ExplosivE GamE

Presents...

By Jack Xiao

Explosion Boy

Production Company: Explosive Game
Genre: Action/Platformer
Built using: Godot

Introduction/Story

Explosion Boy is an action platformer. In this game, you play as a demolition/adventurer that has been tasked to collect gems in dangerous places, where lava is always not far behind. Each time the player touches the gem the player is transported into a new area. Hopefully, the player can stop this madness when he reaches the end and kills the boss.

While you have the basic controls of AWD, your basic movement is not enough for your main character to traverse each level. The main mode of transportation will be an explosive that the player can place and trigger to launch the player towards their goal.

Explosion Boy is a new game that will give our players what they desire. There always will be a market for fast-paced games like ours. Our game offers a unique twist on how you travel compared to your traditional platformer's means of transportation. Our game also offers uniques challenges that the player must face. These challenges include traversing the level by using explosives to avoid obstacles and also includes a boss fight that forces players to dodge the boss's attacks, while simultaneously attacking the boss with your explosive; that also propels your character in a certain direction. These unique characteristics will make this game stand out from the other platformers and will attract users to play this game.

MDA

Mechanics

In Explosion Boy, you will have mechanics like jumping, health bar, and explosion assisted jump. Like most games jumping helps the player get to another platform. The player can press the W key to jump up, while up the player also has control of what direction they want to land. This game's health bar is very reminiscent of games like Minecraft. Where each heart contains two hit points. With a total of five hearts, the player has a total of ten hit points. The explosion assisted jump is what makes this game stand out; this mechanic adds a fun way for the player to interact with the world. Where the player has to be mindful of the placement of the player and the dropped explosive. This mechanic is inspired by rocket jumping in Team Fortress 2.

Dynamics

The Dynamic of the game changes depending on how the player wants to approach each obstacle. If the player chooses a slower approach they risk death by approaching lava. If the player chooses a faster approach they risk hitting an obsticle. Players can spam the O

button, the plant explosive button, and P button, the trigger button, to simulate flying. This is the preferred method of transportation. This is similar to games like Terraria gravity potion where the player is flying with some limitations

Aesthetics

The aesthetics of the game are simple and silly at times and this provokes a sense of discovery. All the assets are very similar to the assets in retro games. The aesthetics will not be complex due to the fast-paced nature of the game. The game also has three different scenery changes that will make the player feel like a real adventure going to different places.

Milestone

Week one

Week one will consist of planning a making MVP.

Week two

Week two will be finishing the MVP build of the product

Week three

This week will be on developing the Alpha build

Week four

This week will be on developing the Beta Build

Week five

This final week will be on releasing the game