**The adventures of Arno Glittermain**

Jip Galema, Luke Roovers , Bram van Bergeijk, Tim IJntema en Leo Jenneskens

**Concept**

2D-platformer that’s all about unicorns. We follow Arno on his quest to win back the colour red for his son, junior Junior, by defeating his arch enemy Frank. The sub goal is freeing the different islands from Frank his grasp. The main game will consist of a map composed of multiple colours, completing all levels will unlock the last level : Frank’s hideout of hellish fire and very little parking space. Each level will be a different colour:

**Features**

* 2D platformer
* Saveable and loadable game
* Humour
* Progressive level system
* Awesome story
* A Unicorn as the main character
* Nyan cats flying around like bullets
* Bunny mobs that can make you fall off the map and damage you by touch
* A rainbow to fill
* Colours to collect for your rainbow at the end of every level

**Motivation**

The player would want to play this game because he doesn’t want to let Arno and his cute son down and get his rainbow back

**Genre**

2D-Platformer

**Target Customer**

People named Arno, they might be able to relate to the character. We will look into this. Hipsters and edgy teenagers who think that unicorns are “really chill bro”. Age is not a factor, although there might be some light explicit nudity. Test results have shown that children below the age of 7 find the concept of playing as a unicorn particular interesting.

We’ve heard a lot about a certain group of people calling themselves “bronies”. After some investigation it turned out that these people REALLY like rainbow ponies (some even have a horn), which are basically unicorns.

**Mechanics**

The game is started through the main menu where you can start and exit the game. The unicorn can jump by pressing the space key, up or ‘w’, move with the arrow keys or by using the ‘a’ and ‘d’ buttons and he can fall, by pressing left shift he’ll shoot a projectile in the shape of a Nyan cat to kill mobs. The player loses a life when he is: hit by a mob, or loses all if he falls to his death. After dying, the player will respawn at the start of the level. The player completes a level by getting the to the bin filled with colour at the end of it. Once obtained, the colour will be added to the rainbow of the player and he will proceed to the next level.

**Competition/Cooperation**

There is no competition in this game except for the fact that you could do a speed run with it.

**Unique selling points**

Unicorns.

A balanced contrast between the sugar sweet looking unicorns and their down to earth personalities.

**Platform**

PC

**Design goals**

**Simple:** Plug and play or as we like to say: Grab it be the horn and ride it hard

**Storytelling:** The game is story driven, the player should be able to suck up all this awesomeness as easy as one might suck certain other things in life.

**Fun:** The game has to be fun, over the top and high energy. Which basically describes a unicorn.

**Unicorns:**  Should be pink and fluffy.

**Characters, story and settings**

*Arno Glittermane has his rainbow, a nice female unicorn and through some flower and bee magic, a son. Years and years they lived happily in the forever enchanted forest. Until Arno’s archenemy “Frank” cursed little Junior Junior.\* The little unicorn lost his favourite colour, red. Arno has to once again leave the forest, to get the red from his own rainbow to give to his son junior Junior.*

\*This might need some clarification. The little unicorn was sort of unexpected ( it is unclear how unicorns are born, for some reason). In all his magnificent wisdom Arno decided that his son should be named after himself. One problem, apparently unicorns stick to the first name they hear. ( Also unknown to Arno at the time. This guy needs to get his life in order dammit) So Arno called his son Junior the first time he saw him. HOWEVER, Arno has an uncle called Junior ( Yes, this same exact thing has happened before. Unicorns might not be the brightest creatures), so Arno had to call his son junior Junior. As to not confuse the rest of his family. You can’t make this shit up.

