Game Architecture and Design

The Cheese Trials

High Context Document II

30th Sept, 2018

Front Wheels

Game Concept

The Cheese Trials is a 2D rogue-like game with aspects of a player-driven experience that aids to deliver the stress relieving and casual gameplay that it promises. The game features an adventure based structure based around the mission of finding the cheese, executed by the player as a mouse.

Game Information

- Genre: Rougelike/Adventure
- Style – Cartoony/Artsy casual game
- Type – Casual

Team

The team is working on this project is :

Front Wheels

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Target Audience

The main target audience is teens and younger children who are also casual gamers. This game is a mass-market and the goal is to appeal to this audience with their like of adventure casual style gaming. Content can also be layered for those beyond the age group.

Game Analysis

The name of the game will be called “The Cheese Trails” and will be based on the theme of a 2D rogue-like genre in where a small rat must traverse labyrinthine like levels in order to locate and obtain his reward, the cheese.

Game Goals

- Stress reliever: The game aims to relief the players stress after a couple of rounds of playing.
- Casual gameplay: A game that is not too easy nor too hard is one of the perfect basis towards having a casual gameplay and helps aid in relaxing after playing a few minutes.

Expanded Game Concept

The player controls a small rat in his never ending quest to pacify his love for cheese. The rat has no special abilities other than the very basic movements of walking and jumping. The player will be pitted against randomly generated levels in which the player will have to transverse in order to find a goal, the cheese.

Expanded Game Concept

These levels, while accomplished by simply walking and jumping, may not be as easy as they seem. Traps will be preset throughout the levels, as well as mobs in an attempt to hinder the player's progress and ultimately cause failure and restarting of the game. Mobs may include bats, snakes, slimes among others. As it pertains to traps, players can expect to see swinging spiked maces from the roof, spikes on the floor, oil spills, retracting saw blades and moving saw blades.

Game Structure

Modes – There will only be one mode, however, as more the player progresses and higher levels are cleared, the game will get increasingly more difficult.

Levels – Since the map is auto-generated, there are no final count for the amount of levels.

