**Game Proposal for SP3**

Block Buster

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**Objective**

The objective of this project is to make a single-player, physics based game, with a target audience of ages 7 and up. It will be made in 2D. The plan is to finish all of the game’s main mechanics, levels and art by the end of the second week, so as to be able debug the game and/or add in bonus features in the third week.

**Game Concept**

Inspiration: Rubble Trouble.

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The player will be given a certain amount of currency at the start of the game. With the currency, he/she will buy different tools to destroy a building, or a set of buildings. The level ends when the building(s) is/are destroyed or when the player has run out of currency. However, the player will only win the game when he/she has a certain amount of currency left after the level ends.

Each level of the game is made “Angry Birds” style, where there is a big building or a set of buildings in the level, and the player will have to move around and navigate the level, with the mouse or keyboard, to see the buildings and decide on which tools to use to destroy the building(s). There is also a minimap of the whole scene at the corner for the player’s reference.

**Unique Selling Points**

* Physics Based Game
* Can be played both casually and competitively
* Players can learn to manage resources well

**Game Mechanics**

* Physics
  + Gravity
  + Newton’s Three Laws Of Motion
  + Collision
* Mouse and keyboard to navigate level
* Blocks with different materials
* Tools to destroy building
  + Pickaxe
  + Dynamite
  + Thumper
  + Airstrike
  + Multiple Dynamite
  + Missile
  + Drill
  + Teleport
  + Flamethrower
* Placement of tools

**Features**

* Leaderboard
* Level Selection
* Instructions Screen / Guide
* Options Menu
* In-game store
* Mini-map
* Money given to player over time

**Additional Features - To be considered if set milestones are reached on time, or completed earlier**

* Level Editor
* Basic AI
* Achievement System
* Profile system