Maatwerk Nano PID

Project Initiation Document

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2D Single Platformer Game

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Relevance and prior work

To come up with a game concept for this project, I used a simple ideation technique. This ideation technique has two paths. The first path is to visualize existing games in either a different dimension or perspective. An example of this could be turning a 3D game into a 2D game or changing the perspective from third-person to first-person. The second way you can go about this, is to imagine how the existing games feel would change if you took away or added several other key mechanics. I applied this technique by researching several of my favorite games and games I found interesting. This ranged from mobile to console games, making a list of the components I liked and didn't like. I then used the ideation technique to brainstorm for game concepts.

During the brainstorm session I came across a game called Mario Galaxy. I noticed I was really intrigued by the way Physics was used, as the game is situated in space. I then proceeded to visualized the game in a different dimension using the physics as the core mechanics. From there the concept for [**Far Away from Home**] was created. A **2D single player platformer** game where the player has to use the **Physics** of the game environment to help the main character find its way back home. I will be developing this game in **Unity**, as this project will also be helping me improve my programming skills.

Problem Statement

The most important component I want to highlight with my game project, is the game experience when interacting with certain Game Physics. With this concept, I want the player to feel as if they're in space; giving them a sense of freedom, but also make the game challenging enough so the game doesn't become boring. The reason Mario Galaxy is fun to play, isn't only because of the environment and physics, but also about the adventure and the challenge to complete each level. So with that, the main problem statement comes up. How can I create the same experience by combining both the space physics and environment and, at the same time, make it challenging enough for the player.

Design Challenge

My design challenge for this project is:

How can I create a 2D platformer game combining both the space physics and mechanics and, at the same time, make it challenging enough for the player?

High Level Planning

Week	Competences	What task(s) will be done?
1	Analyse, Realisation	- Finish Project initiation document. - Working on building first prototype. Start by looking up information and tutorials. - Make a start on the Game Design document. - Start research on the field of interest
2	Analyses, Realisation	- Have the first prototype finished. - Make a start on an usertest to test first prototype in week 3. - Making progress on the design document. - Finished research on field of interest.
3	Analyses, Design, Realisation	- Do research in level design and design couple of levels. - Perform test on first prototype and implement changes. - Design characters and environment assets

		- Making progress on the design document.
4	Design	- Work on character animations and game assets design. - Testing level and character designs made in week 3 and implement changes. - Finishing up design document.
5	Design, Realisation	- Work on character animations and game assets design. - Implementing level design into the game.
6	Realisation	- Implementing the designs into second prototype. - Setting up third user test to test second prototype.
7	Realisation	- Testing second prototype and implement changes.
8	Realisation	- Testing again after implementing changes. - Implementing the designs and art into the final prototype.
9	Bug Fixing and Clean-up	- Adding the finishing touches on the game and test for possible errors. - Hand in finished product