

Game Engines 1

Task 1

Kendra Muscat & Maya Montanaro Delia

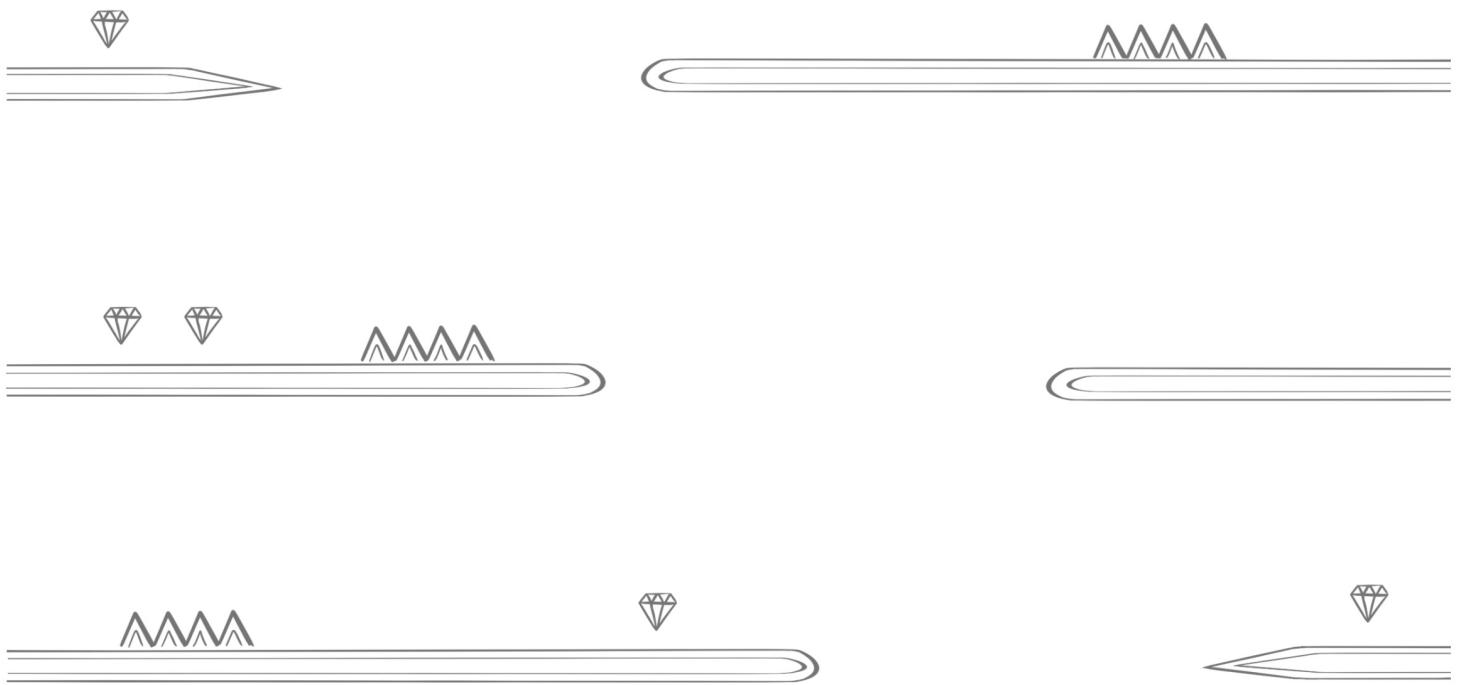
CA-GVD-5.2

1) Gameplay

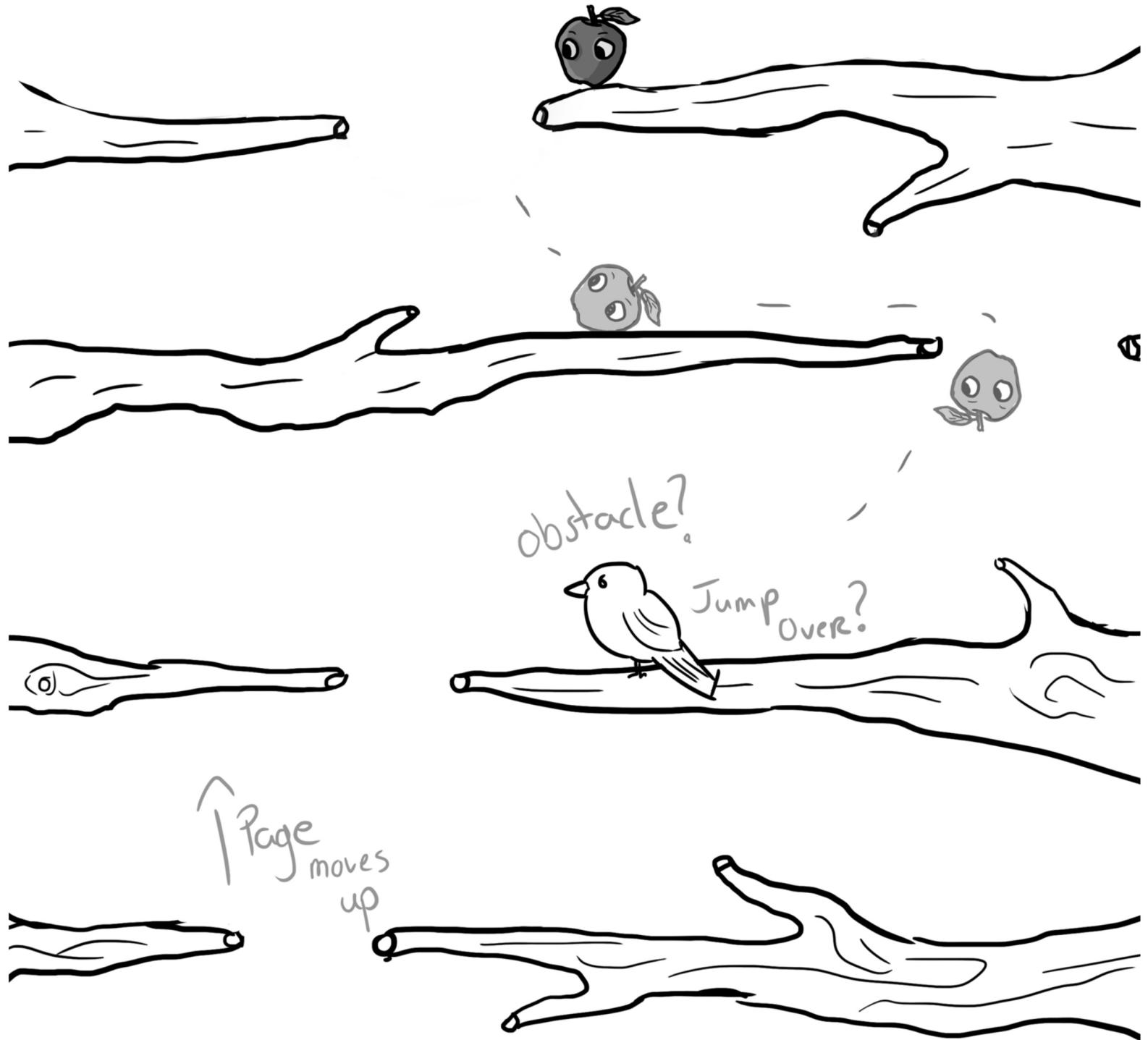
Our game consists of a dropper mechanic where the page would move upwards and the player would jump down to try and get to lower levels without getting killed by getting stuck at the top. The game would also include obstacles that would slow down the player from getting lower. One of the obstacles will include a door that has to be opened by jumping on one of the buttons, from the two buttons only one will work. Some powerups would also pop up on the platforms that could be collected and slow down time for a couple of seconds. These obstacles and powerups make the game balanced enough for the player to still have a chance to get a better high score the more they progress.



