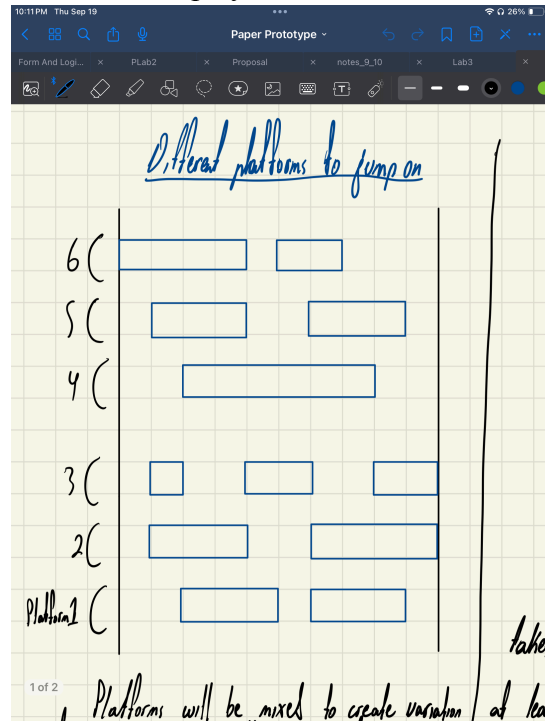Joseph Arias

Concept/Theme:
  The game I am planning to make is a platformer game and it is based off of the game where the platforms would constantly go down but the player has to keep climbing in order to not fall into the killzone. These types of games normally have some sort of counter to track the progress of the player through the game. For the game I'm trying to make though it will also have falling objects that can insta-kill the player.

Paper Prototype ⌄

Form And Logi... ✕   PLab2 ✕   Proposal ✕   notes_9_10 ✕   Lab3 ✕

Different platforms to jump on

6 (
5 (
4 (
3 (
2 (
Platform 1 (

takes

1 of 2

Platforms will be mixed to create variation at lea

Mechanic:
  The mechanic I plan to implement is death. Normally in these games you die and that's it, you lose. Which is how death should work but for this game to add a twist I would to change that and give the player a chance to redeem themselves. So when a player dies instead of just getting gameover there will be a slight pause and the player will spawn into a room where they have to survive at least ten seconds in with an enemy that is trying to kill them.

Timer : 4sec   Arrows : 10
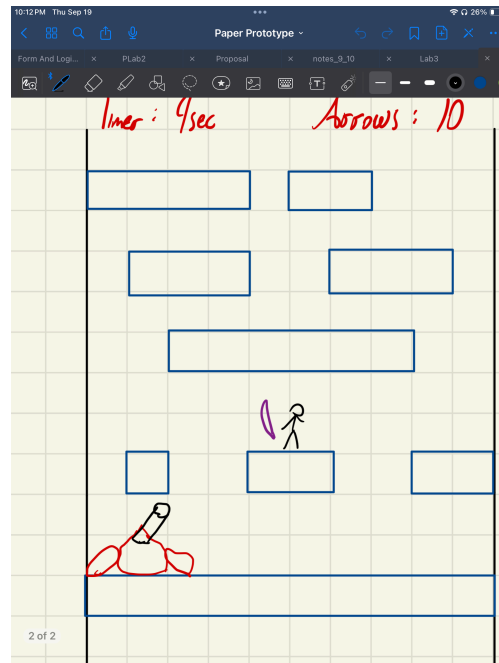
If they survive ten seconds they get to continue the game. To make this experience more rewarding let us add a buff if the player is able to kill the enemy in 10 seconds which would be a shield that protects them from the falling objects that will last at least 5 seconds but the player will get it for longer if they kill the enemy quicker. The player in the boss room will have platforms they will be able to move left and right from and also to jump higher to or go down to depending on where they are at.

The boss room they will spawn in once they die will have a boss at the bottom floor that stays fixed and does not move. The boss will be about double the size of the player and move from left to right and right to left but not up or down. They will change directions and stay still at random times, it will be unpredictable. The more the player dies the faster the boss will move which will make it harder for the player shoot him. As the player keeps dying the boss will also be able to shoot his next shot quicker and quicker which will punish the player for dying too much. Depending on how hard it is to defeat the boss I might consider increasing the timer the player has to defeat the boss which will also make it harder to just survive. I want to connect this part of the game with the main part more so that the player can have actions from one part influence the other to add to the challenge while playing. This was done with the boss room because the player gets a chance to join back to the main game and with the added bonus of getting a shield that will activate right away once they defeat the boss.

