**Project Proposal: Blue vs. Red (Breaking Blue?)**

Group Members:

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Part I

Concept:

This will be a multi-stage 2-D action/adventure game. You play as a “Blue” who is trying to help overthrow the Red Government. Backstory will be revealed along the way, and the game will end with the successful overthrow of the Reds.

Structure:

The initial planned features include five stages. The first stage would involve escaping the Reds after being captured. Significant portions of the backstory will be revealed here, as well as general instructions on how to move/play. This level will function as a tutorial. The second stage would be debriefing and recovery with the Blues, allowing some new skills and abilities to be learned. This stage would conclude with an assignment to a Special Mission. The Special Mission would be stage three, and would involve acquiring flight technology from the Red Headquarters. Mission Four would again be back in Blue territory, and would involve finding “Purple”- the dastardly traitor – and imprisoning him. A fight sequence would be the climatic portion of this level. The final, endgame mission, would involve taking down the Red government by confronting and imprisoning the Red Leader in the same prison you initially escaped from.

If we have time beyond this, possible expansions would include:

-Secret mode “Rise of the Reds” allowing the game to be replayed swapping the roles of the colors.

-Ability to replay previous levels with flight once that has been unlocked by beating Mission Three

-Additional missions before the climatic End Game.

Part II

We plan on using OpenGL with C++.