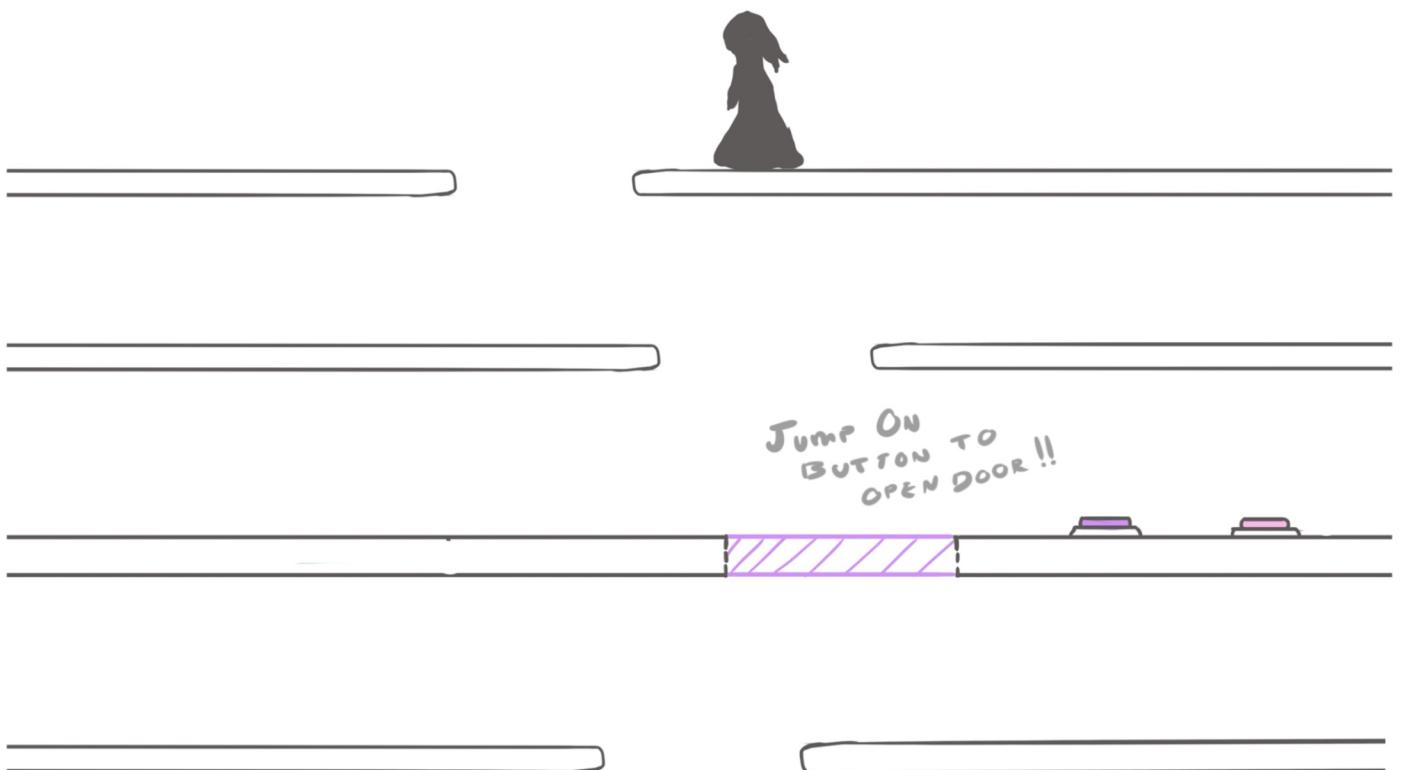
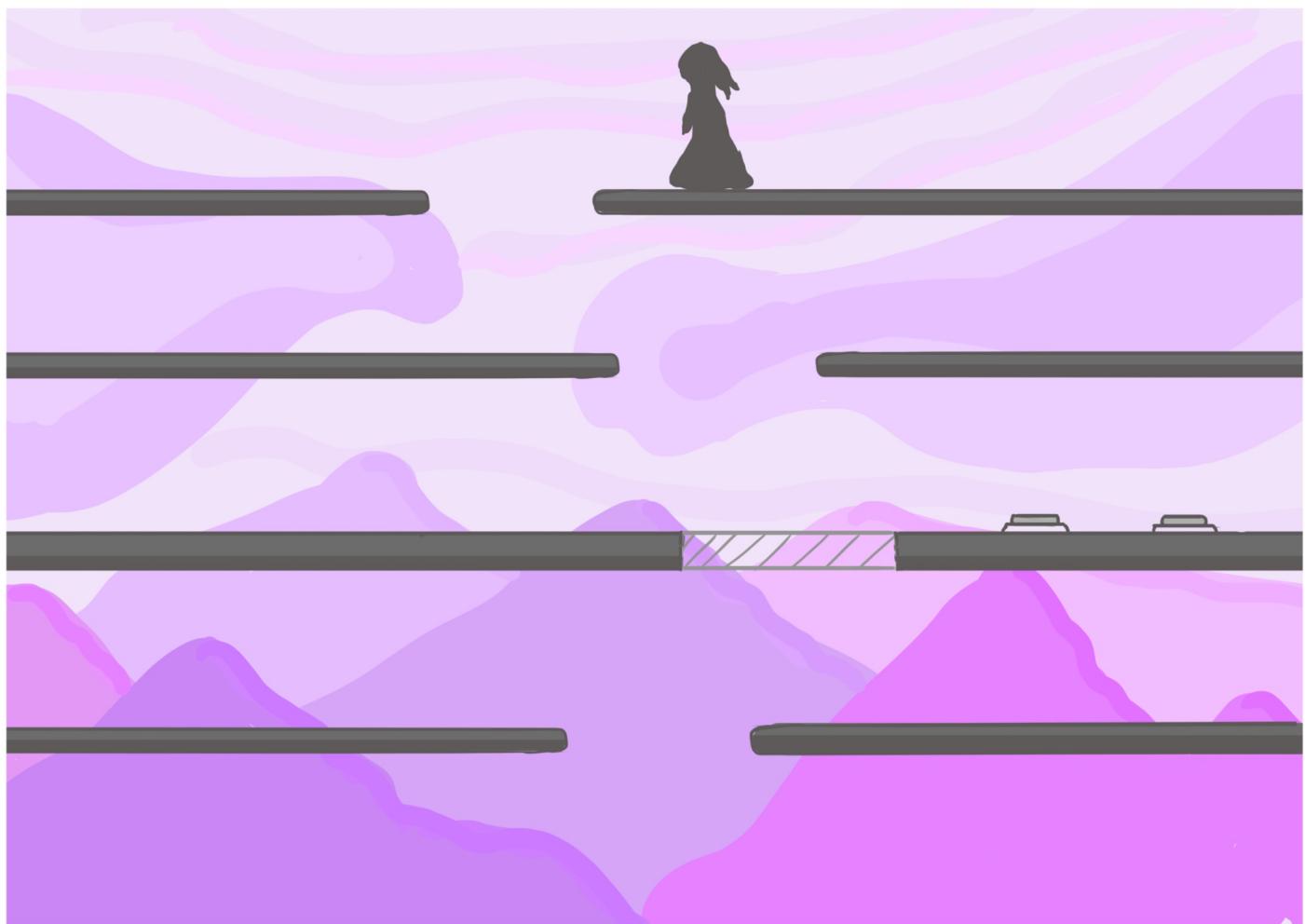
Timing is one of the mechanics used, since the player would have to time certain stuff when picking powerups so that they wouldn't get caught at the top of the screen. The agility mechanic is also used, since it consists of the player having to go through the gaps in the floor fast enough to not get killed by the page moving upwards. The game could also include some different mechanics, since there could be some adjusting to the gameplay later on in our development stage.



