

App Name: Forest Hunter

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App Description:

Forest Hunter is a 2D side-scrolling game developed and published by NEU CS5520 Forest Hunter Team. The game enables its players to role-play as a hunter living in a wild forest and trying to survive by hunting down wild animals and escaping from beast chase-down.

At the beginning of the game, players will be able to choose the appearance of the character. In this game, players can use simple operations such as swipe, quick taps and press and release to control the hunter character in the game. The player will face some challenges in the game as the character needs to avoid running into large obstacles or falling down the cliff, otherwise the beast will get a chance to catch the hunter. During the escape, the hunter will be able to throw his javelin and hunt down birds or other prey and distract the beast.

Slogan:

Try your best to survive in an unknown wild forest...or you may be served as today's meal for the beast!

Target Users:

People who enjoy challenges of a fast-paced side-scrolling game and are interested in mild horror/fear theme role-playing as a hunter trying to survive in a broad wild forest. The game will be good for children who age 8+ and adults who are time-starved and could hardly afford too much time on each set of games.

Answer the following questions:

Q1. What problem/task(s)/need does the application help the users address?

This application helps users satisfy their desire for video games within a short period of time, especially for people who do not have hours of continuous casual time but still want to enjoy an exciting break-away from busy schedules.

Q2. What three current apps on the Play Store (or other app stores, such as iTunes) would be your closest competitors?

1. Temple Run
2. Subway Surfers
3. Jetpack Joyride

Q3. Why will your app be better or different than the competitors?

- unique theme

Unlike other “escaping” games, Forest Hunter enables players to role play as a hunter trying to survive from beasts while hunting prey in the journey.

- reward system

Instead of trying to collect coins to get higher scores in other competitor games, Forest Hunter provides a unique game reward system as players can hunt down emerging wild animals to get better scores and in-game rewards.

- sensor usage (accelerometer)

When the character gets caught by the beast for the first time in each set of games, the player has a chance to shake the mobile device and let the character escape from the beast’s hands.

Q4. What themes do you see when you browse the reviews of the competitors?

- addictive (trying to score more and level up)
- different outfits (new outfits unlocked after long period of game playing)
- background update (frequent updates on map/scenery)

Q5. What is innovative about your app idea? What will be particularly surprising or elegant about the concept?

- We combine the RPG game and runner game in one and restore the role of a real hunter in our game Forest Hunter: the character can throw a javelin to hunt down different kinds of wild animals such as birds or rabbits. And after a successful hunt, the player will not only get an extra score, but also distract the beast that is chasing after the hunter for a bit and gain a better distance from the beast.

Q6. What about your app will keep people engaged using it for a long time, even once the novelty wears off?

- increasing difficulty level

The game has different levels of difficulty so players can challenge themselves in higher difficulty levels. Also players will be able to hunt down larger prey and get a higher score in difficult level games.

- better outfits and weapons

Players can get in-game points after each set of games and use them to unlock new character uniforms and weapon appearances.

- share and compete

Players are able to share their score to their friends. The competition between friends would help players to keep engaged using it.

Q7. What are the top potential weaknesses of your application idea and how will you address them?

- Due to the static theme and genre of this game, the things players can do inside the game are limited. Even though innovative features can be added into the game, it is still difficult to keep players engaged for the long term.
- To address this limitation, we plan to add more features in the update patches. For example, adding a weather system which can affect the difficulty to escape and the in-game weather can be synchronized with the real world using the built-in location sensor.

Q8. Will you be able to design, build, and test this app before the end of the semester?

Yes, after careful consideration and planning, we are confident to complete development and test of Forest Hunter by the end of this semester.