Student ID:
Adham Saleh: L00344619

Name of the Game: Clyde's Escape
Developer: Adham Saleh
Programmer: Adham Saleh
Designer: Still Looking (Might steal a student from the Game Design class next door)
Video Editor: Adham Saleh

Date: 09 - 05 - 2023

Objective:
The objective of the game is for the player to collect as many coins as they can before falling off the map. The player can fall from tilting maps, obstacles, or other players pushing them off (multiplayer is not 100% confirmed).

The Map:
This is currently a circle, I want to add detail and make it some sort of rock that is floating mid air. Its current size is a bit small, I might change that based on the intensity of the game. I might want to make the map size increase/decrease within gameplay to give a tensity for the player. Smaller map size would result in less maneuverability leading to a higher loss chance.

The Player:
For now, the player model is just a capsule. Every Unity developer knows the Capsule is the best starting route. My creativity is lacking for now as I type this (It's almost 9 PM). So, I don't know what the player model will actually be. I might refer it back to Clyde from Pacman. Clyde is the indecisive ghost (blue color) from Pacman. Why Clyde? Because I am indecisive too.

Rules:
Don't fall off the map too soon. Actually, don't fall off the map at all. This is the only rule I have for now, as the game progresses and starts looking better and more complex I will add more rules such as not stepping on spikes, or not touching the wrong tiles, some juicy stuff like that. I would add a health system. 3 hearts for each player. You lose a heart each time you hit an obstacle or lose a coin (depends on the W/L condition). After the player uses up 3 hearts, it's kahoot.

Win/Loss condition:
To win the game, the user has to reach either round 10 or collect 40 coins. I haven't decided yet. I think if I wanted to combine both, I would let coins be an in-game currency where players can purchase skins and items and stuff, and I would let the rounds dictate if they won or not. For now, I might go with the coins system. If I were to go for the round system, each round gets more intense and maybe smaller, or faster, or more commotion. If I were to go for the coins route, I would make it so that coins disappear if not caught on time, and have obstacles to protect the coins, maybe let the coins spawn at random locations/intervals.

The Scoring System:

As stated before, the scoring system would either be collecting as many coins until you lose all your hearts or reaching the highest round until you lose all your hearts. I need to have a discussion with a few people to know which would seem more fun. Professor, your input would be appreciated too. I don't know which route to go.

GITHUB URL: https://github.com/JustWinBlyat/Game-Project-1
You can see all my progress and commits in real time. Please don't mind my freaking out throughout the code. I want to make sure the project reaches my standard.

ITCH.IO URL: PLACE GAME URL HERE ONCE UPLOADED FOR PEOPLE TO PLAY