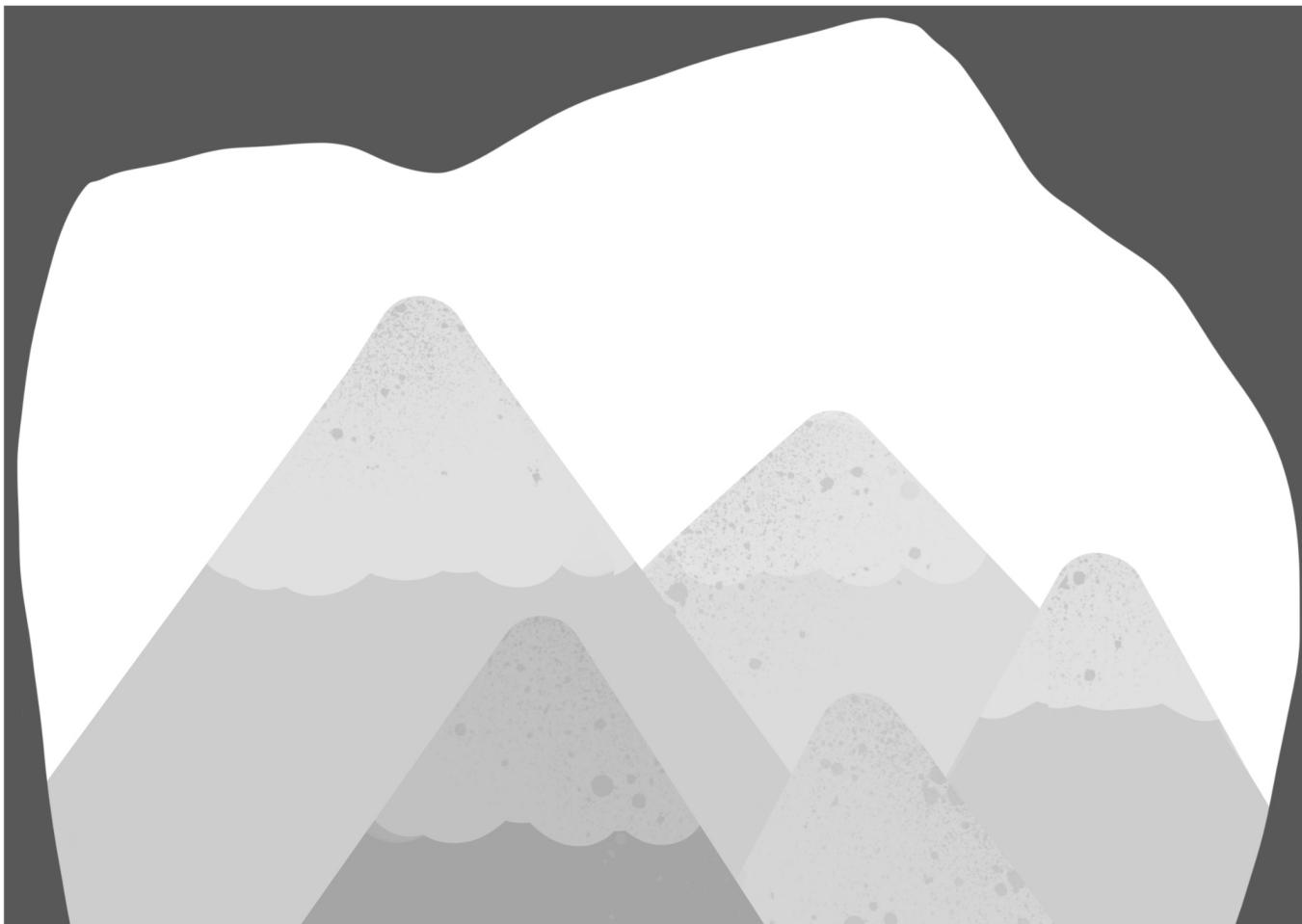
1) Gameplay Sketches



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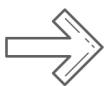
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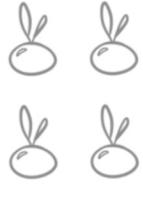
Character Concept Art

“Choose a Character”



