

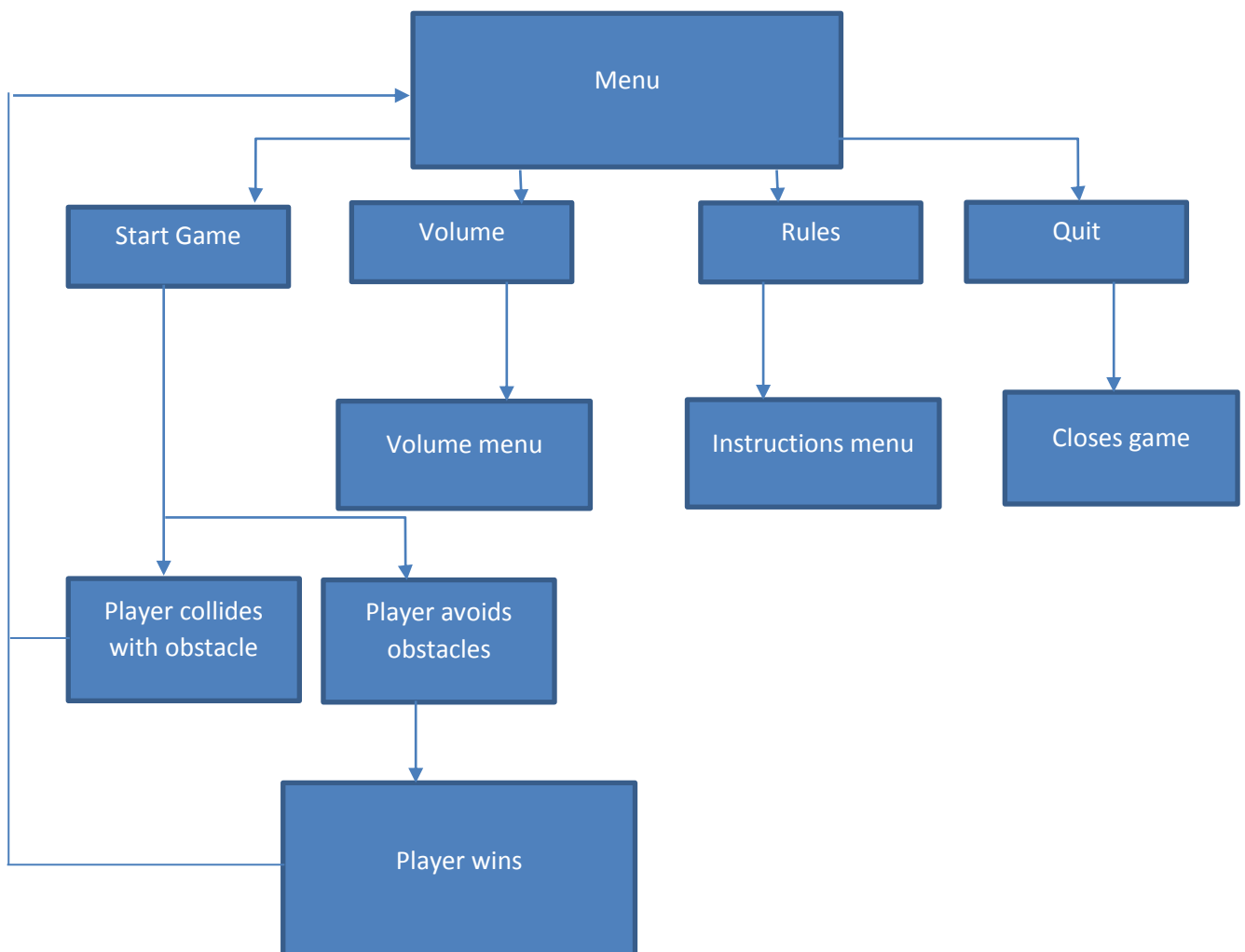
Task 2

Design Brief

The target device for the game is to be played on PC. The mechanics will be simple because the character only has to jump to avoid the obstacles. The player will press space to jump and left click the mouse to pause the game.

There will be no arrows or signs given to where the player needs to go. The character will always be running forward, and the player must think quickly to take the right steps.

If the character steps on the wrong lines, the game will stop, and the player will be taken to the main menu where he can decide either to play again or quit.



