

SIX GUYS

Deliverable 1: Project Description

Group Name: Six Guys

Team members:

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App Name: Burger Breakout

App Category: Entertainment, Game

GitHub Repo: <https://github.com/Ethan-Esber/Project-Burger>

General overview:

The player will guide the playable character through various levels by running, jumping, fighting, and climbing. There will also be other non-playable characters that will act as allies or enemies towards the playable character.

Different obstacles will be in the way to hinder the player from including, but not limited to, dropped food, trash, areas needed to climb, and gaps to jump. Hazards will also play a role such as human feet, human hands with or without knives, hot oil fryers, stovetop burners with flames, and time-gated jumps.

The game will be designed with multiple level types. These types will include the normal side-scrolling gameplay with hazards and obstacles. Other levels will require the player to run away from a non-player character while avoiding obstacles. Another level type may include the player skating on food or other objects to which the user will be automatically moved forward in the environment. The user will only be able to jump or attack to avoid hazards or non-player characters for levels that the screen is moved automatically.

The player will be able to throw different types of foods and drinks at enemies to defeat them. Foods such as French fries and chicken tenders will be available to be thrown by the player. Drinks could include milkshakes or sodas and tossing a drink would create a slippery spot near the enemy, causing them to trip. A lettuce wrap can be unlocked in later levels, and throwing this wrap will tangle an enemy up, allowing the player to walk right by unharmed.

Some levels may culminate in a boss fight or even encounter mini-bosses' in the middle of levels. These non-player characters will have increased stats as well as move sets that will add a challenge to the user. Some planned bosses could include bugs like cockroaches, animals like rats, or humans. Some bosses may also not be affected by specific attacks.

Application description:

Burger Breakout is a traditional run and gun action game. It will be a two-dimensional side scroller that will be designed using the Unity game engine. It will be designed to be played on a personal computer.

The theme will be food-oriented, with the main character being a burger. The non-player characters will also be heavily food or food-related. The user will traverse a multitude of levels that may include kitchens, city streets, a park, or other building types.

The player will view the playable character from a side angle. The character will be able to move from left to right as well as up or down. They will perform these actions across the screen to avoid obstacles and reach the end of the level.

General overview of Similar apps:

A game that is similar is called Cuphead. Both games are two-dimensional, side-scroller, run and gun games. Both will heavily use standard non-playable characters, mini and normal bosses to add difficulty. They also utilize mechanics such as hazards, times jumps, platforms that disappear, falls that result in game over and projectiles to avoid. However, what makes our game different than this one is we will add different level types to include auto-scrolling levels that will challenge the user to keep up with a certain pace. Another difference is the theme, our game is focused on food while this game does not really have a theme.

The Super Mario series is also another 2-D side scrolling game. Much like ours, it challenges the player with timed jumps, different attacks, mini bosses as well as end of level bosses. Both games only support is solely on Nintendo systems and ours will be on a personal computer.

One difference is our game only will initially support a single player character and the Mario series offers up to 4 players simultaneously. What sets our game apart is we will offer multiple attack types and different level designs such as “run and gun” or auto-scrolling.

Terraria is a 2-dimensional game that is similar as both offer the same controls such as moving left/right as well as up/down. Both games allow the user to have different attack types, weapons, and level scenes. Furthermore, these games offer the user different mini or big bosses at the end of different levels.

A major difference is Terraria is more of a free explore adventure/building game with some combat included whereas our game will be more heavily combat oriented and more of linear progression. Another major difference between the two are the worlds Terraria is procedurally

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generated, and Burger Breakout will not. What procedurally generated means for a game is that whenever the user dies, turns the game off then on again, the world will not be the same as before. This offers a player a unique experience every time the user plays the game. Ours will not offer this experience but ours will allow a user to get good at the game and allow speed runs so that users can compete for the fastest running times.