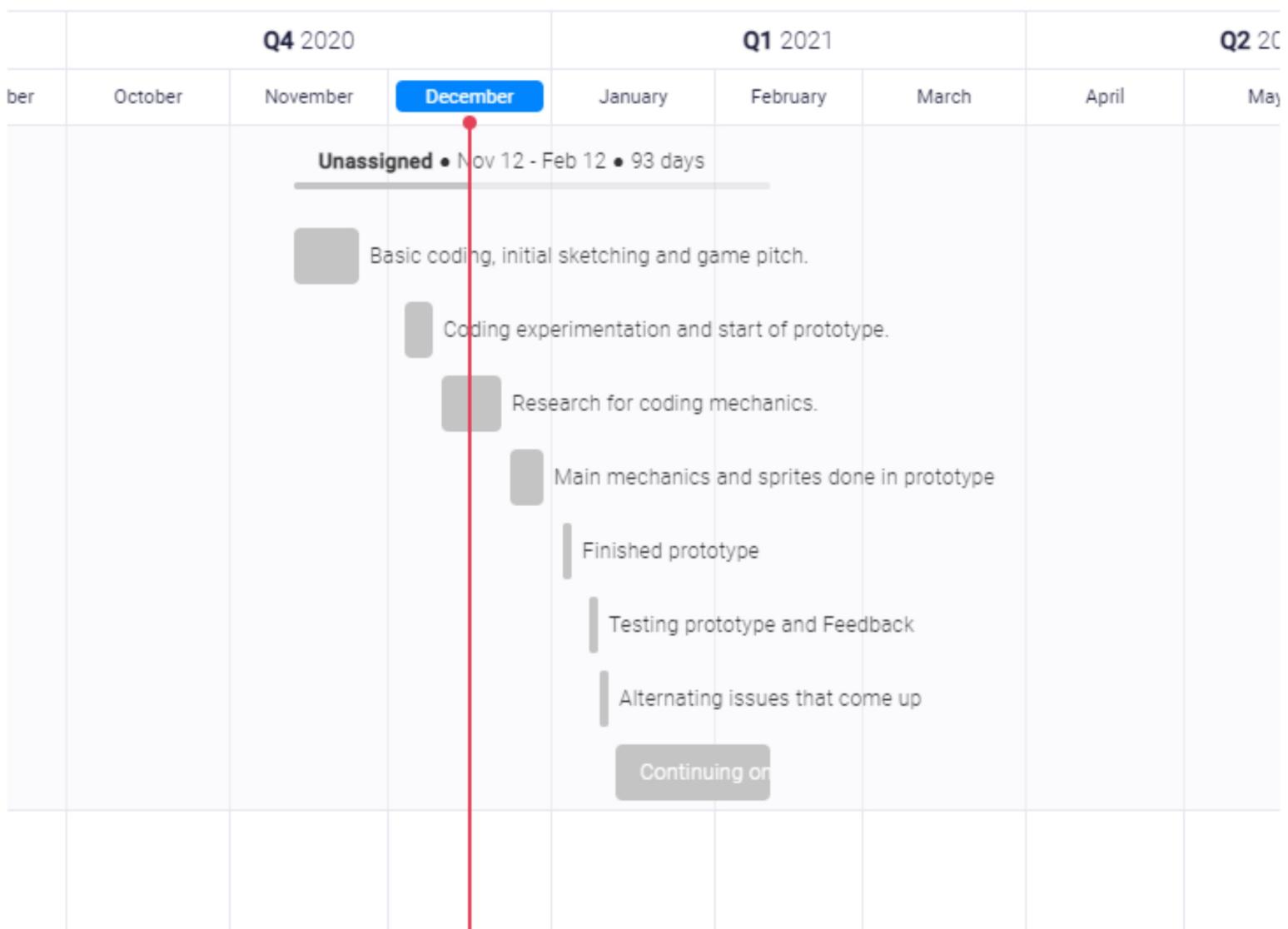
1) Gameplay Sketches



	Obstacle	Slows you down or Gets you killed
	Powerup	Slows down page & makes you go faster
	Points	Points that equate to money to use in the shop

2) Production Timeline

	Person	Status	Timeline
Basic coding, initial sketching and game pitch.	👤	Done	Nov 12 - 26
Coding experimentation and start of prototype.	👤	In Progress	Dec 3 - 10
Research for coding mechanics.	👤	Working on it	Dec 10 - 23
Main mechanics and sprites done in prototype	👤	To be worked on	Dec 23 - 31
Finished prototype	👤	To be worked on	Jan 2
Testing prototype and Feedback	👤	To be worked on	Jan 7 - 9
Alternating issues that come up	👤	To be worked on	Jan 9 - 12
Continuing on prototype to finalize game.	👤	To be worked on	Jan 12 - Feb 12



2) Production Timeline

November – December

Mon	Tue	Wed	Thu	Fri	Sat	Sun
30	01 + Add	02	03	04	Coding experimentation and start of prototype.	05
07	08	09	10	11	12	13
		Coding experimentation and start of prototype.		Research for coding mechanics.		
14	15	16	17	18	19	20
			Research for coding mechanics.			
21	22	23	24	25	26	27
		Research for coding mechanics.		Main mechanics and sprites done in prototype		
28	29	30	31	01	02	03
		Main mechanics and sprites done in prototype			Finished prototype	

January

Mon	Tue	Wed	Thu	Fri	Sat	Sun
28	29	30	31	01	02	03
		Main mechanics and sprites done in prototype		Finished prototype		
04	05	06	07	08	09	10
			Testing prototype and Feedback		Alternating issues that come up	
11	12	13	14	15	16	17
	Alternating issues that come up		Continuing on prototype to finalize game.			
18	19	20	21	22	23	24
		Continuing on prototype to finalize game.				
25	26	27	28	29	30	31
		Continuing on prototype to finalize game.				

February

Mon	Tue	Wed	Thu	Fri	Sat	Sun
01	02	03	04	05	06	07
		Continuing on prototype to finalize game.				
08	09	10	11	12	13	14
		Continuing on prototype to finalize game.				
15	16	17	18	19	20	21

3) CPC Cards

Player

- Move Player Sprite
- Dies when colliding with obstacles
- Dies when stuck at the top on the page

