(Concept)

Rick O'Shea

The Ricochet

"The only laws I care about is physics, and even then, I bend the rules."

Gameplay Pitch:

Rick casually flips a coin into the air, time slows to a crawl as it arcs over the gate at the saloon's entrance. And then...
BANG! A bullet deflects off the coin with a satisfying "clink", pivoting sharply to the right, and into the skull of an outlaw hiding behind the wall.

A group of the outlaw's friends burst out the saloon. "WHO DID THAT!", one of them yells. Rick resists the urge to brag about his marksmanship, and quickly decides on a lie he can use to get out of trouble.

Background:

The game takes place in the Wild West, where the lawless have a bounty on their head, and the skilled try to claim them. Some talented gunslingers are given lucrative bounties to keep them content, so they don't become dangerous outlaws themselves.

You play as Rick O'Shea, a legendary bounty-hunter who can't resist giving himself a challenge.

Features:

- Ricochet-based puzzles
- Slowmo aiming
- Dialogue options

Pillars:

- Puzzle Solving 50%
Analyse your surroundings, consider the tools available, plan out your complex ricochet

- Shooting/Using tools 30%
Throw coins, shoot metal cans into place, aim your shot, execute your plan

- Dialogue 20%
Choose your words, interact with NPCs, learn about the world

Skills Students Will Use:

- **Graphics:** Sprites, Animations, Aim lines, Dialogue boxes
- **Level/Puzzle Design:** Balancing difficulty, Player psychology, Finding creative applications of simple mechanics
- **Source Control:** Git, GitHub
- **Teamwork:** Organising workload, Communication
- **Classes:** Player, NPC, Bullet, Reflective Object, Level
- **Documentation:** Concept Doc, GDD, Comments
- **Writing:** Dialogue, Brief plot

Elements:

- **Basic Gameplay: (25)**
  - o Aiming and shooting, Levels, Reflective Coins/Surfaces
- **Graphics: (15)**
  - o Sprites, Aim lines, Fonts
- **Advanced Gameplay: (35)**
  - o Dialogue, More levels, Environment interactions
- **Advanced Graphics & Audio: (30)**
  - o Animations, NPCs, Bullet effects, Sound effects
- **Level Select Menu: (5)**
- **Project Management: (5)**
- **Video: (5)**