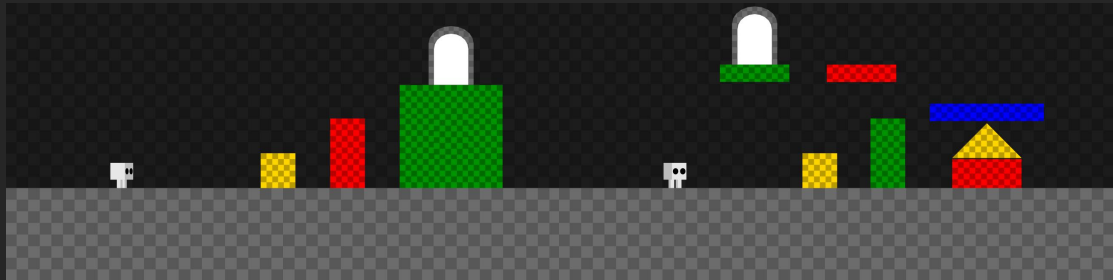


BLOCK MANIA

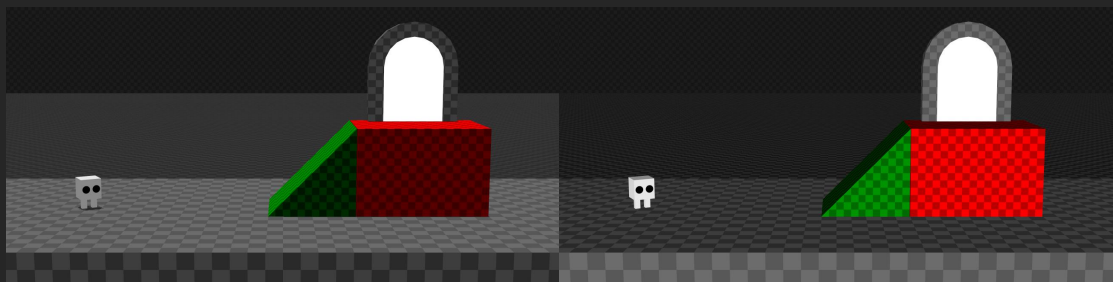
By Carlos Enrique Salazar Aguilar

Proposal

Block Mania is a platform game comprised of puzzles that players must solve using intellect, physics and a range of provided assets. They will navigate through levels by controlling their Avatar; moving and hurdling around blocks in an attempt to overcome obstacles, and collect items in order to reach the exit.

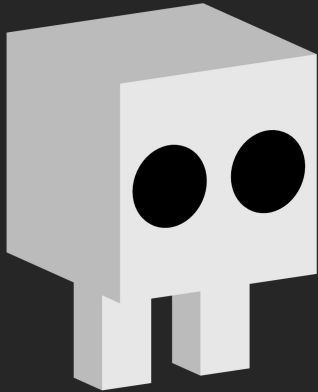


My main source of inspiration derives from *Little Big Planet* by Media Molecule. It is similar in the sense that I hope to capture the same essence in terms of aesthetics and gameplay; of course, only on a much smaller scale. Being more of a Technical Artist, I wish to emphasize on the visuals. The visual scheme that I am specifically envisioning for this game consist of fun colors that one would typically find in children's toys products such as *Lego* and *Mega-Blocks*; along with simple shapes and graphic design choices.



Like *Little Big Planet*, I plan to implement a 2.5D environment into my game. I'll be using Maya to create assets and utilize a rota-table camera to capture images which I plan to import into my script and create a 3D illusion from the viewer's perspective as opposed to using the WEB GL feature. I will be using lights to make important elements stand out from the background.

Gameplay Mechanics



User Controls

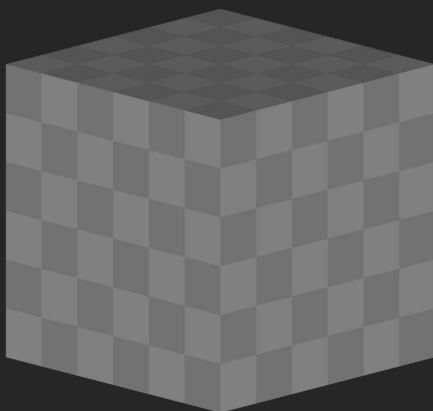
The user controls for the game are simple: the player may move their avatar from left to right within a 2D environment, jump around and onto solid objects, and crouch using the WASD keys; as well as be able to push and stack blocks to make paths and reach higher platforms.

Collectibles

Players will be able to collect points which will tally up at the end of the game. A few levels will require the player to activate mechanisms and collect keys to reach platforms and unlock exits. I would also like to implement an HUD interface which keeps track of what level the player is on and the number of points that they have accumulated.



Obstacles



The game is similar to an escape room. Players must hop on platforms, move blocks, and avoid deadly projectiles to complete levels. As such, I will attempt implement a physics system into the game, which may pose to be the most challenging bit.

Final Note

If programming what I proposed tends to be too challenge, I may have to resort to toning down my project, but I'll do what I can to make sure that does not come to pass by being constantly active on the discord channels and reaching out for help.