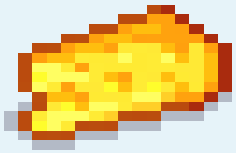
Game Features

- Offline, single-player
- Randomly generated levels
- 2D, 16 X16 pixels

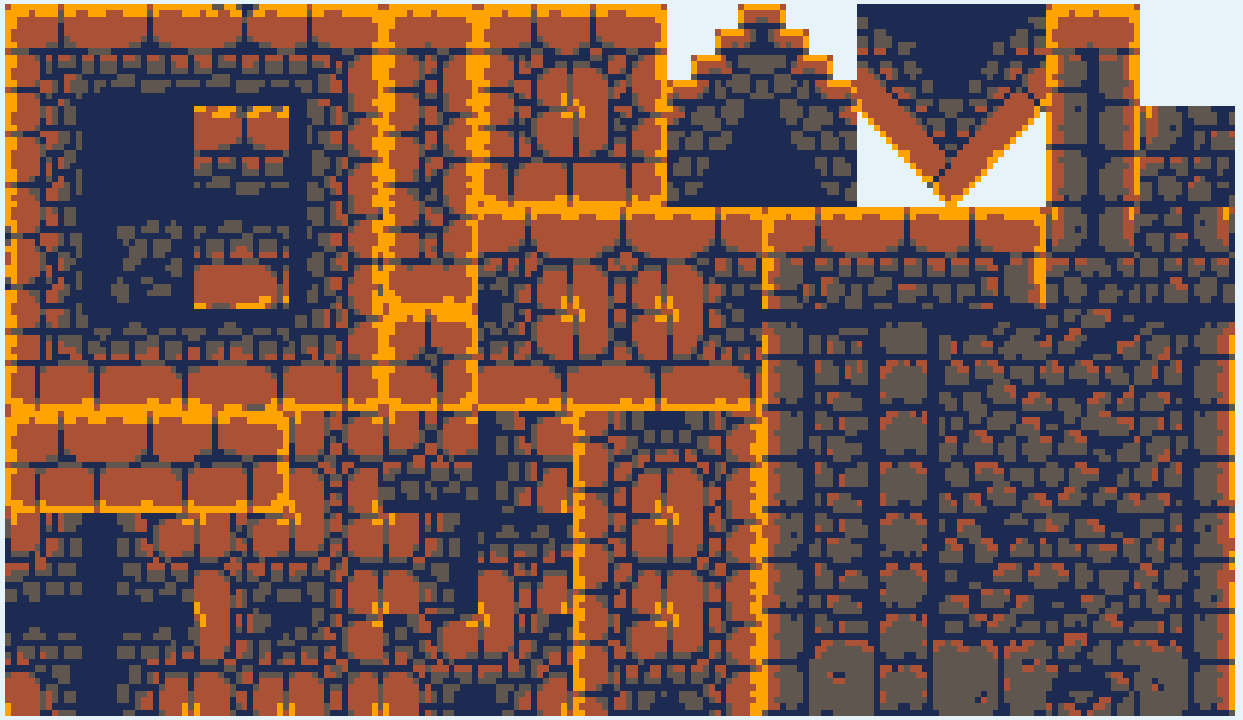
Game Art

The Mouse

The Cheese

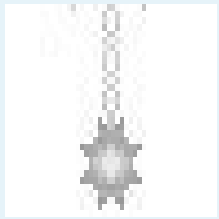


Tileset combination



Game Art

Wrecking Ball



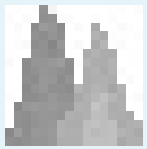
Slime

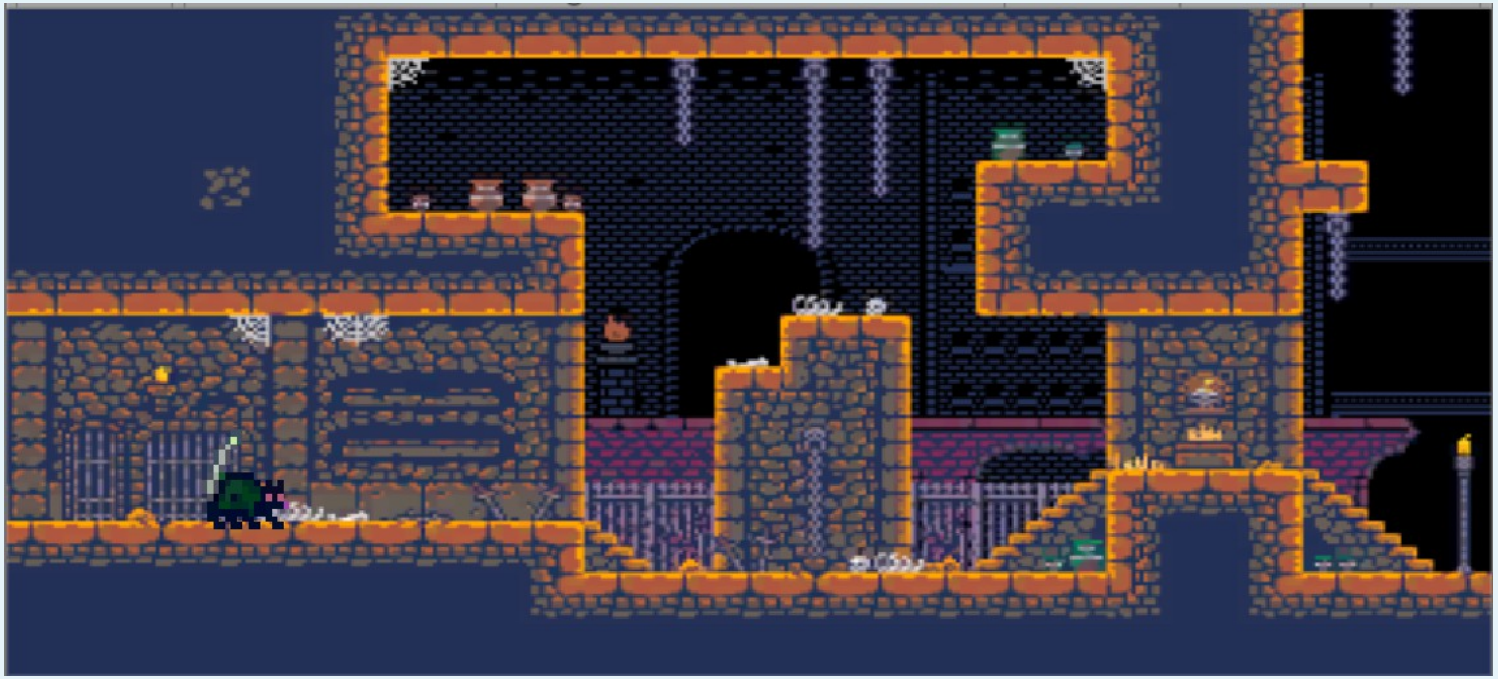
Bat

Frog

Cloud

Spikes





Sample video

https://1drv.ms/v/s!Au54vrQf8Nrk2RyyAKlN76DceVpd