

## Design Goal:

The Bread knight aims to combine the advantages of the three wonderful platform games I've played before: Hollow Knight which focuses mainly on boss-fighting, elegant story-telling; Celeste which focuses on mainly platform jumping but it core attracts me deeply; and Mega man series which using boss-fight and the key to unlocked area to guide players. All these three games gives player a clear direction of how the world in the game is running but also gives player enough freedom to discover either the goal or their favorite playing style. As a 5-week small program, of course we cannot reach the level of these three artworks, but I want to combine their advantages as the bone of our design. The Bread Knight will of course have a clear story line for the player to follow, its style will be similar to that of Mega Man which will largely use boss-fight in different stage to guide the players. However, not all the bosses will be same designed as the kind that only defeated could be considered as stage clear. For example, maybe in one stage, the clear goal will be set as player must go through the entire stage in given time considering some danger is chasing the knight. We hope the players could enjoy multiple sources of excitement from not only boss-fighting but also platform jumping.

Describe the core gameplay you hope to accomplish:

Like I mentioned in the previous question, the core of the gameplay would be the combination of boss-fight and platform jumping. Only one play style could work but kind of boring if they remain the same mode throughout the whole game. Also, it does not mean these two should separate, like in Celeste it has the Chapter 6 Reflection to add some boss-fight elements and in Hollow Knight it also has the path of pain which you have to suffer a really hard platform jumping to have the chance to know the deepest secret. In conclusion, the core gameplay is the combination of boss-fight which challenges the players' skill and platform jumping which challenges the accuracy of players.

References any games that serve as inspiration:

Hollow Knight, Mega Man Series, Celeste, Ori Series

Outlines your development process going forward

- Write the basic storyline of the game
- Decide the tone of the game (eg. Character design, background design
- Basic Coding
- First test & refine

Major Challenges possible:

I think will be the following three:

- At what length will the game be since in designing process we tend to be too ambitious to plan things which were actually beyond our ability. Telling a complete story in limited time is important I think.
- Secondly, of course be coding. I never do coding before but I saw how my friends doing their computer science homework or designing game in unity. If art is the

outcome of the game then coding will be the base, that's why I thought it this important.

-Finally, the design itself. When judging whether a game is successful or not, its artwork will always be in the first place to be considered. As designer we have to make sure the design should be attractive and remain constant across the whole game so that players could have higher chance to spend their time enjoying the game.