Platforms

- Random Generation
- Player can collide and walk on the platforms

Fire Obstacles

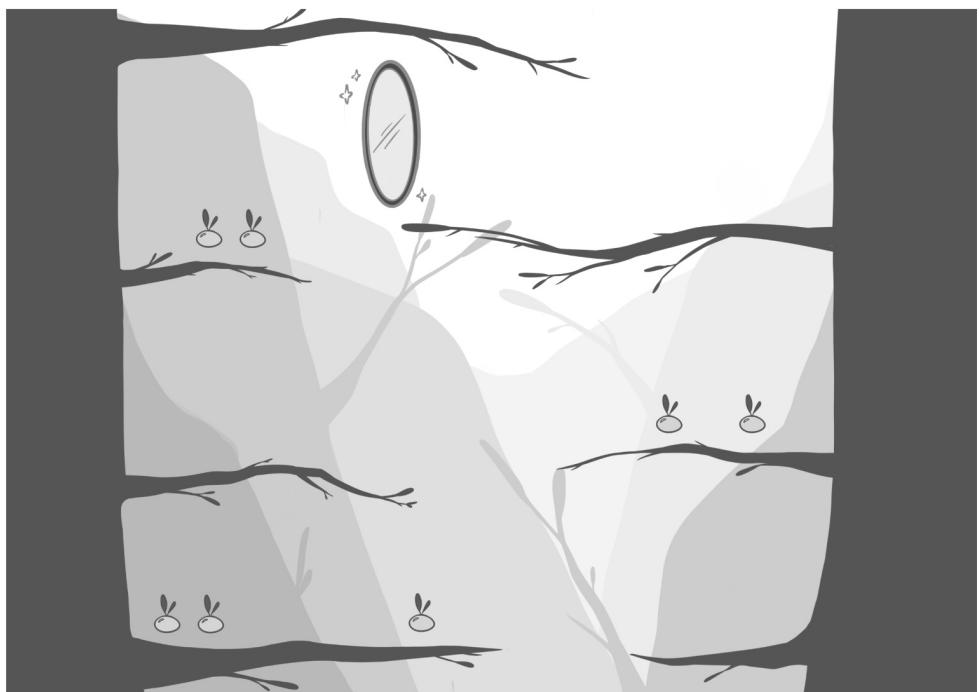
- Random Generation
- Player does when colliding with fire obstacle



3) CPC Cards

Background

- Move Upwards
- Different Designs of environments the more the player advances
- Eventually it will loop back from beginning



Spikes Obstacles

- Random Generation
- Player's speed decreases when colliding with spikes obstacles

Power up

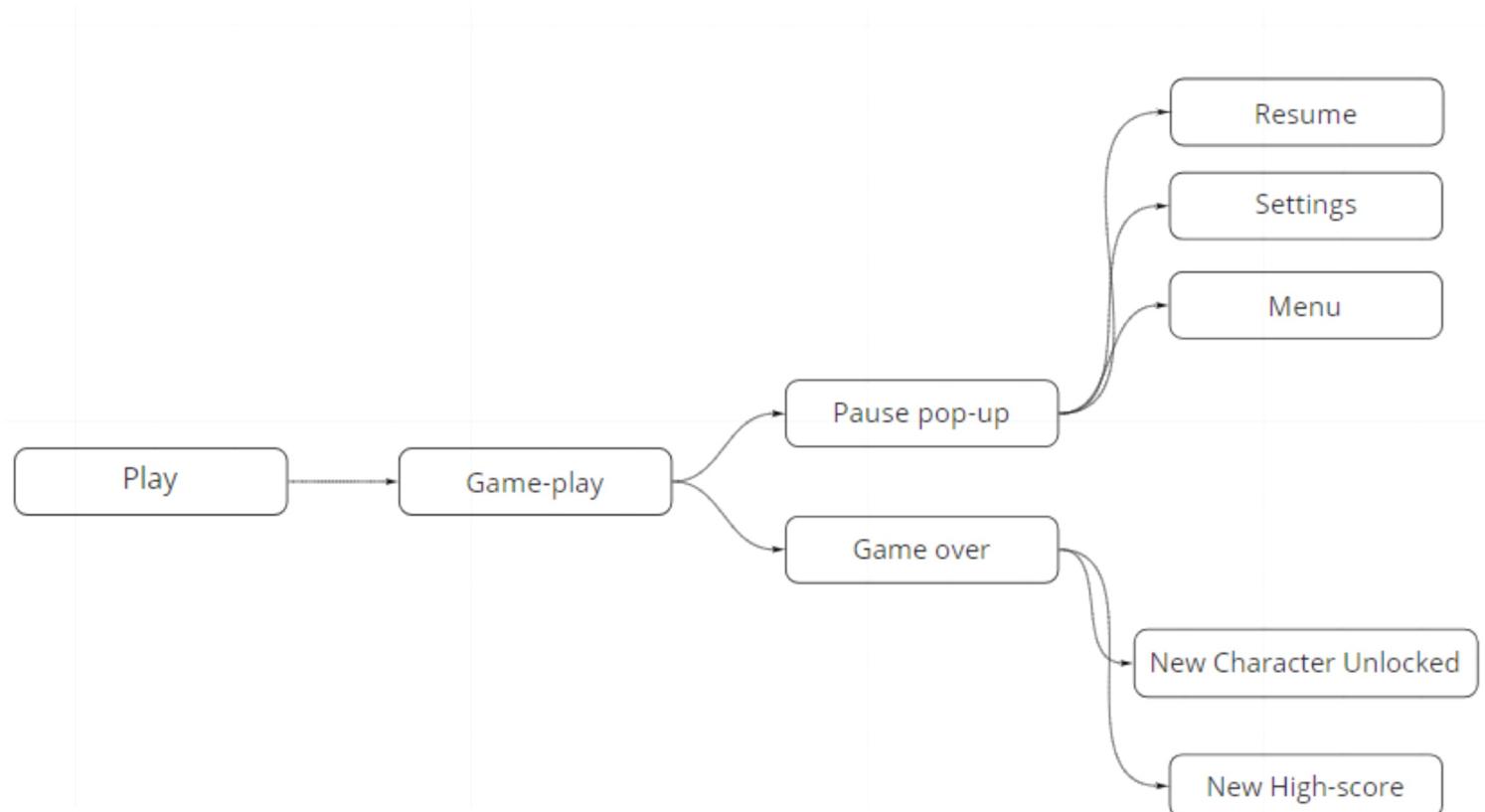
- Appears after certain amount of platforms passed
- When power up is used it disappears
- Player speed increases for a few seconds when power up is used

