

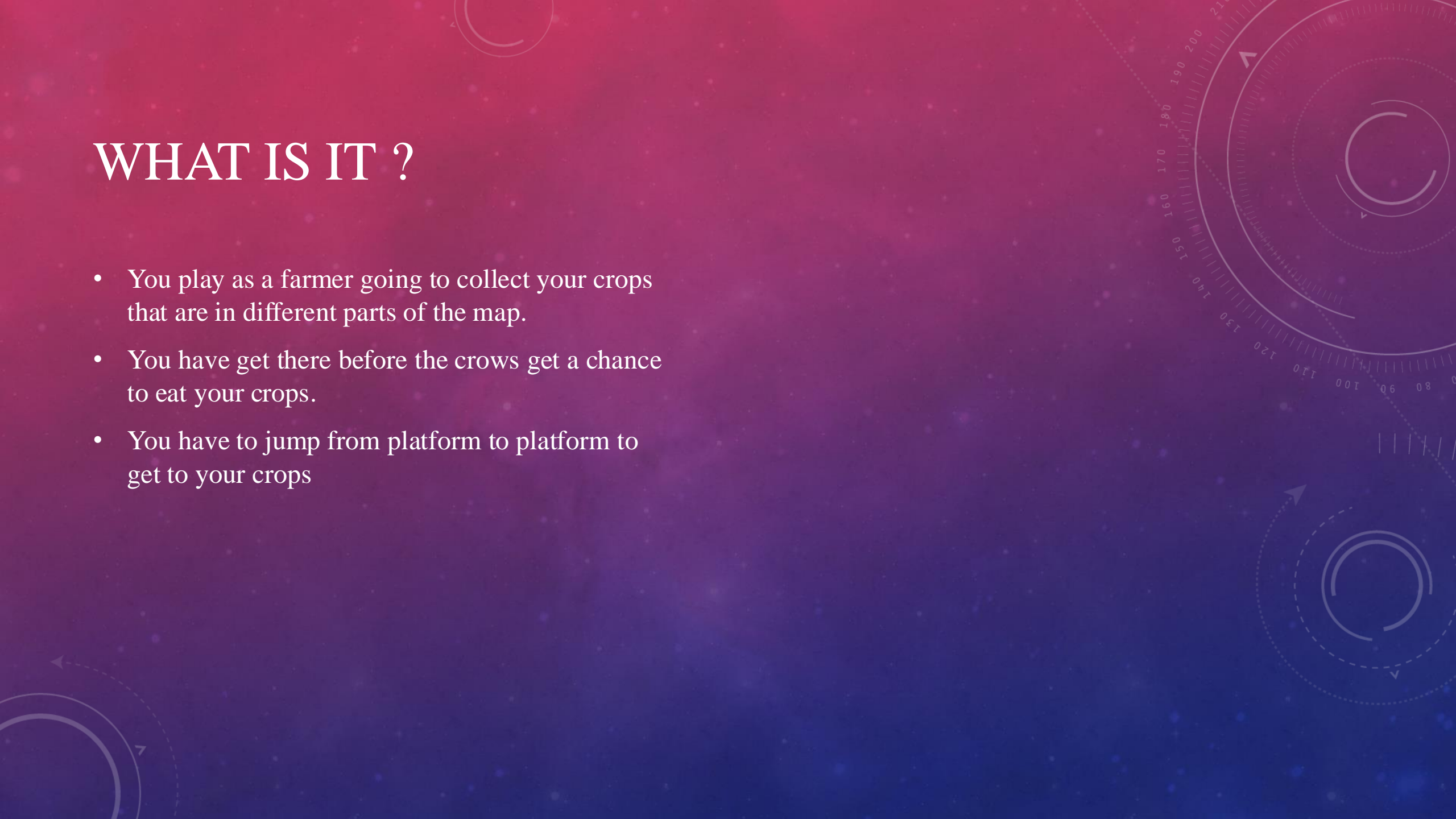


FARMING COLLECTOR: CONCEPT DOCUMENT

BY PHOENIX MURPHY

WHAT IS IT ?

- You play as a farmer going to collect your crops that are in different parts of the map.
- You have get there before the crows get a chance to eat your crops.
- You have to jump from platform to platform to get to your crops



BACKGROUND

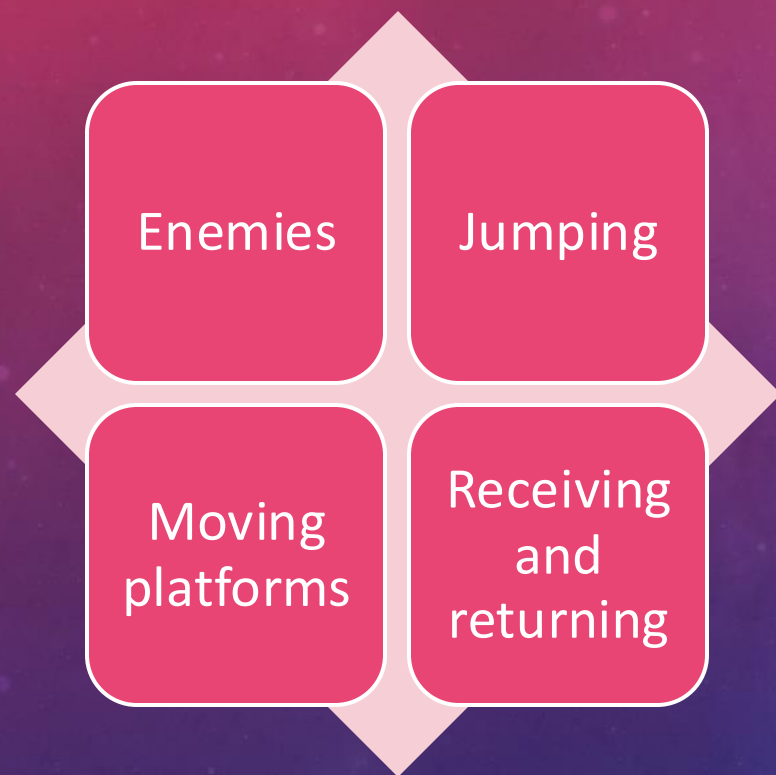


It is the end of the season and you are going to collect this seasons harvest, however when you reach to your field you see that crows have started to appear!



It is your job to make sure that the crows don't eat your crops and that you put in your basket to hide from the crows

FEATURES



PILLARS

- Enemies – 55%
Your enemies will be trying to eat your crops before you get a chance to collect them, it is up to you to stop them
- Moving platforms – 25 %
There will be moving platforms in the way of you and your crops, time your jumps right and you might just make it in time
- Receiving and returning – 20%
When you reach one of your crops you must return it into the basket, the more crops you return the more points you get

SKILLS NEEDED

- Classes [crops, platforms, crows ...]
- Arrays [crops, crows ...]
- Teamwork
- Source control [git and git hub]

WHY MAKE SUCH A GAME?

- It is a fun and light hearted game that has a goal in mind, getting to your crops before the crows get to them first. It is sure to be a really competitive game

ELEMENTS

- Visual Assests[15]: Sprites for the character, the crow and the crops
- Menu system[10]: The menu system will be different crops that you click to access different parts of the game
- Basic Gameplay[20]: Run, jump, pick up and put in a basket
- Audio Asset Creation[5]: Distorting sounds for the crows as they fly

ELEMENTS



Graphics[20]: Sprites, text, font, sprite rotation



Advanced game play[20]: AI used for the crows, so that they go for the food that is closest to them



Video[5]



Project management[5]