Though the main part of the game does not yet impact the player when they spawn in the boss room. So to change that the player will have to pickup arrows to be able to shoot the boss so if they die right away the player will have to aim to just survive instead of defeating the boss.
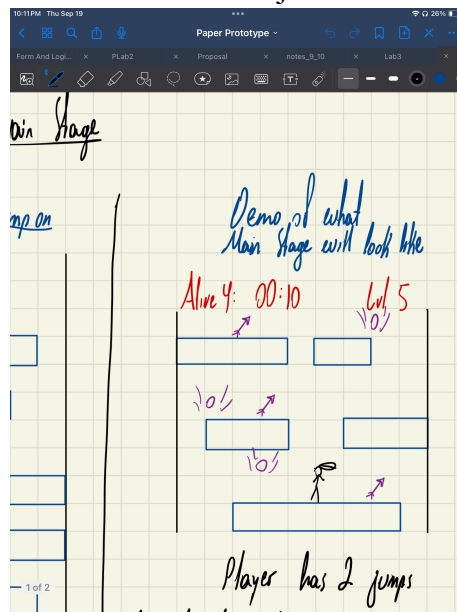
There is also the chance that the player will try to defeat the boss without being sure if they will defeat the boss or not, so that will be a gamble the player will have to take. If they gamble and end up not having enough arrows to defeat the boss, they just risked dying for no reason and now they wasted their arrows which they will have to work to get again in the main part of the game. If a player does not use all their arrows these will be carried over and won't be erased if they pass the boss room. This adds more strategy to the game because a player can choose to save their arrows and try to survive the boss in the early game when the boss does not shoot as fast or move as fast so it might be more helpful to save the arrows for when the main

part of the game is harder and when the boss will be harder to take down. So if a player uses their arrows on their first death to defeat the boss and get an instant shield for a limited amount of time they might feel it went to waste because there is not that much fear of getting taken out from the falling rocks in the main part of the game as compared to later.
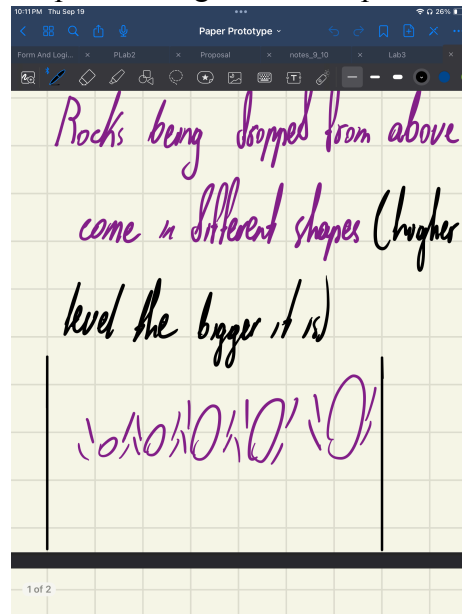
That might be a reason why the player chooses to not take down the boss in order to be able to defeat him later. To prevent players from abusing the death mechanic and having infinite tries they will be punished for it eventually because the enemy as I kind of mentioned before will get stronger each time you die. This will work by having the boss move faster and also shoot rounds faster in order to make it harder to evade. Also if you have three consecutive deaths under five seconds you will lose the game automatically. The reason why that is important is because the longer you play the game the faster it will go so this is to make players lose quicker instead of always fighting the enemy.

Target Audience:

The target audience for this are people that played platformers and wanted to experience more to the game. This game will allow people to die and still have a chance to continue and with the way it works, it adds more strategy to the game. Having death become part of the mechanic and it will make people interested because it's a new feeling that will add a layer to the game. The game is meant to challenge people a little bit and not be afraid to die which will be interesting and fun for someone to experience.

Visual Design:

It will look like platforms on various levels with gaps in between platforms of the same level. Players will be able to jump through the bottom of a platform. I intend to have the platforms be separated by the height of about four times the height of a player so that it will take players two jumps to get to the next platform. I plan to have the sides just be the sides of there screens, so there won't be anything added there. I also plan to have rocks falling down from the top that will instantly kill players so those will be grey and will increase in size as the game progresses. The player will be warrior-like and the platforms will seem like stone and change to ice, then bricks as the player progresses through the game. There will also be arrow pickups for the player to make use of in the game, this will have a green outline so it can standout for the player and will of course look like an arrow.

Scope of Demo:
I think for the demo, for the **prototype** I'll be able to get:
- the platforms moving down
- platforms deleting once they go past the bottom of the screen and generating new ones at the top
- add a killzone at the bottom of the screen where the player will instantly die when they touch it
- have the counter that keeps track of what level they currently are at on the top middle
- even though players won't be able to use them yet I also want to have it so the player can pick up arrows on the platform with a counter at the top of the screen that keeps track
- a character that can move side to side and jump twice to be able to move up the platforms and actually play the game like normal. This character will have only one life during the demo and will look like a fighter
- The map or the platforms will have sprites given to them to actually look like real platforms

After the prototype is done some **reach** goals I would like to have is:
- when the player dies it will also have a replay feature where it says game over and then the option for them to try again
- if the player presses try again it spawns them in a boss room
- I would like to have the mechanic where if the player wins in the boss room they get to continue where they left off in the main stage