

# Sphereport

Crushkowitz

Revision: 1.0

## Overview

Theme / Setting / Genre

Core Gameplay Mechanics Brief

Targeted platforms

Project Scope

Influences (Brief)

- Portal 1/2

- The Fancy Pants Adventures

The Elevator Pitch

Project Description:

## What sets this project apart?

Core Gameplay Mechanics (Detailed)

- Sphereport (Teleportation)

- Movement

## Gameplay

Gameplay

## Assets Needed

- Art

- Sound

- Code

- Animation

# Overview

## Theme / Setting / Genre

- Sci-Fi / Abandoned Facility / Platformer

## Core Gameplay Mechanics Brief

- Platforming
- Teleporter
- Obstacles

## Targeted platforms

- PC
- Nintendo Switch
- Xbox Series X

## Project Scope

- Three Members
  - Joshua Moskowitz
    - Art and Assets
      - In charge of creating all art and assets for Sphereport
  - Robert Santos
    - Producer/ Designer
      - In charge of implementing all art and assets for Sphereport
  - Jacob Rush
    - Programmer
      - In charge of coding all mechanics and assets for Sphereport

## **Influences (Brief)**

### **- Portal 1/2**

- Video game
- The teleportation mechanic is an inspiration we took from the Portal series and the ability to create portals to transport the player from one part of the level to the next seamlessly.

### **- The Fancy Pants Adventures**

- Video game
- We went with a cartoonish design of our characters and world similar to the franchise. Our influence to make the platforms 2.5D also came from here.

## **The Elevator Pitch**

Sphereport is a game that requires the player to use a combination of platforming and a teleportation mechanic to overcome obstacles and complete each level.

## **Project Description:**

Sphereport is a platformer in which your goal is to escape the strange facility you find yourself in all the while you must traverse hazardous paths that are difficult to cross through normal means. This is where the Sphereport comes in: a strange, mechanical ball with the ability to teleport you towards the area it lands in. Use the Sphereport to get through deadly obstacles and escape the facility.

## What sets this project apart?

- Unique traversal option (teleportation)
- Charming artstyle
- Challenging platforming

## Core Gameplay Mechanics (Detailed)

### - Sphereport (Teleportation)

- Player is teleported from the original location to the landing destination of the ball. After landing on safe ground, a timer activates and once a few seconds pass, the player is teleported. This gives the player a method to reach hard to reach locations.

- When the player right clicks, a ball is spawned from the player character and using the player's momentum is launched a certain distance away from the player.

### - Movement

- Normal jump and run controls that most players are already familiar with.
- WASD to move and spacebar to jump.

## Gameplay

### Gameplay

Platformer in which you traverse the hazardous environment by running and jumping over obstacles and using the Sphereport to teleport to hard to reach areas.

## **Assets Needed**

### **- Art**

- Characters List
  - Player Character
- Environmental Art Lists
  - Background
  - Floor
  - Red sensor wall
  - Green sensor wall
  - Moving platform
  - Hazardous waste
- Other
  - Teleporter

### **- Sound**

- Sound List
  - Player
    - Jump
    - Death
  - Environmental
    - Teleported (Sphereport)
    - Teleported (Teleporter / Transition to next level)
- Music
  - Main Menu / Game End
  - Level One
  - Level Two

## **- Code**

### **- Player Movement**

- Jumping
- Running
- Death
  - Restarts layout upon player death

### **- Menus**

- Buttons that send player to:
  - Main menu
  - Start of game (Level One)
  - Bug report form
  - Desktop (Quit button)

### **-Sphereport**

- Time until teleportation
- Teleportation of player character
- Destruction upon contact with hazardous ground

## **- Animation**

### **- Environment Animations**

- Red and green sensor moving
- Hazardous Waste bubbling

### **- Character Animations**

- Player
  - Running
  - Jumping
  - Throwing