**Name:**FailedGuys

**Description:**FailedGuys is a platformer in which player has to run through endless procedurally generated levels in order to collect objects which increases his score. Besides that, the game gets faster with some time.

**Description of the main character:**The main character is a funny MMA fighter named El Chupacabra.

**Plot:**El Chupacabra appears in a world of food. He tries to escape this world by passing levels and collecting pears, however the world is endless.

**Gameplay:**

* **Goal:**Pass various levels and collect pears which add points to the total score

* **Skills which the player will develop:**Players who will play this game will develop  their reaction and fast-thinking in stressful situations.

* **Game mechanics:**

The game is a platformer.

The player has to pass levels to collect pears which improve his score.

There world around the player is procedurally generated from several level samples

The world is endless. Additional platforms are generated whenever player reaches special platform.

Levels contain objects which make it difficult for player to go further.

There are various bonuses which can be found in the game which help the player.

The game gets faster with the time. Each 30 seconds the game difficulty changes until it reaches difficulty 5.

* **The end of the game**

The player can't really finish the game as the level generation is infinite. However if player collides with the mushroom object or falls in the void the game finishes.

**Graphics:**The consists of polygonal textures of food and the player model of a MMA fighter.

**Music and sounds**: The game doesn’t have any sounds

**Technologies:**The game is developed on the Unreal Engine 4.26.

**Level generation and its complexity:** the game has 7 premade levels. The whole map is generated randomly using these levels. Some objects on these levels also appear randomly. However, for endless generation there is a level which appear every 5 levels. This level doesn’t have any obstacles, but it generates further levels for the player.

The endless generation mechanic is chosen for the game is a classical mechanic for 3D platformers with procedural generation (as in Temple run or Subway surfers). This makes the game more interesting as the player has no limit in level numbers and it potentially makes the player stay longer in the game.

For increasing complexity, the game makes several obstacles move faster every 30 seconds. It can only happen 5 times, because it is impossible for the player to pass some levels with a faster speed.

**Bonuses:** The game has 3 types of collectible things. The first one is a cupcake.

Изображение выглядит как аксессуар

Автоматически созданное описание

It spawns with a chance of 20%. It allows player to pass through ribs for 5 seconds which look like this:

Изображение выглядит как текст

Автоматически созданное описание

The second bonus is an apple. It slows down the game by changing the reality of the player. In the alter reality the player is playing on the first level which means every object moves very slow. The bonus lasts for 5 seconds. As soon as it stops working the player gets back to the time and the level on which he was. This bonus can be found with the chance 40% before levels which has moving objects.

Изображение выглядит как воздушное судно

Автоматически созданное описание

The third bonus just increases the player score. It looks as a pear and spawns in all levels except the starting one. It has a 70% chance of spawning. This bonus is added as a motivation for the player to move further among the gaming world.

**Moving objects:**

* Cookies – have a random spin in a random direction which gets faster with the time.
* Toasts – move from left to right trying to knock player from the platform or block his path while he is jumping. Gets faster with the time.
* Pizza – leans from one side to another making it impossible to stay on the platform for a long period of time.

**Lethal objects:**

* Mushrooms – kill player whenever the player touches them.

Link to the Miro board: https://miro.com/app/board/o9J\_lhtqREM=/?invite\_link\_id=248945885023