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CPI 211: Game Development II

Initial Idea

For this project, I will be creating a survival type game. In this game, the player will be stranded on an island or in a forest type area. When the game starts, the player will have nothing on them, except for the starting clothes. The main point of this action will be for the player to scavenge for supplies and find ways to survive throughout the island.

In later stages of the game, after the tutorial is completed, the player will come across several different enemies. Each enemy has something for its weakness, and also some item that draws them into the player. The idea of the game is also for the player to understand this mechanic, and to be more strategic in their actions.

For example:

- When a player first creates a fire and makes food, a wolf will try to come to the player and attack them, to receive food. The player will then have to find a way to scare the wolf away. The problem with the player's action though, is that this can lead to a consequence of a bigger enemy coming by.

In the UI, there will be a meter showing the amount of camouflage given from the characters clothes. This benefit can help the player try to plan out their sneakiness throughout each of the levels. On top of that, there will be a way for the camouflage to decrease when the character is near fire, or a bright light source. This can make the game a bit harder. The UI will also feature a health and stamina bar. The health bar will increase by special pick up items in the game. The player will lose health by falls, creatures attacking, and more real world based features.

The last feature that I will add to this game, will allowing the character to roam around the game map. This should be a semi open world game, where the player will be given certain areas to roam around, and interact with the environment, such as climbing trees, and doing several different jumping puzzles. Each area of the game will connect to each other, but the player will only be able to proceed through the next area by finishing up special puzzles to unlock the next area.