

One Page Statement

(Description of overall plan and customized game)

2D arcade-style game centered around the theme of horror. The main character is lost in a forest with a limited field of view trying to make their way out, but in order to do so they must achieve several objectives such as batteries to power up their dim flashlight to better find the exit and escape. Once all objectives are completed the “door” tile will open up and the player can progress to the next level. We plan on having a set of levels where the player gets a total of 3 chances to beat the level before hard resetting to level one. The player must efficiently avoid the moving enemy and navigate their way through the forest without hitting any stationary enemies. The moving enemies move closer towards the player with each “tick” and the stationary enemies take up the space of a cell(s) and can only harm when stepped on. With each level the player can also choose a corresponding difficulty which can result in a more difficult play through with additions such as an even narrower field of view but in turn can obtain higher reward points.

Whenever a moving enemy catches up to the player or if the player is caught by a stationary enemy the player will lose a life and the level will soft-reset to the beginning. Once all 3 lives are reset the game will be over, forcing the player to restart from the beginning. Due to the possible difficulty barrier, the player will be able to choose to play the practice mode rather than the campaign mode. In practice mode, the player may try out the highest level reached and any prior levels completed in order to help beat the level or find the most efficient way to complete it to receive more points. There is also an additional way of obtaining points through the bonus point system.

The bonus point system is where the player can collect separate points to obtain a higher count at the end of the game. The only condition is that the points must be collected before the last objective is achieved. There is another way of obtaining bonus points however and it is where the amount of lives left for each level and the amount of ticks used can amplify the total points in the end. Since the player will have 3 chances for a soft reset, with every chance left more points will be added. With the ticks, to avoid too much repetition or easily avoiding the enemies, the more ticks used can give less points in total so move with caution!

With the theme centered around horror in a forest setting, the enemies can consist of ghosts, zombies, thorns and other monsters with the points and objectives helping the player navigate the forest or open the gate to the exit.