Puzzle Platform Scenario 2

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We will use our existing platform game where the player solves a puzzle and avoids the player detecting bats as inspiration and a learning opportunity. For our second scenario, each team member will create their own scene in Unity and incorporate it into our existing scene. Each scene is a different level to the game with its own twist.

Scenario "Expansion Levels"

For the first part of the release, we will all design our own levels based on what we have already designed. Once we are all on the same page, we will then try to incorporate ideas in our project backlog. Some of those ideas include jumping on boxes and breaking them, implementing a health bar, increasing functionality of the enemies by allowing the player to jump on them, implementing different power ups, creating puzzles based on breakable boxes, moving platforms, obstacles, and implementing a timer.

Room: Minecraft Theme

The Minecraft theme room would allow the player to build and destroy blocks to their advantage. The goal is to get to the door and through a maze while avoiding obstacles. Obstacles consist of enemies like monsters, falling points that lead to water, and potentially time. I would also like to enhance the players movement by allowing them to slide on surfaces. The player would also have a bookbag so they could collect artifacts and tools to use to their advantage throughout the levels.To increase difficulty, certain rooms would have a tool they have to collect that will help them for the next level.

Room: Boss Battle

The boss battle will start with the player and the boss facing each other. There will be different moving platforms that the player and the boss can jump on. There will be items scattered around the room in which the player can get the effects of. Some will give the player points, while others will give the player health. The player will have a life counter and a health bar and if both are depleted then the game displays a game over screen. The player will be able to shoot things at the boss to deplete its health. The boss will have a health bar as well. Jumping on the boss will do different damage then if the boss is shot at. If we can get to this, the boss may have more than one form, changing the pattern of movement and actions that it performs once it gets to a certain health.

Room: To Space and Beyond!

This room is space inspired. The character will now be a spaceman. This room will have very little to no gravity at all. The spaceman will have a jetpack. The jet pack will have a certain amount of fuel, and will deplete as the character uses the jetpack. The character will have to

make its way through the scrollable room. There will be a couple of bats that the space man has to avoid. If the spaceman touches a bat then he is reset to the spawn point. There can be little barrels that restore the spaceman's jetpack fuel. The objective of the level is to collect 3 moon rock samples and reach the space ship.

Room: Into the Unknown

This room will be pitch black, a torch will be your only light source. There will be multiple torches in the level, each placed on sconces. Empty torch sconces will take the place of levers. There will be moments where you have to place a torch into a sconce, and find your way to the next platform "blind". Certain sconces will have to have torches on them in order for the player to proceed, and there will be stretches where they will have to platform "blind". Once the player finds a key to the door, they can exit through the door.

After completing the rooms above, we will link the existing room from the previous scenario so that it is one whole game. The user would thus be traversing through different stages of different themes. If we can get everything above done, we will move on to the items listed below.

Room: Break Out

Break Challenge is a challenge where the player has to break as many bricks as possible under the time limit. Depending on their performance, they receive a valuable to be added to their collection.

Room: Shop

This room or menu is designed to buy tools or lives. The player can collect valuables throughout the levels and trade them for their needs or wants.

Room: End Screen and Credits

This scene is simply the end of the game showing the credits.

Room: Avoid the enemies!

The goal of this scene is to try and avoid enemies for as long as possible. Longer avoidance of enemies means more enemies spawning. The player gets more rewards the longer that they survive.