Concept Document for 'Tag, you're it!' by Kevin Michael (c00313609)

What is Tag?

A traditional game of tag is one played by multiple players. At the start, one of the players will be randomly or through minigames or by voting selected as 'it'. 'it' is a pseudonym for the chaser. The remaining players are the runners. When the chaser touches a runner, the runner becomes 'it' and the chaser becomes a runner. Whoever is 'it' when an arbitrary timer runs out, loses the game.

In Kevin's '**Tag, you're it!**', there will only be **one** runner. Hence, this will be a two-player game. The 'it' will be selected randomly. The controls for player 1 will be WAD. Likewise, the controls for player 2 will be the arrow keys (except down).

The game that inspired the idea is https://poki.com/en/g/tag.
(Both reference photos used in this doc is from this game)

Menus and Screens

On launching the game, a choice between two (or three) worlds will be presented.
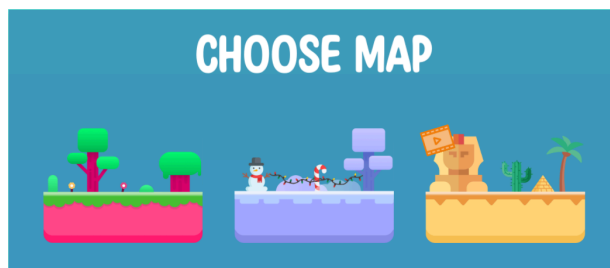
(something like this)

When one of the worlds is selected, a carefully crafted world with two player-sprites in a set location (may be random) will appear on the screen. With that, the game of tag will start. (A countdown could be implemented in the time between the world screen loading and the game starting).

Additionally, there would be a 'Settings' page where the player can configure volume and change how long a round of '**Tag, you're it!**' will be.

The Gameplay

Whoever is 'it' will chase the other player around surgically structured worlds. An audio cue will be played when 'it' changes. There will be multiple 'levels' to each world that will give a dynamic gameplay feel. An example structure is:
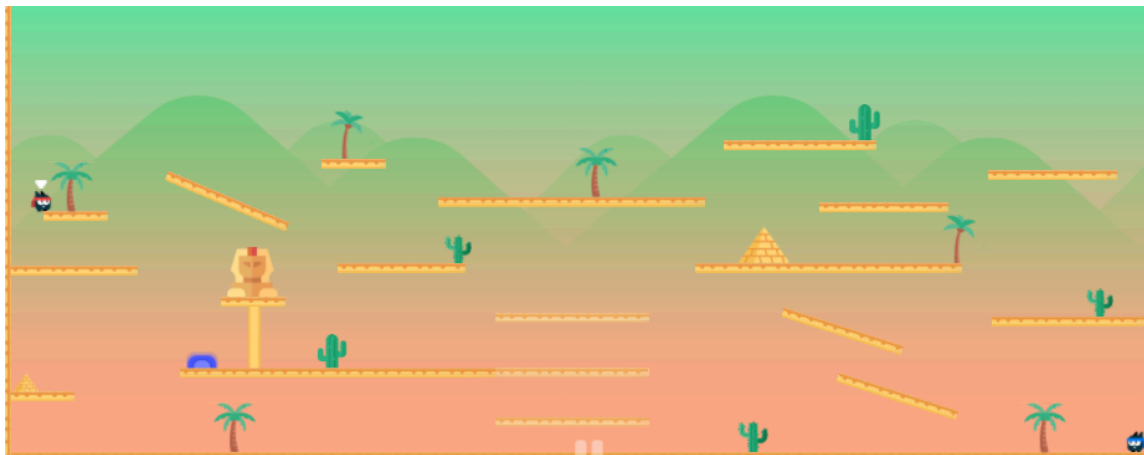
To enhance gameplay, extra features can be added. Some examples of potential features would be additions to the world or powerups like short-immunity for the runner, boosted speed, etc. The powerups would be implemented as an item pickup. Eg: A speed boost item randomly spawns in the map. A player runs over that and 'picks' it up. This will give that player a speed boost. The additions to the world could be a bounce pad, escalator, etc. that enhances movement.

Elements

- Asset creation [10-40] - The 2 (or 3) Worlds that could be custom-made. The player sprites that could be custom as well. Deliberate design of each world.

- Menu screen + Settings Screen [5-10] - Assets for worlds display and settings buttons. Logic for seamless transition between both.

- Volume [5-10] - Ability to pause/play background music and enable/disable SFX in settings screen. Said SFX could be custom.

- Character Movement [20-25] - Moving left and right, jumping, and collision detection with the world and with each other. Diagonal movement on jumping while running left/right.

- Round Timer [5] - A variable timer for a round. (60s, 90s, 120s)

- 'it' indicator [5-10] - An indicator that will tell the players who the current 'it' is - a simple arrow on top of 'it''s head or glow effect.

- Countdown [0-5] - A countdown before a match of '**Tag, you're it!**' starts.

- Additional Feature 1: Powerups [0-20] - Assets for powerup item sprite, code for powerup effect logic. (Examples discussed above).

- Additional Feature 2: World boosts [0-20] - Assets for boosts, code for boost effect logic. (Examples discussed above).

- Video [5]

- Project Management [5]