

Game Proposal #2 – Ninja-Time! Strategy

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Project Type and Tools

Ninja-Time! Strategy is an Arcade/Parody Game which takes place throughout different points in time of the Real-time Strategy Genre. I will use HTML5 and JavaScript to create the game.

Project Timeframe

I would like to spend most of my time doing iterative design. That being said I have already spent time learning the tools. I have learned from my last project, my first and primary goal will be to create one level through and through. Then add features.

- Learn HTML5 – 10 hours (already invested). Since I did not know HTML5 like I knew GameMaker, I already spent 10 hours learning the basics.
- Learn HTML5 (continued) – 10 hours. I believe I have an excellent grasp already, but I would like to go through more examples and books before starting this project.
- Prototype Graphics – 5 Hours. Although prototype style graphics, this is what will most likely be presented to the class. I should be able to get Level 1 Graphics within this time.
- Prototype Gameplay – 10 hours. Creating level 1. In my mind the hardest hurdle to overcome.
- Iterative Design – 10 Hours. Play Test. Fix. Play Test. Iterative design has already been happening, but I would like to spend 10 hours after Level 1 to enhance the gameplay.
- Stretch Goals – 20 Hours. Continuing iterative design I would like to create Levels 2 – 5.
- Total – 35 Hours (Level 1) to 55 Hours (with Stretch Goals).

Description

Ninja-Time! Strategy is an arcade style game where the player plays as a ninja warrior and must hack and slash hundreds of foes. In the tutorial, the ninja warrior will learn how to walk, attack foes, use his one special ability, and destroy a building.

The game will be bird-eye's view like most real-time strategy games, but in contrast, will be a right-clicking button masher. After the tutorial, the ninja warrior will be put up against swordsmen and ogres (Level 1). His goal is to defeat waves of these units and make it to their base and destroy it.

If I am only able to get level 1 completed, the player will basically repeat the level, and it will get harder each time. If I can get through some of my stretch goals, the player will be fighting through different types of real-time strategies. Like archers, musket-men, modern soldiers, mechs, space-aged soldiers, and aliens.