**Group Name:** Six Guys

**Team members:**

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**App Name:** TBD

**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.

There are different obstacles that will be in the way to hinder the player to include, 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 certain attacks.

**Application description:**

Name TBD 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 primarily aimed 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 move from left or right as well as up or down across the screen in order to avoid obstacles and reach the end of the level.

**General overview of Similar apps:**

Cuphead is a two-dimensional game that is available on multiple platforms. It is considered a side-scroller run and gun video game. The user can choose between two different player characters. Throughout the game the user is able to purchase different weapons and special abilities that will assist them on their adventure through the game.

This game offers multiple levels that are accessed by a top-down perspective world map that the user moves their character around to be able to choose these different levels. There are multiple level types ranging from side scrolling and stationary screens where most boss fights occur.

The gameplay includes the user avoiding hazards such as timed jumps, platforms that disappear after being jumped on, falls that end in game over for that level and projectiles to avoid. The game also heavily uses normal non-playable characters as well as mini-bosses and normal bosses to add difficulty. There are also friendly non-player characters that offer their help to the player character along the way such as giving coins to spend on weapons.

Another popular app that is similar is the Super Mario Series. Originally released on the Nintendo entertainment system, the user was able to move across the level by walking or running, collect power-ups to enhance the character to be able to survive various obstacles and hazards as well as defeat non-player characters.

There are different stages or worlds that offer many levels for the user to play through. Within these levels there are a multitude of different types of non-player characters that the user may defeat or avoid with bosses located at the end of some stages or worlds.

The Super Mario series has evolved over the years with some games becoming a three-dimensional world the user can interact in however there are some recent releases that are still two-dimensional. Of these newer two-dimensional versions, they offer multiplayer to which two to four different users are able to work together to defeat or avoid non-player characters and bosses.

Although it may seem hard to believe, there exist several burger-themed games already, a few of which were released on official consoles. BurgerTime on the Nintendo Entertainment System (NES), while not a side-scroller, is a platformer (which is a similar genre) released in 1982 by Data East and licensed by Nintendo in which players navigate through a challenging series courses containing platforms to jump to and from and obstacles to avoid. The player must collect burger-related items in order to advance. Another NES title was released in 1992 titled M.C. Kids and is a platform side-scroller which was actually licensed by the McDonald’s fast food chain. The game’s gameplay involves a pair of kids as they navigate McDonaldland, finding many McDonald’s mascots and franchise imagery along the way.

Terraria is a game that is similar but is more of an adventure game with some combat included. The game offers movement in two-dimensions, moving left, right and jumping, but allows the user to freely explore the world in all directions.

The big difference when compared to other two-dimensional games is that the world is procedural generated. 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 which enhances playability.

As for gameplay, the user is able to craft different types and styles of weapons and armor that will assist them in battling various basic and boss varieties of non-player characters. Besides fighting, the user can also participate in other events like building houses or even fishing. As far as the level design , the game offers a plethora of different areas called biomes that offer their own art style as well as challenges and collectables.

**Project User Stories:**

* As a player who does not have a lot of time to play video games, I want to be able to save my current game state at any time. I want to be able to play when I have time and not have to worry about reaching certain save points in order to keep playing where I left off.
* As a player, I want a game to have a good story. A good narrative design within a video game is captivating and transports me to another world full of different sights and sounds.
* Playing as a burger character, I want to be able to throw food like cheese, tomatoes, or use French fries as a weapon to be able to defeat my enemies or use them to be able to run away.
* As a player, I want to be challenged while playing the game so that it doesn’t seem boring or too easy. There should be obstacles that force me to think or use skill to overcome. I should not be able to go through the game without any sort of difficulty.
* As a developer, I want to be able to use a tool that lets me test any point in the game so that I do not have to waste my time going through things that come before the point I want to test.
* As a player, I should be able to move my character through the world so that I can progress through it and explore how I want to.
* As a player, I want to be rewarded for progressing through the game so that I have more motivation to continue playing it.
* As a player of modern video games, I would like the goal of the game to be clear, and for things to be visually appealing and unambiguous, because those are traits of modern games that I am accustomed to and that will make the game feel polished and complete.
* As someone who enjoys music, I would like for the game to have complete sound design, from sound effects which enhance realism, to nice music which will keep the game from feeling dull even at the calmer moments.
* As someone who enjoys a fair game, it is important to me that the game is free of bugs which will make the game feel unfair for a user, such as losing the game when it was not the player's fault.
* As a competitive player, I would like not only to be able to save my state within the game so that I may resume later, but I would also like to save high-scores or achievements of some kind so that I and others may compete against those scores.
* As a new player, I want to be able to view a tutorial or instructions on how to play, so that I can understand the game and so that I am not confused when I try to play it.
* As a player with specific preferences, I want to be able to have options that allow me to customize things like controls, volume, or graphics, so that I can adjust the game to suit my preferences.
* As a player, I need the interface for the game to clearly display important information such as health, lives or score, so that I can understand what is happening in the game and how I’m doing.
* As a player, I want to be able to fight against a variety of enemies so that I do not get bored of having to kill the same enemies repeatedly for the whole game.
* As a player who is frequently interrupted, I want to be able to pause the game, so that I do not get killed or lose points when I have to focus on something other than the game for a short time.
* As a player, I need the time between starting the game and being able to play the game to be a minimum because I don’t have a lot of free time, and having to wait 10 minutes to be able to play a game from starting my computer is very frustrating.
* As a developer, I want to be able to see player metric data, because after working hard on the game, I want to see how many people are enjoying the game!
* As a casual gamer, I want the game to be easy to pick / understand because I want to be able to sit back and have fun without having to remember how to play the game and its mechanics.
* As a casual gamer, I want to have clear objectives on the missions. Often, I find I play a game for a few days, then come back a few months later and not have any clue what I was doing.
* As a budget game, I need the game to be able to run on lower end hardware because if I can’t play the game smoothly on my current computer, the game won’t be of use to me.
* As a user with limited data, I need the game to be playable offline because I am not always in an area with WiFi and using mobile data can get expensive.
* As a player, I need the game to have subtitles. I prefer to be able to both listen to and read the game dialog as I take in the information better this way.
* As a player who is colorblind, I need the game to have a colorblind mode because otherwise I am not able to distinguish many game objects rendering the game quite frustrating.
* As a game designer, I need to be able to pair users of the same skill together so that competition is fair and not randomly chosen. Having users of the same or similar skill level will help keep the application both challenging and fun. If users were constantly playing others with a significantly higher skill level, they may get frustrated and not want to continue using the application. Similarly, users playing others with a significantly lower skill level might get bored and find the game unfun and unchallenging.