Concept

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| General Information |  | This concept is for a game which focusses on Media and Information Literacy and Cyber Bullying. The concept is for a browser based 2D side scrolling game.  *2D video games refer to action happening on a 2Dplane and typically are either side-scrolling or vertically-scrolling. What's more, the characters and environments are usually rendered in 2D -kotaku.com* |
| The platform |  | The game is being specifically built for browser usage, the reason for this is that this makes it accessible to everyone. Marketing towards high schools and their pupils is easier when no additional steps need to be taken to play the game. |
| Rpg element(s)/ Achievements |  | As stated above the game will be a 2D browser-based side scroller. Besides these aspects the game will also have RPG elements. It will not be considered an RPG but some of the elements that make an RPG will be present in the game. For instance, there will be character customisation (though this will somewhat be limited). The game will also feature several achievements (the details for the achievements will be revealed later in the project). Achievements are put in the game to encourage the player to fully complete the game. |
| Colors |  | To illustrated different parts of the game, there will be a big reliance on colour. Not only will it be different each level it will also be used to emphasise a feeling or emotion. By using colour, a different set of emotions and atmosphere can be conveyed each level. |

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| Opleiding |  | The game will also have a story, this story will accompany the player trough out the whole game. By adding a story to the game, the player can get more (emotionally) invested in the game. Be (can) increase the amount of satisfaction they get from it. It is however important to note that while the story will feature elements of Media and Information Literacy and Cyber Bullying It is a complete work of fiction |