

Raven

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Abstract—”Raven” is a puzzle-platformer featuring a cat named Raven. Help him find his way home by guiding him through the buildings. Along the way, you must find and collect various objects scattered around the level. These objects must be placed in a way that helps Raven overcome obstacles and reach his destination. With its unique level design and charming protagonist, ”Raven” offers a delightful, mentally stimulating and relaxing game experience.

I. INTRODUCTION

Become a cat and guide it on its journey home. Accompany the cat through a series of levels with unique level design. Explore the tops of buildings and discover hidden rooms. Find objects scattered throughout the level to help Raven the cat get back to his beloved home. The player can place objects in an ”edit mode”. The player moves the objects while Raven stands still as a sort of shadow. Each object has a unique ability that will help you reach the end of your journey.

II. RELATED WORK

A rather obvious inspiration was the game Stray [1]. In this game, the player controls a cat that has been separated from its friends. It falls into a pit and ends up in a city full of robots. The game is narrated through a story, but at certain points the player is free to explore their surroundings to complete the main task, but there are side quests that the player can pursue if they wish.

The similarities between Raven and Stray lie in the storyline and the heavy emphasis on exploring and finding objects. And the main difference is that they are quite different genres. Stray has some aspects of a platformer, but hardly anyone would classify it as such. Stray focuses on the story and the puzzles. Also, since Stray is a 3D game, the mechanics and controls are different to Raven a 2D game.

In fig.1 you can see the early concept for the protagonist. You can see that it is a cat, which seems appropriate for this kind of setting. Not only are they loved by the majority of people, which makes the game more likeable, but they are also smart enough and independent enough to pull this off.

Another inspiration was the game series Ori [2] [3]. These are 2-D games in which you follow instructions given to you by other characters you meet on your journey to help someone in need. You have the freedom to adventure, but you have to complete certain tasks to unlock further areas. This is the concept that Raven will follow in terms of its levels. In Ori you can and have to go back to certain areas to progress, Raven will be strictly within the levels. In Ori there are certain areas where you have to manoeuvre skillfully, that is the type of game that I am going for.

III. OVERVIEW OF THE GAME

This game introduces a player who is trying to find their way home through a series of levels. The project will be made in a 2D style. It takes place in a city where a cat ventures on top of and inside buildings. You have to jump over the gaps between buildings by accelerating, or go through ventilation shafts to reach the end.

enemies must be avoided or the player’s health will drop. Enemies will wander around and block your path. If the player gets too close, they will attack once and get back on their tracks. If the player’s health reaches zero, the level restarts from the beginning. This is also the case if the player falls in a gap between buildings.

Each level will increase in difficulty. For example, the first ’level’ guides the player through the mechanics of the game with appropriate challenges and serves as a tutorial. The remaining levels will give the player full control of the action, allowing them to explore their surroundings and discover the secrets hidden within each level.

The game contains objects that are more difficult to find but will make the level easier to traverse. Sometimes certain objects are required in order to progress. These objects can be placed and collected again by the player. They must be arranged in a way that helps the player reach the end of the level. Sometimes objects must be reused to get around.

IV. CONCEPT ART



Fig. 1. Early Character Concept

V. GAME MECHANICS

- Manoeuvring through obstacles tests the players' timing and precision.
- The player can accelerate in order to overcome obstacles.
- In an "edit mode" they can move freely in all 4 directions to create a sense of control.
- The player has to place the objects they have found in order to reach their goal.
- 2-D graphics offer a more traditional and aged feel to the game.
- Enemies makes the game tougher and more challenging, increasing the fun factor.
- They roam around from one place to another to block the players way and attack if they get too close.
- The interactive game design provides a greater sense of adventure and encourages exploration.

VI. TECHNICAL CHALLENGES

A big challenge, apart from the programming in general, was the level design. It shouldn't be too easy, otherwise it gets boring and the game isn't interesting. On the other hand, if the level is too difficult, the player will get frustrated and the game will not be fun. My job was to find a compromise between not getting bored and not getting frustrated. The objects that help you progress through the game have to be tailored to the challenges. It wasn't easy to find the right snippets of code that did exactly what you wanted. Most of the time they had to be modified to suit my needs, which can be tricky if you have not done much coding before.

REFERENCES

- [1] Stray developed by BlueTwelve published by AnnaPurna Interactiv
- [2] Ori and the Blind Forest developed by Moon Studios GmbH published by Xbox Game Studios
- [3] Ori and the Will of the Wisps developed by Moon Studios GmbH published by Xbox Game Studios