Average Human Dude

340 Group

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Groupe

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# Overview

## Theme / Setting / Genre

* + Theme: Cartoony
  + Setting: Candy
  + Genre: Platformer

## Core Gameplay Mechanics Brief

* + Jumping
  + Health
  + Jump-Pad
  + Jump-Boost
  + Speed-Boost
  + Background Timer
  + Checkpoints
  + Slide
  + Attack
  + Low Gravity
  + Trampoline Drag

## Targeted platforms

* + PC
  + Mobile
  + Console

## Monetization model (Brief)

* + Free upon finished product, will be uploaded to itch.

## Project Scope

* + Game Time Scale
    - We’ll try to keep this project as cheap as possible.
    - We’ll try to finish this game before the end of finals week.
  + Team Size
    - Core Team
      * Gary Stevens
      * Carter Igo
      * Chase Castro
      * Cameron Campbell
  + Licenses / Hardware / Other Costs
    - Will try to use any free licenses

## Influences (Brief)

* + Influence #1
    - Super Meat Boy - Game
    - It’s a rather difficult game that has a nice cartoony art aesthetic. It was a punishing platformer where the player has a fast respawn time, and they die in one hit. The game also had an interesting way of separating itself from its temporaries, enemies were obstacles instead of creatures.
  + Influence #2
    - Sonic - Game
    - The levels are nicely laid out and favor going though them as fast as possible. This offered a lot of replayability.
  + Influence #3
    - Jumanji - Movie
    - It was the first isekei, and we found that it was similar to our lore.

## The Elevator Pitch

Picture this, a cartoony platformer where Sonic meets Super Meat Boy.

## Project Description (Brief)

This project will be split between the four members of our group. We plan to make an individual level that will be our primary focus. We will come together for overarching items like the player, etc.

# Story and Gameplay

## Story (Brief)

* + After getting home from the late-night shift, Dude decides to unwind by playing the new hit game “*Candyland Cartoon Massacre*”. While he’s playing, an accidental electrical hazard occurs when he knocks over his “Gamer Fuel – Sour Blue Chug Rug Flavor” on his controller. Next thing he knows, he is now in the game that he was just playing. Now that he is stuck in the game, he must get to the last level to beat death and find a way out. Only you and your skills can free Dude and help him escape the game he is stuck in.

## Gameplay (Brief)

* + Average Human Dude will be like other 2D platformers. It will have a unique element for each level that will put a twist on traditional gameplay.

# Group

## Personal Focus - Gary

* + For my level, my focus is going to be on ice. Ice levels are some of my favorite levels in platformers that have them. The idea that the player has less traction is a generally interesting mechanic that makes the level in focus a bit more challenging. With there being ice, maybe some mechanics can come into play where the player can use fire to break away some ice. To me, there is quite a bit that one could do with an ice level.

## Personal Focus - Chase

* + My focus for the final project will involve a little bit of everything. To list a few objectives, I will create additional characteristics for the player, write other scripts, and help my group members implement their ideas. Still, I will primarily be developing a unique level design and mechanics that make for an overall fun and exciting experience for the player. I plan to create a level incorporating a jump pad mechanic I discovered during our last assignment. When I first found this mechanic, I immediately thought of several ways to incorporate it into a fun-level design. I aim to make a fast-paced level that isn't too easy for the player to run through. Therefore, I plan to develop a new obstacle with similar functionality to the saw blades in Super Meat Boy. This obstacle will force the player to think about the routes they take and, more importantly, make the level feel more exciting for the player. Of course, what I have mentioned so far will not be the only things found throughout my level, but I think they will be the primary focus of my level design.

## Personal Focus - Carter

* + Basically, for my personnel focus, I just want it to be my level that is going to be a fire level. I plan to make particle effects for fire, and maybe have a water thingy to put out the fire with, or even use rocket boots to get around the fire.

## Personal Focus - Cameron

* + In line with the other personal focuses or levels, my level will focus on an element. Specifically, earth, and ideally players should have areas they can click that can move or spawn platforms during the game. I think there are a lot of opportunities for obstacles and puzzles with this mechanic, and it should fit the rest of the game as well.