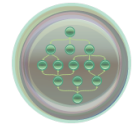


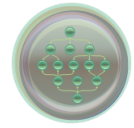
www.joshuapaulbarnard.com



Project Description

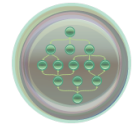
A summary of what this game is about, without going into too much detail about game mechanics or anything else.

This game will be a 2D platformer based off of the Super Mario Games. The player will move from left to right, with multiple platforms collecting coins until they reach the end of the level. Enemies can be killed by using a flame attack, or jumping onto their heads, and bricks can be broken by jumping below them and hitting them with your head.

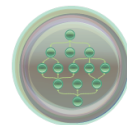


Version History

Version #	Implemented By	Revision Date	Approved By	Approval Date	Reason
0.5	<i>Joshua Paul Barnard</i>	<i>12/6/2017</i>	<i>Joshua Paul Barnard</i>	<i>12/6/2017</i>	<i>Beta Version</i>
1.0	<i>Joshua Paul Barnard</i>	<i>12/19/2018</i>	<i>Joshua Paul Barnard</i>	<i>12/19/2018</i>	<i>Initial Version</i>
1.5	<i>Joshua Paul Barnard</i>	????	<i>Joshua Paul Barnard</i>	????	<i>Expanded Version</i>
2.0	<i>Joshua Paul Barnard</i>	????	<i>Joshua Paul Barnard</i>	????	<i>Story Version</i>



- 1. Characters**
- 2. Story**
 - 2.1. Theme**
- 3. Story Progression**
- 4. Gameplay**
 - 4.1. Goal**
 - 4.2. User Skills**
 - 4.3. Game Mechanics**
 - 4.4. Items & powerups**
 - 4.5. Progression & Challenge**
 - 4.6. Losing**
- 5. Art style**
- 6. Music & Sounds**
- 7. Technical description**
- 8. Marketing & Funding**
 - 8.1. Demographics**
 - 8.2. Platforms & Monetization**
 - 8.3. Localization**
- 9. Other ideas**



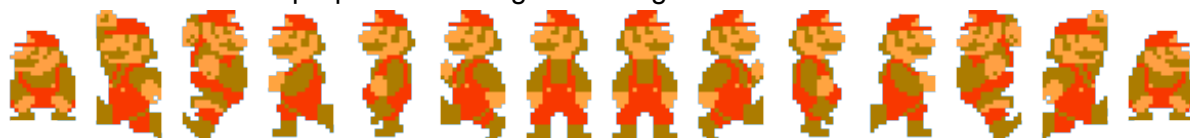
1. Characters

The reason we start with characters is because you need to introduce them before the Story. If your game doesn't have Characters and/or Story, you can just jump to the Gameplay section and remove Sections 1 to 3 (or leave them empty).

Bowser Is the main character of the game. He is the antagonist in Super Mario Bros, but is the protagonist in this game. Bowser is the king of his kingdom, and he will move through his land(s) collecting tribute (coins) and killing invading plumbers.



Mario is the primary enemy in the game. He is the protagonist in Super Mario Bros, but is the antagonist in this game. He and his brother are invading bowsers kingdom and must be removed to insure the proper functioning of his kingdom.



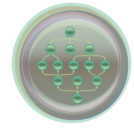
Luigi is the secondary enemy in the game. He is the brother of the protagonist in Super Mario Bros, but is an enemy in this game. He and his brother are invading bowsers kingdom and must be removed to insure the proper functioning of his kingdom.



Toads are additional enemies to be added in future versions of the game. They are mindless slaves to princess peach and have a cult-like dedication to the mushroom kingdom.

Princess Peach is an additional story-based character from the toad kingdom to be added in future versions of the game. She always claims to be kidnapped by Bowser, but her real intentions will be revealed in the "story version" release of the game. Mario and Luigi use her as an excuse to invade Bowsers Kingdom.

The King is an additional story-based character to be added in the story version.

