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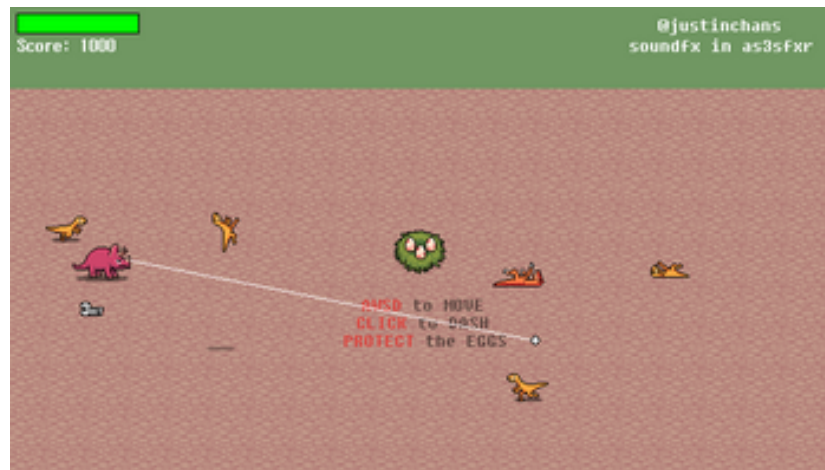
CART 253

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Professor Pippin Barr

Concept and technical pitch

Initially, my main idea for the final game is to create a shooting game where the player is centred in the middle, and must defend from surrounding entities coming towards it. When I was younger I faintly remember playing a Dinosaur game where a Triceratops would have to ram into raptors as they tried to take the Triceratops eggs. I really like the concept of this game and it was one of my favourites as a kid, I believe I used to play it on PC and it was a disc game full of dinosaur related mini games. It took me forever to try and find an example of this on the internet as it is nowhere to be found. Luckily I managed to find the original post the creator of the game had made with pictures and descriptions of the Triceratops game.



I would like to design something similar to the above example, except not as advanced. On idea I had was to have a water gun in the middle of the screen and it would shoot water at various creatures that would move towards the centre, and you would get points for every creature you shoot down. The difficulty I would like to increase as more and more creatures get introduced and start to move faster.

The water gun will move around, controlled by the cursor. Hopefully the concept isn't too complex but I'm confident that I can figure it out to the best of my abilities.

