SAIYAN CHICKEN

BY
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Game Development

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Game Overview

Title: SaiyanChicken

Platform: PC

Game Style: Single screen game

Target: All ages

Release date: November 25, 2018

Publisher: Parker Nguyen

SaiyanChicken is a single screen game where the player control the chicken and go through several challenges. The player will see the time count as they move through the screen. On the first level, it is really easy; just move the chicken through the next level. On the level 2, it is slightly more difficult. You have to press Spacebar to jump and if the chicken touches the spikes or go out of bound, the player is dead but the player is given an option to restart the level.

Platform Requirements

PC: Windows 7 and later

Screen Resolution: recommended resolution is 1920 x 1080

Synopsis

In the game play, the chicken has to reach the other side of the screen.

Game Objectives

The objective of the game is get to the other side of the screen without touching the spikes.

Game Rules

The player can press space bar, left arrow key, and right arrow key to move the chicken. If the chicken hit the spikes, the chicken is dead.

Game Structure

MENU → GAMEPLAY

Game Play

- Game Control: press spacebar to jump; press left arrow key and right arrow key to move the chicken.

Players

- Chicken

- Upward Velocity : 10

- Speed :   0.19

Art

- Settings: A canvas window will appear if the player is dead or win.

- Audio

  - Jump_sound_effect is played if the player hit space bar.

  - Jungle_background_music is played and looped until the application is closed.

Game Genre

SaiyanChicken is a single screen game.

Wishlist

Add more level to the game

Add more objects and effects

Sources

- **Free Platform Game Assets:**

  https://assetstore.unity.com/packages/2d/environments/free-platform-game-assets-85838

  Only parts of the Assets is going to be used such as Enemies, Environment, and Tiles.

- **Birds Pack (4 in 1) Game Asset:**

  https://assetstore.unity.com/packages/2d/characters/birds-pack-4-in-1-27774

  Only Bird 1 and Bird 4 is going to be used.

- **Arrow art:** http://rijeka.sdsu.edu/pnguyen12/2019F_Tower_Game

  Utilize the arrow image from the Tower_Game

- **Audios : https://www.youtube.com/watch?v=Cp_hQDri1W4**

    Jungle music background

  - https://opengameart.org/content/oldschool-win-and-die-jump-and-run-sounds

    Die/error sound effect.

  - https://www.youtube.com/watch?v=6Q9t8ucAc2M

    Jump Sound Effect

  - https://opengameart.org/content/jump-landing-sound

    Landing/Walking Sound Effect

  - https://opengameart.org/content/victory-2

    Victory Sound Effect

- **Arts : https://www.artstation.com/artwork/m3An8**

  Utilize this image and original art as background for menu

  - ❖ https://us.123rf.com/450wm/nearbirds/nearbirds1612/nearbirds161200010/67841458-vector-cartoon-illustration-of-background-morning-rainforest-bright-jungle-with-ferns-and-flowers-fo.jpg?ver=6

    Use this image as background for Credits Scene

  - ❖ http://4.bp.blogspot.com/-Vgm0PcFTAsg/VVSRjynD_9I/AAAAAAAABqE/p1v0F9OiTRM/s640/gunny%2Bvi%E1%BB%87t.png

    Use this to design Menu and Credits Scene

  - ❖ https://static1.squarespace.com/static/52f0121de4b0b3e881f9ed17/52fd5e98e4b08213277cf6c8/5643fad6e4b07810c0b550dd/1447299285035/

    Use this to design Level Scenes

- **Script : https://www.youtube.com/watch?v=FHQyPgccD4M**

  Use this to implement flipping logic