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INTRODUCTION

Team Name:

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Team Members – Roles:

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Game Title:

Off With Their Heads

Game Genres:

Arcade, run and gun, co-op, singleplayer, 2D, medieval, fantasy

IDEATION

At first, we decided to approach the creation process of our project by determining the setting of the game. Because we all readily agreed that it would be fun to work with a medieval setting, so we started thinking about the details for medieval like: realistic, fantasy, early, late etc.

Then, out of the blue, we thought of a game mechanic where the players could choose a head and a body part separately for a character they would play as. Each selected part would give certain passive attributes, such as: movement speed, attack speed, extra health, extra damage etc.

We really liked that game mechanic idea and the medieval fantasy seemed to be the right setting for all of this to work out consistently.

NARRATIVE

In a medieval fantasy world, players take on the role of a villager from a medieval fantasy race such as a dwarf, elf, or goblin. One day, the villager encounters a wizard who lives in a tall tower at the center of the village. The wizard seeks the villager's help with something and the villager agrees to help him.

But, as a reward, the wizard kidnaps the villager, decapitates them by using magic and attaches their head to a body from a different race. The wizard then throws the villager outside of his tower, at the gates of the village.

The villager, seeing other countless heads and bodies separated in the tower before they were sent off, wants to get their and others' heads and bodies in their right places, **for great justice**!

But first, the villager must face their own people to achieve their noble goal. Because their townsfolk sees them as a monster now, due to their new mismatched body. Also the villager must kill Muhittin, wizard's tower guard.

Once the villager makes their way to the wizard's tower and defeats him, the wizard reveals a shocking truth: he, too, separated his own head and has taken over the villager's body, as he believes his original body is very ugly and seeks a better one like the villager's.

In the end, the villager throws the wizard out of his tower, just like they did to the villager before.

CONTROLS

In Game:

Left joystick – left movement

Right joystick – right movement

Up joystick – look up

A button – shoot

B button – jump

In UI:

Start button – confirm selection

Left joystick – left movement

Right joystick – right movement

GAMEPLAY

Game has:

- 3 cutscenes:
  - Looped opening cutscene
  - Cutscene when player(s) win
  - Cutscene when player(s) lose
- 6 songs
- Solo and co-op option
- Character selection screen
- Villager (player character)
  - 3 health points
  - 1 second of invincibility after taking damage
- 3 heads, 3 bodies and 2 weapons to select from:
  - Same race combinations are forbidden, thus 6 unique looking characters total, weapons excluded
- 3 passive race buffs:
  - Dwarf: +1 health point and 50% invincibility time increase
  - Goblin: 50% walk speed increase
  - Elf: 25% attack speed increase
- 2 weapons to select from:
  - Repeating crossbow, fires every 0.5 seconds (fast fire rate), deals 1 damage point and infinite ammunition
  - Hand cannon, fires every second (slow fire rate), deals 2 damage points and infinite ammunition

- Credit mechanic:
    - When a player palying solo or all players in co-op reach 0 health point, 1 credit is spent and they gain 1 health point
    - If the credit reaches negative numbers, player(s) lose
- Revive mechanic:
    - Only in co-op, when a player's health point reaches 0, 3 of their body parts get scattered around and if the other player collects all of them under 4 seconds, died player gets revived with 1 health point, else they stay dead
- Timer mechanic:
    - In a level other than the tutorial, all levels include a set timer
    - When the timer reaches 0, 1 credit gets spent and the timer becomes 30 seconds long
    - If the credit reaches negative numbers, player(s) lose
- 3 levels:
    - Input test tutorial
    - Village, with 120 seconds timer
    - Wizard's tower, with 180 seconds timer
- Health item that heals 1 health point and grants 100 score on contact.
- 4 enemies, killing them grants 500 score:
    - Dwarf: falls down from the sky slowly, shoots arrows as damaging projectiles that deals 1 damage point on contact and dies when landing
    - Elf: dashes forward when first revealed, shoots arrows as damaging projectiles that deals 1 damage point on contact
    - Goblin: runs straight, changes direction if touches a wall or another enemy and deals 1 damage point on contact with a dagger
- 2 bosses, killing them grants 5000 score:
    - Muhittin, wizard's tower guard: runs left and right, jumps and deals damage on contact.
    - Wizard, controlling a mecha-like suit he made with the body parts he collected: shoots heads as damaging projectiles
- Total score display when player(s) win or lose

REFERENCES

- King Man (formerly Magic Man) from the cartoon series Adventure Time for the wizard's character:
  - https://adventuretime.fandom.com/wiki/King_Man
- Muhittin from the video series Yavuz ile Şakalandın for Muhittin's, wizard's tower guard's character and boss battle:
  - https://www.youtube.com/watch?v=EDr5-wLuFC8
- Yellow Devil from the video game series Mega Man for the wizard's boss battle:
  - https://www.youtube.com/watch?v=FIthDkRCg7g
- Dungeons & Dragons for the setting:
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