The main character was designed to be a simple squared character that has the resemblance of a glitch. The character can only jump on command and is constantly moving forward.



Inspirations

We had lots of different inspirations on different parts of our game, for example, the cube and other shapes came from Geometry Dash. Geometry Dash is a running/platformer game where the cube has to avoid hitting the spikes and has to land exactly on the lines. If the cube doesn't land exactly on top of a platform, it will die instantly and the game restarts. Default Dan, another game we took inspiration from, is a game where the player has to avoid picking up coins and powerups, as colliding with them will kill him. He can only survive by running on dangerous objects such as spikes. This is how we got our main idea of the opposite rules. The dinosaur game is a game where a T-rex has to avoid the cactuses and eventually, even birds as the game gets harder and harder. At a point, as the player progresses more, the game will change from white to black and back to white. This is to confuse the player and potentially tri them up. We made the final stage very similar to this at the point where the player is going through a pitch black background and can only see the obstacles. The logo and rules text were also inspired by this game because it has a pixelated art style and since our character has to glitch the game, we thought it would fit to make some text pixelated. Also, the dinosaur game is a very addictive game because people will always want to know what happens at the end or if it even has an ending, and in our game, we tried to bring the same addictive nature of it.

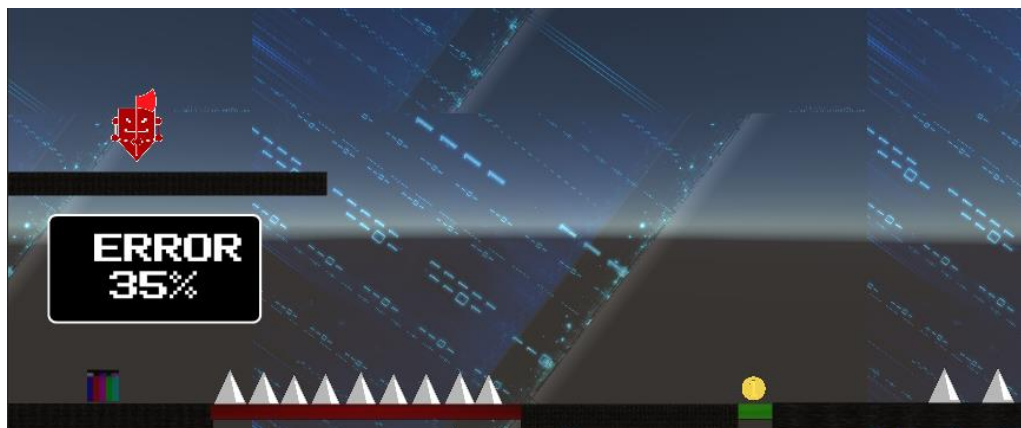
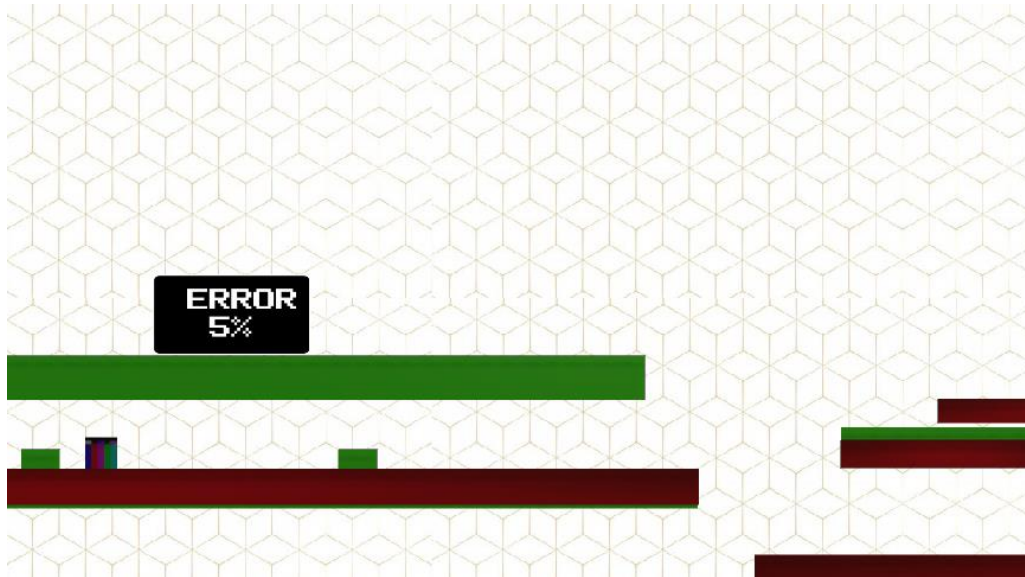
Game Inspirations

