Graphical Game Alpha

Donghyun Kim (dkim198@ucsc.edu)
Kyungmo Kim(kkim92@ucsc.edu)

Game's Title
You've Got a Friend in Me

Theme Word Used
Soulmate

Main Theme(design/experience/fantasy goal)
      This game is a single-play, the stage-based game with 2-D maps. You can easily think of an upgraded version of Super Mario. You have two characters which always moves the same way(you have only one control over two), and different maps for them. What you have to do is to finish the race with two characters, but there're some obstacles for that. For example, there are some traps such as spikes which can make your character dead. However, a more important factor in this game is to accomplish a task(finish the stage) together.
      For emphasizing soulmate feeling in this game, we added a dotted line between two. Because they're soulmates, they cannot exist in the too far distance. This basically means when you care about one character, at the same time, you should think about another character, too. In this way, the player can get the sense of "soulmate" while playing the game.
      We want our players to experience excitement when passing through tough terrains and obstacles, and also kind of anxiety and tension at the same time. Also, by caring the connection(distance) between two characters, they can easily get a fantasy about two character's soulmate relationship.

What is going to be added in Beta Version
• Additional Stages
  Stage 2 includes more spikes and difficult terrains
  Stage 3 includes flying objects that can hurt your character, etc.

• Main page for game(press button to start, key guides)

• Tutorials(TBD)

• "Game Over" page, the connection between stages

• Sound effects(jump, dead, connection broken), BGM

• Video game effects