Web Search and Rationale

Title: Adventure Game

Authors: Curtis Golden, Will Stroeder, Zachary Kasprzyk

Faculty Advisor: Scott Hyslop

Client/Industry Advisor: None

Keywords: Video Game, Platformer, Pc Engine, Unity

Abstract

The existing ideas available for the capstone projects were not of interest to us, so we decided to do something that we found exciting, making a game. We discussed what type of game would be good for us to make within the time we have allotted whilst also taking into account our skill and experience making games. We decided that it would be best if we made a Pc game using the Unity engine, as the engine is open source, uses c# which we are all experienced in, and some of us have experience using Unity before.

Business/Technological Purpose

The game is going to be a side scrolling 2d platformer that will be controlled with both the keyboard and mouse, for movement and attacking respectively. The goal of the game will be to reach the end point of the current level without dying.

Our Contribution

Our contribution to the game will be everything from planning, design and programming of the actual game. The only aspects of the game that will not be done ourselves are sound and art assets as none of us are proficient in making those.

Market Analysis

Typically, platformers are controlled with just the keyboard, allowing their character to not attack at all or perform attacks in only one direction. By allowing our players to use the mouse to attack they will be able to perform attacks dynamically in any direction they choose.

Competitors

Considering our game is a 2d platformer there are a number of competitors currently on the market as the genre is fairly oversaturated. Ever since the overwhelming success of the forefathers of this genre, games like Super Mario bros, Sonic the Hedgehog, and Megaman. A huge number of and triple A companies have stuck their hand into this genre in an attempt to find that success for themselves. However, some of these big names in the genre have managed to become stale over time due to lack of creativity, and failure to evolve their formula. Thus we have an opportunity to bring something new to the genre to capture some of that lost magic.

Pricing

Our game will be free to play as we feel the free to play model is appropriate for the game that we are producing due to the games small size, and our want to simply get something out there that people can play.

Conclusion

In conclusion we believe that our game will be able to garner some degree of attention within the genre due to:

* Our free to play model
* The lack of fresh ideas in the genre by the competitors
* Our dynamic keyboard and mouse control scheme