https://www.youtube.com/watch?v=s1_nl2GYgSg

Geometry Dash

<https://www.youtube.com/watch?v=K73lfmxDVR0&t=713s>

Screenshots

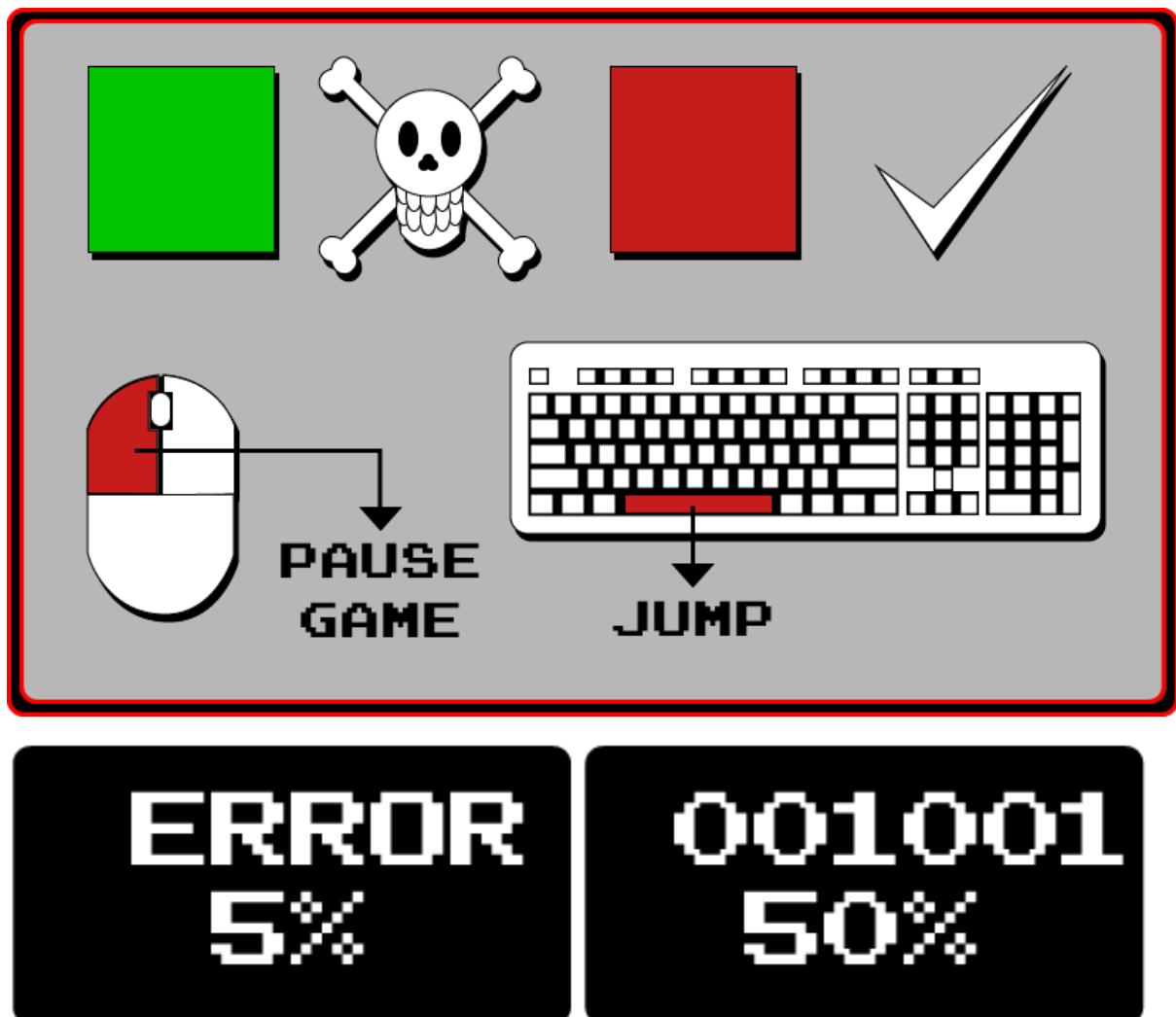


In the first screenshot, the character is in the beginning of the first scene so at this point everything in the game is working accordingly that is why the computer looks good and there is a normal wallpaper. This is the part which is meant to serve as a tutorial of sorts, with the rules at the very beginning, and jumps being very easy to overcome.

