IN1007 Game Concept

The plan of this game is a platformer, the main character the player will be playing will be a dinosaur that can shoot meteors at enemies. The aim of the game is for the player to get past enemies, obstacles and to be able to escape through a portal. Throughout the game, killing enemies will drop credits for the player to pick up; after earning a certain number of credits, new items will be unlocked for the players to use – an example item would be jump boost shoes. Eventually, I would like for there to be a special enemy to be spawned that can drop a key when killed, this key can be used to open a chest that is located somewhere on the map which would either unlock an additional special item or for it to drop the player more credits. There will be platforms where the player can jump onto to gain access to items or the escape portal, though there will be enemies trying to stop them from climbing their way up to the finish. The enemies will have auto movement where they patrol platforms, and the player will have to kill them to not lose health.

Example of how the player would play the game: The player will start moving around the world map and enemies will come towards them, players need to shoot and kill them. Collect credits dropped by the dead enemies, clear all the enemies, and make their way up the platforms to either collect a key, open a chest, or escape through the portal.
The players can control their characters using W, A, D to move, Q to shoot left or right depending on their facing direction, E to interact with objects (opening chests, entering portal), and left mouse click to shoot in any direction. My assets were taken from a website called itch.io. From this site, I will be using backgrounds, character designs, item designs, and possibly soundtracks. I plan for there to be a camera tracker which follows the player, as later in the game I would like for there to be a moving background effect as they move throughout the game.
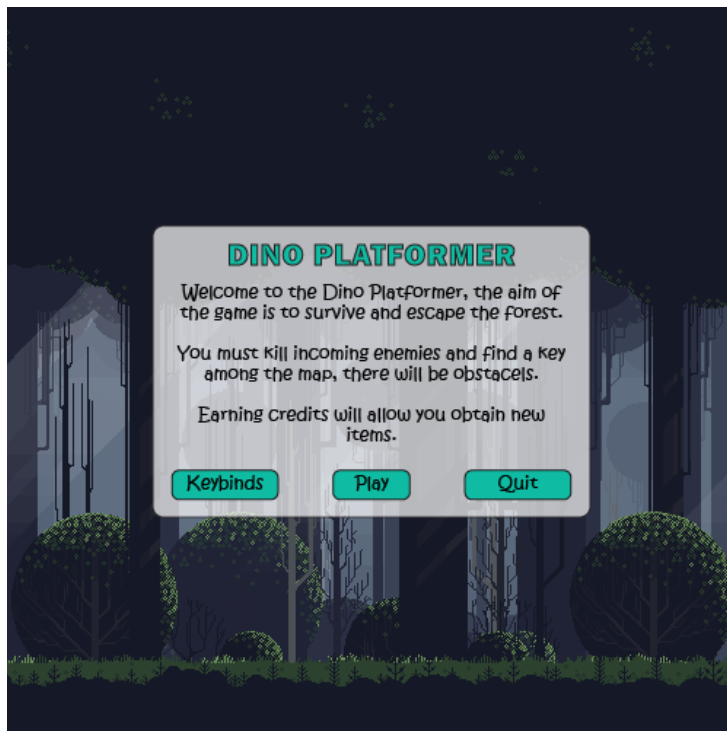
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Figure 1 - Intro screen mock up

This intro screen is an example of the first popup the player should see after loading up the game, it will explain simply what the aim of the game is to the player and then there will be 3 buttons leading to the key binds, start playing, and quit game. Key binds button will redirect them straight to the key binds' popup, the play button will instantly start the game, and the quit button will end the program instance.
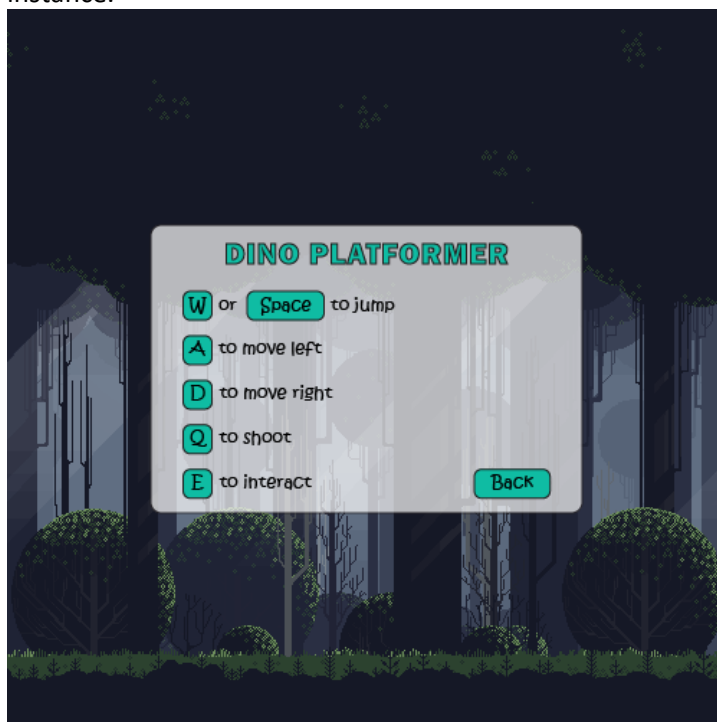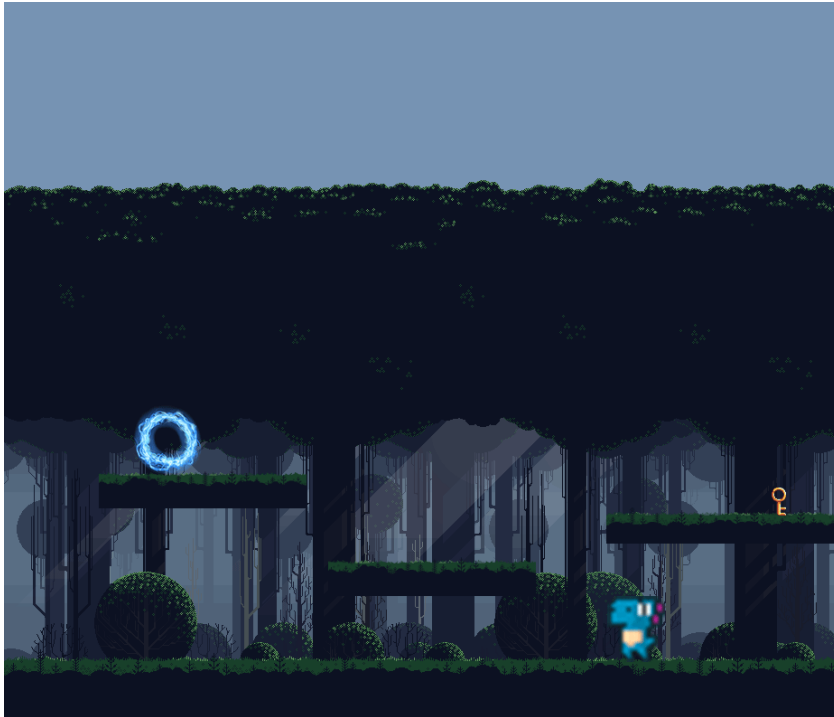

Figure 2 - Key binds screen mock up

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Figure 3 - In-game screen mock up

This last mock up image is showing an example of what I would like the game world to look like, there is multiple platforms that the player can jump between, one platform that has a key that can later be used to unlock another interactable, and the final portal at the top. The only assets that are seen missing would be the enemies.