

GAME PROPOSAL #1 GUERRA

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Project Title

Guerra [Spanish for War]

(Project Title in the works. Other names: Blank Battle, Line Wars, Pencil Soldier, War Flags)

Project Type and Tools

This is a game played on paper. However, since we are in a Computer Science class, this game will be made in a digital format using YoYo Games Ltd. GameMaker Studio. I'm having a hard time classifying this in one of the categories, but the best way I can describe it is a mix of Maze and Memory games.

Project Timeframe

My skills at accurately planning video game production is not exactly existent, hence we are here.

- Prototype Graphics – The graphics for this game are extremely simple, so it should take me no longer than 2 hours to get an interface, game sprites, and game background ready.
- Prototype Gameplay – I want to get to play testing the game as quickly as possible. I will allocate another 2 hours before I get a good model to work.
- Learning/Documentation – I'll add an additional hour for referencing materials and writing/reading documentation
- Iterative Design – What needs to be reworked? How many times should I rework the project? I'm not sure, so I will put a cap of 5 hours here.
- Polish – I believe a game has to look good upon presentation. 3 hours here.
- TOTAL of.... Drum roll.... 13 hours. Whether this is a good estimate, we'll see in Post-Mortem.

Short Description

Guerra is a game to be played on paper and will be ported to a device. The game is meant to be played between two players, but a one player campaign may be included as a tutorial and to create the experience without having to find a friend. I will be referring to the paper game in the description, but the end product will indeed be digital.

A river of about 2" thick is drawn across the middle of a blank sheet of paper. In the middle of this river, a bridge is drawn (about 1" wide). Now the paper is divided into two halves, each player must choose a side. Once the sides have been chosen, the player is presented with a blank canvas. A player can choose to draw 4 items. The most important is one sole flag. This will represent a starting point for player and the ending point for the opponent. The rest of the items are obstacles that will prevent the opponent, and in turn, the player from reaching the other flag. The 3 items in this game are barbwire (indicated by X's), mines (indicated by O's), and Guns (indicated by F's and I's).

Upon completion of the "level creation", the action begins between both players. Each player will take turns trying to reach the opponents flags. By random draw, one player is selected to go first. At the beginning of the game, it is highly recommended that the player remembers the path from the player's flag to the opponent's flag. The game will start at his/her flag, hence the tip of a pencil/pen is placed at the base of the flag. The eyes of the player are covered (or closed if using the honor system). The player begins to move the pencil towards the opponent's flag. If an obstacle is hit, the opponent exclaims "BOOM!" and the player's turn is over and the opponent begins his/her turn. On the player's next turn, the pencil will start at the point of last collision, and the player can continue to go towards the opponent's flag. First player to arrive at the opponent's flag is the winner!