Collectibles

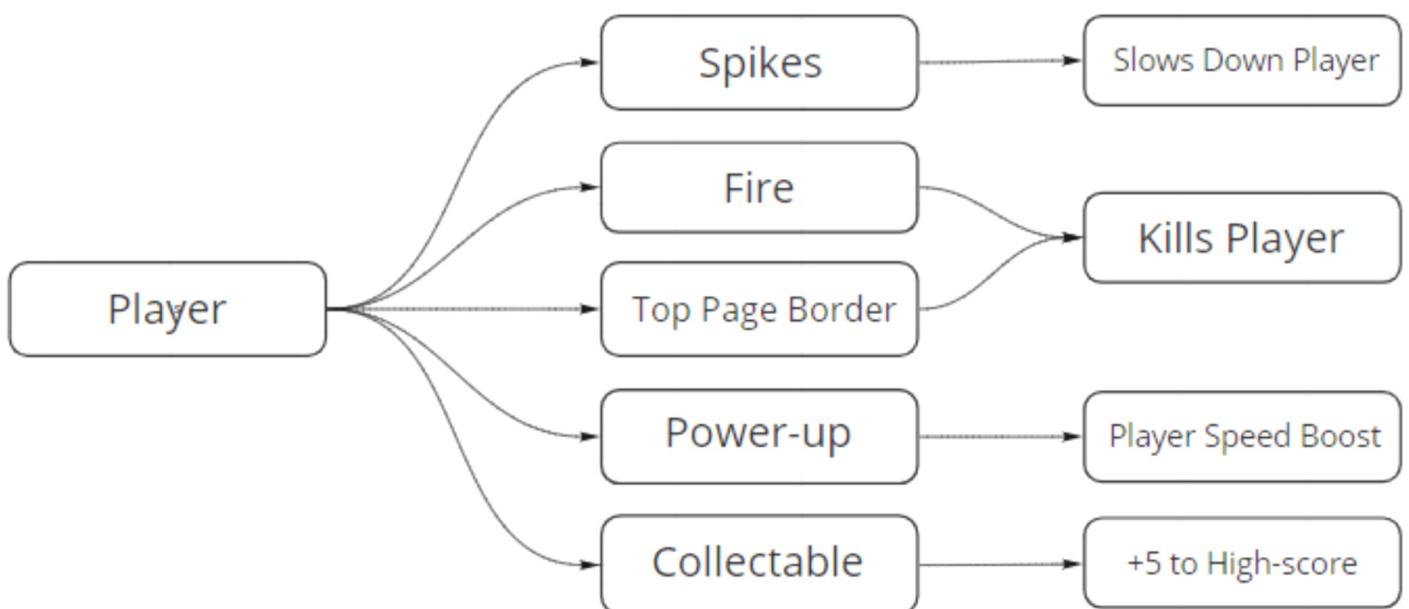
- Random Generation
- Players high score increases when colliding with the collectibles
- When collectibles are used they disappear
- $1 \text{ collectible} = +5 \text{ high score}$

3) Engine Components

Userflow of Gameplay



Userflow of Game Components



The End

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