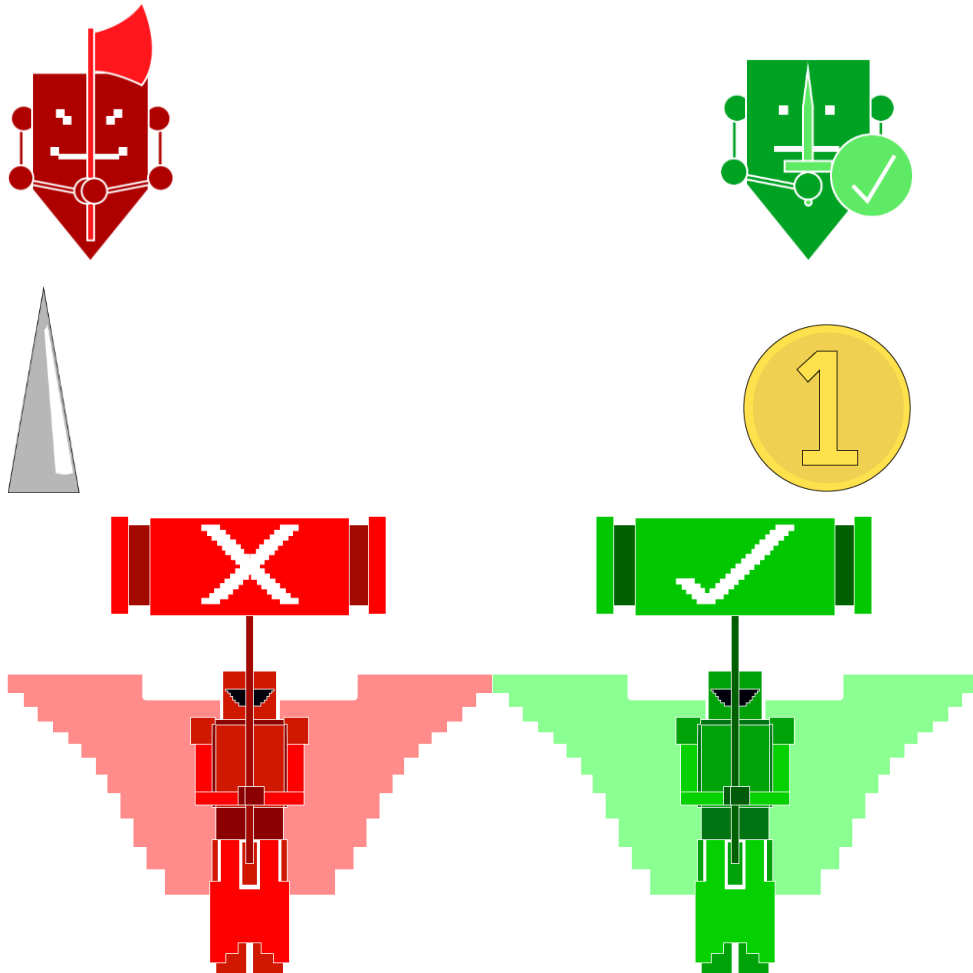
The second sketch is as an example of a more advanced stage where the character has processed through quite a few stages and is successfully glitching the game. The game can be seen breaking apart because the background is full of exposed codes. This is the point where the game difficulty really skyrockets with more obstacles to avoid and longer jumps.

UI

Our UI in the game is mostly the error progress bar that indicates how much the player has glitched the game so far. The more the player progresses the higher the percentage gets until eventually it reaches a 100% and the game breaks thus winning the game. Also, in the beginning of the first stage there is a display that tells the player the controls. The player can easily pause the game and watch the instructions for as long as we wants.



Enemies, Obstacles and Others



On the left are obstacles that are completely harmless to the player. They can just simply go through these as if they aren't even there. On the right are obstacles that will instantly kill the player. The red bots are viruses and the green bots are antiviruses.
