Project #2 Proposal

COSC 231

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**NOSTALGIA BOY (Name to be changed?)**

“NOSTALGIA BOY” is a fusion between two classic game genres, adventure and tower defense. The game uses graphics that are reminiscent of 90’s portable games such as Pokemon, Legend of Zelda, or Fire Emblem. Before going over the technologies and strategies that will be used in the game development, I’d like to share the concept behind the game.

**Concept**

*You are Devin, a typical 90’s kid who has turned to the nostalgic figures of his past in order to cope with the pressures of adult life in the 21’st century.*

*Go out into the night, gather resources and recruit old friends to help you defend your suburban home from the endless waves solicitors, relatives, debt collectors, and more\* that come during the day.*

*Notable appearances in the game: Digimon, Power Rangers, Goku, Piccolo, Kirby, Link, and more.*

To cover game play specifically; The game has two phases of play that correspond with day and night. At night, you go around the neighborhood collecting as many materials as you can and attempting to find and recruit more friends to help defend your home. Friendly characters are bought over with resources found around the map, and once persuaded, will defend your home for you in tower defense mode.

Upon returning to your home, you can decide where to station your friendly characters so that they can most efficiently defend your home from the next wave.

Each day brings a more difficult wave of normies, and the goal of the game is to survive as many days as possible.

**Technical Details**

The game will be made using HTML5 canvas and vanilla JavaScript. The game is a tile-map based game, which means that the game board and logic rely on an array of integers to build the map and interact with the game. Furthermore, the game will utilize scrolling: where only part of map is loaded around your character. As the character moves, the camera will follow and render the tiles that fit within its viewport. The game will rely on mouse events to move the character and interact with objects and features. When a clickable tile is clicked, the character will move to that tile. As of now I don’t think I will implement a pathfinding algorithm (such as A\*) but down the road I may change my mind.

**This project will use sprites for non-commercial use only**

**This project does not rely on any third-party libraries or software.**

Some of the tutorials I will be following that have been helpful are:

Mozilla Game Dev – Square tilemaps implementation: Scrolling Maps

Simple Tower Defense Games (github)

And more.

This project will be available for viewing on GitHub at the url below

Https://github.com/jmdavison/NuGame