer:**

- The main attraction of the Dash Dual game is the Drag and Drop Obstacle Feature.
- Players can add obstacles to the track to spice things up.
- You can place tricky obstacles to make it harder for your opponent after you lose. This keeps the game interesting and increases excitement.
- It's similar to transforming a static 2D game into an interactive playground where users create the difficulty. Thus, each game is an entirely fresh experience where subtlety and strategy are crucial.

### **Prototype description**

Dash Dual is a 2D-platformer multiplayer game. As the players, the goal is to try to reach the end point before your opponent. The players can drag and drop obstacles in the way of their opponent in order to slow the opponent down. One of the obstacles is that if a player collides with the obstacle, it returns back to the start position.

### **Github Repository**

[https://github.com/CSCI-526/paired-prototype-wednesday-team-13/Unity WebGL Player | Dash Dual \(zzxxjj1.github.io\)](https://github.com/CSCI-526/paired-prototype-wednesday-team-13/Unity WebGL Player | Dash Dual (zzxxjj1.github.io))

## Individual Contributions

Tri Nguyen	
Xuejin Zheng	<i>Level design, Player movement and jump, UI design for Win stage and Die stage, Fix commit bugs, optimize UI for players, Write GDD document except Twist part, Create github repo</i>
Ishaan Mandliya	<i>Creating prototype for obstacles, building canvas for identify player1&amp;2 region and prompts for dragging and dropping objects.</i>

## Diagram/Sketch

