



**GAMEDEV S17  
MC02**

**Submitted to:**

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## Game Overview

### Game Concept

This game is a variation or an enhanced version of the original Atari game "Breakout" where the player's aim is to destroy the rows of blocks opposite of it using a ball and a paddle.

### Gameplay and Mechanics

#### 1.1. Gameplay

Control the troops to deflect the ball to the enemy castle's wall.

#### 1.2. Mechanics

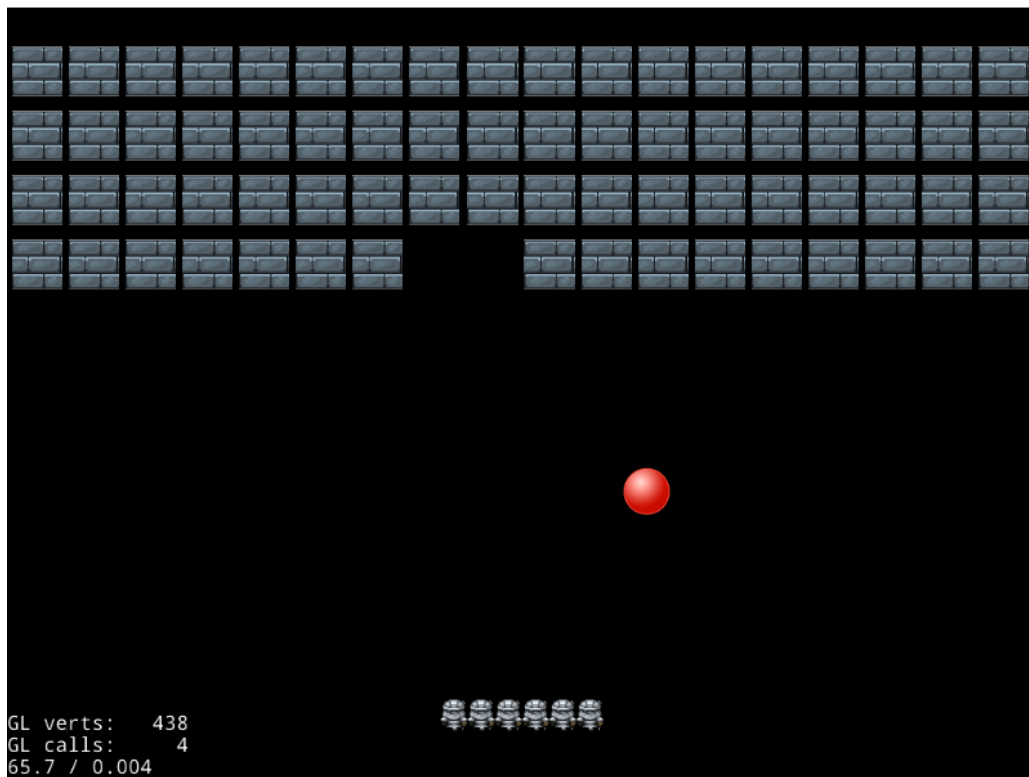
##### 1.2.1. Physics

Simple collision between physical objects would deflect the ball towards the opposite direction

##### 1.2.2. Actions

The troop of knights are to bounce the ball towards the wall

##### 1.2.3. Screen Flow



The main window of the game



Losing window when the ball surpasses the paddle or troop of knights and hits bottom.



Winning window when the player or commander has successfully led the troop of soldiers to break the enemy's castle wall

## 2. Story, Setting and Character

### 2.1. Story and Narrative

In this game, you are acting commander of a troop of knights and your aim is to breakdown the wall of your enemy's castle. Using a ball to continuously hit the wall, command your front-liners to continue on deflecting the ball towards the wall. The ball must not pass through your front liners or your own men will be killed. Completely break the wall, and you have invaded the enemy castle completely

### 2.2. Game World

You are situated outside the enemy's castle walls where you aim to break it down.

### 2.3. Characters.

There are 2 characters which is the player as the commander of the knights. He/she instructs the troop of knights in front where to position when bouncing the ball. Second, the troop of knights responsible for deflecting the ball towards the enemy's castle wall.

## 3. Interface

### 3.1. Control System

The game only has one element that can be controlled by the player: the troop of knights ( the paddle). In order to control this, simply drag it horizontally.

### 3.2. Audio, music, sound effects

A simple medieval background music plays in the background that is on loop.

## 4. Game Art – Key assets, how they are being developed. Intended style.

The intended game art here is like the old arcade consoles where the art and the music is 8-bit. The aesthetics of the game is pixelated.