CRT 360: Advanced Prototyping

Gamepad - Concept Development

Part I: Ideation

1. Game idea

   "The hunt for Dr. Z" is a laid-back adventure game that has you exploring a scientific facility that has its secrets that should have stayed secret. You play as the protagonist, Whit, a young scientist with a desire to learn the secrets of the lab. As he explores the lab, he finds that in its years of abandonment, nature has begun to retake the lab so watch out for bugs and rats. He finds that some of the technology in the lab can be used to his benefit. His searching in the lab all leads up to finding the former lead scientist, Dr. Z.

2. References

   Soul Knight is a top-down dungeon explorer game where you travel from room to room clearing out enemies and collecting the loot they drop, as well as collecting power up. Some rooms have many enemies in them, while other rooms have loot and other helpful items. You progress through the dungeon until you die or reach a checkpoint where you can return to your camp. My game will be influenced from this as the level and enemy layouts are similar to what I want to replicate in my game.

Pokémon Fire Red is an adventure game where you catch, train, and battle Pokémon as you progress through the story line of the game. Your ultimate goal is to catch all of the Pokémon and become the regions champion by defeating the Elite 4 and reigning champion. The style of the level design will be influencing my game as the tile-based design and shadowing as well as a similar color pallet will appear in my game.

Minecraft is a game where you can collect resources, build almost anything you want, and fight enemies. The HUD is something that I want to emulate in my game. I want to have a heath and armor bar showing how much of each the player has, as well as have the inventory of all the items you pick up throughout the adventure.
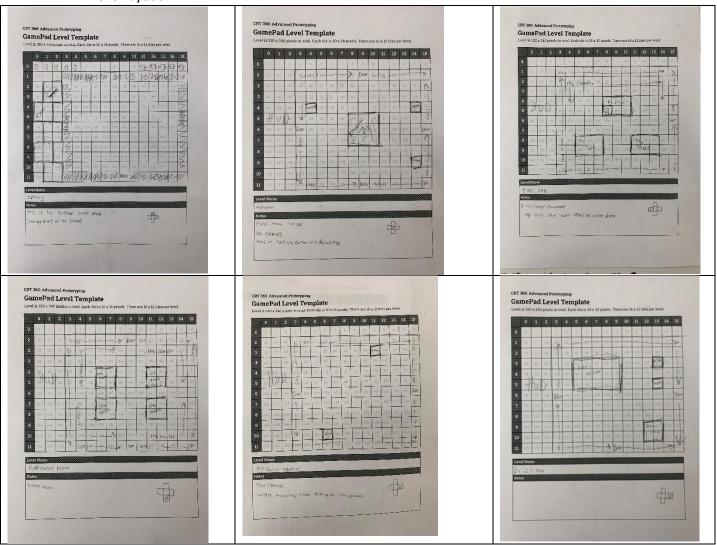
3. Characters

Whit	Enemies	Dr. Z

4. Level layout

5. Controller interactions

Joystick X	Move character horizontally across the screen
Joystick Y	Move character vertically across the screen
Button A (top)	Swap items
Button B (right)	Punch/melee enemy
Button C (bottom)	Interact with doors
Button D (left)	Pickup items