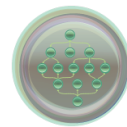


2. Story

Princess Peach keeps claiming to be kidnapped by Bowser, causing the pesky Mario Brothers to come and rescue her. This invasion of Bowser's Kingdom is not very damaging to rule, but is very annoying. As such, Bowser will move through his kingdom collecting tribute in the form of coins while ridding his lands of all invaders from the Mushroom Kingdom.

2.1. Theme

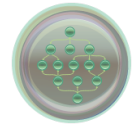
This game is based completely on Super Mario Brothers for the Nintendo Entertainment System (NES), and uses the graphics from the original game.



3. Story Progression

The game starts with a starting menu based off of the starting menu for the original NES game. The initial version will not have any story progression or story-based gameplay. The Expanded Version will have more levels but no real story progression. The Story Version will introduce Princess Peach and have a level-by-level progression towards ensuring that Mario and his brother Luigi are unable to kidnap her against her will.

If the story version is made, certain levels will reveal how Princess Peach escaped her over-bearing and abusive father in the mushroom kingdom to be with her secret lover Bowser. It will explain how Mario and his brother Luigi are essentially paid kidnappers working for the cruel and unforgiving King (of the mushroom kingdom).



4. Gameplay

2D platformer where you move from left to right collecting coins, powerups, and killing enemies to increase your score.

4.1. Goals

The goal is to complete each level as fast as possible while collecting as many coins/powerups and killing as many enemies as you can to get the highest score possible.

4.2. User Skills

1. Reaction
2. Memory
3. Problem Solving
4. Strategy

4.3. Game Mechanics

Move left and right, jump up and fall down, and shoot fire from your mouth. Break bricks by jumping under them and hitting them with your head, and kill enemies by jumping and falling onto their heads. Falling into a whole kills the character, along with touching an enemy anywhere besides their head.

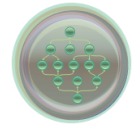
4.4. Items and power-ups

The primary items to collect are coins, which increase your score. In the expanded version powerups will be added which add to your score and give you a special power, such as faster speed, invulnerability (except from falling), giving you an extra life, or making you smaller or larger.

4.5. Progression and challenge

The initial version will only consist of one level and the challenge will be to complete it as fast as possible and collecting the highest score possible.

The expanded version will have multiple levels, lives, and powerups, challenging the player to score the highest score possible on each level without running out of lives.



The story version will include a boss battles.

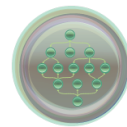
4.6. Losing

Beta Version: Falling into a hole or running out of time.

Initial Version: Falling into a hole, running out of time, or running into an enemy.

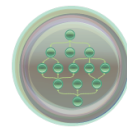
Expanded Version: Falling into a hole, running out of time, or running into an enemy.

Story Version: Falling into a hole, running out of time, or running into an enemy.



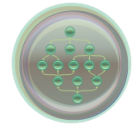
5. Art style

Retro NES using sprites, graphics, and sounds from the original Super Mario Bros. It should feel/sound like you are playing an alternative version of the game.



6. Music and Sounds

Retro NES sounds and music from the original Super Mario Brothers.
It should feel/sound like you are playing an alternative version of the game.



7. Technical description

The game will be browser based and cross-platform.

Intended browsers:

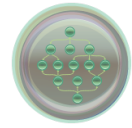
- Google Chrome
- Mozilla FireFox

Intended Operating Systems:

- Windows
- OSX

The game will be programmed using JavaScript.

The game will use the Phaser CE framework.



8. Marketing & Funding

This game is based entirely off of copyrighted material from Nintendo Inc. so there will be no marketing, advertising, or profiting off of its contents in any way. Its purpose will be to demonstrate my programming, web, and game development skills to potential employers.

8.1. Demographics

Retro & Nostalgic gamers, most likely over the age of 20.

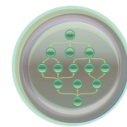
8.2. Platforms & Monetization

Platform: Web Browsers.

No Monetization.

8.3. Localization

Only Language will be English, intended for North American audiences.



9. Other ideas

Possible leaderboard for high scores.