

## CGRA151 Project Plan

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Name of game/artwork: Return of Bubble Bobble

### Vision

1. Game concept: Platformer, 1 or 2 people go through each level with the ability to shoot bubbles to trap enemies. Trapped enemies die if the player pops the bubble. Once all enemies in the level are killed the players move to the next area. Score is gained from items dropped by killed enemies. Each player has a set number of lives, lives aren't gained from levels and once all lives are gone that player is out (maybe add a revive feature). Online playable version:  
[https://www.retrogames.cz/play\\_216-NES.php?language=EN](https://www.retrogames.cz/play_216-NES.php?language=EN)
2. Game play: Each player moves around with their movement keys (arrow keys/WASD) along with an action button (Space/f) to shoot bubbles. Set number of enemies per level that tracks the closest player, if an enemy touches a player they die and respawn, losing a life. If a bubble hits an enemy, they get trapped and slowly float to the top. If not popped in a certain timeframe, they become enraged and movement speed is increased. The player(s) complete the level by popping all bubbled enemies.
3. Visual design: Keeping the retro theme, dark backgrounds with bright foreground colours for entities. The characters, items and blocks will be pixelated like a retro-game and be multicoloured.

### Timetable

1. A core working program (done by two weeks before deadline): Entities represented in blocks/circles, game is working only as one level with no character design. Actions by players should work appropriately and AI should move but not track player at this stage.
2. A reasonable submission (done by one week before deadline): Working version of the game with character design, animations (respawn movement and bubble throwing) as well as AI following player position.
3. A well-polished submission (done by project deadline): Having at least 3 self-designed levels along with randomly generated blocks future levels. Possibly adding a revive feature or a level changing animation.

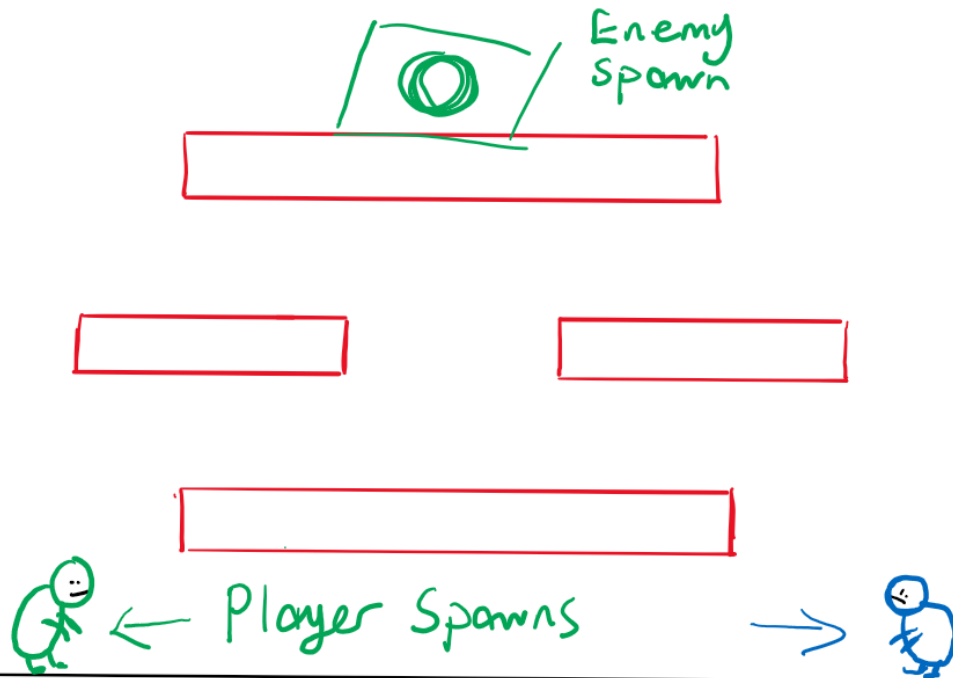
[Appendices: you may submit up to nine further pages of sketches, images, screenshots, and notes as appendices to your one-page plan, which can demonstrate either early ideas or sources that you are using for inspiration. If you use appendices submit the whole file as a PDF. If you do not use appendices, submit either a PDF or a plain text file.]

Game Inspiration:



Level design:

## Level 1



## Level 2

