

COMP310 Proposal

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October 2, 2017

1 What is the title of the game?

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2 On what well-known game is it based?

My de-make will be based off of Mirror's Edge.

3 What is the core mechanic that your game will implement?

The core mechanic of Mirror's Edge is parkour. I'll simplify this to jumping and crouching and maybe climbing if I have enough time. Again if I have time I will implement the scrolling background but that's more of a stretch goal.

4 Is the game technically feasible, given the limitations of the target platform?

Make reference to existing NES games and to technical documentation.

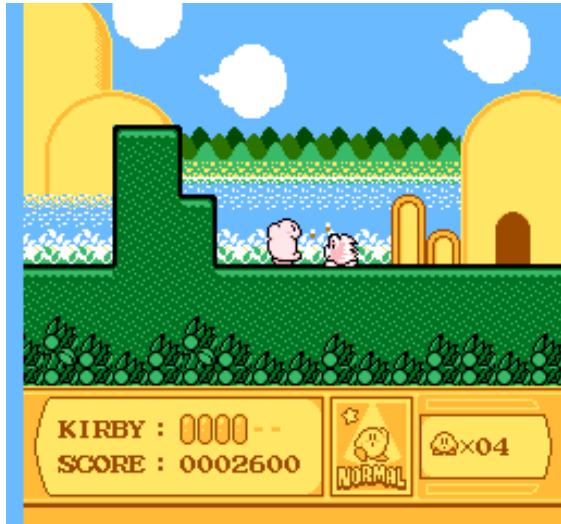


Figure 1: Kirby's Adventure for NES

Looking at existing NES games it seems technically feasible. Super Mario Bros has the scrolling background and jumping.

5 What is the intended aesthetic?

6 Is the scope appropriate for the product development time-frame?



Figure 2: Super Mario Bros for NES