# Tapped Out Concept

Seán O Neill

30 Seconds Of Fun

Walking into your favourite bar just as the mother of all barfights has broken out. Trying to weave your way through the crowd but having to fight those that wont let you past without an exchange of fisticuffs. Catching and using any objects you can find as a weapon. Eventually you make it to the bar and get a the drink you so desperately wanted before pushing your way back the way you came and out the door.

Background

- The game is set in the wild west. You play as a random tavern patron who walks into their favourite establishment right as a massive bar fight has just broken out but you are determined to get at least on drink.
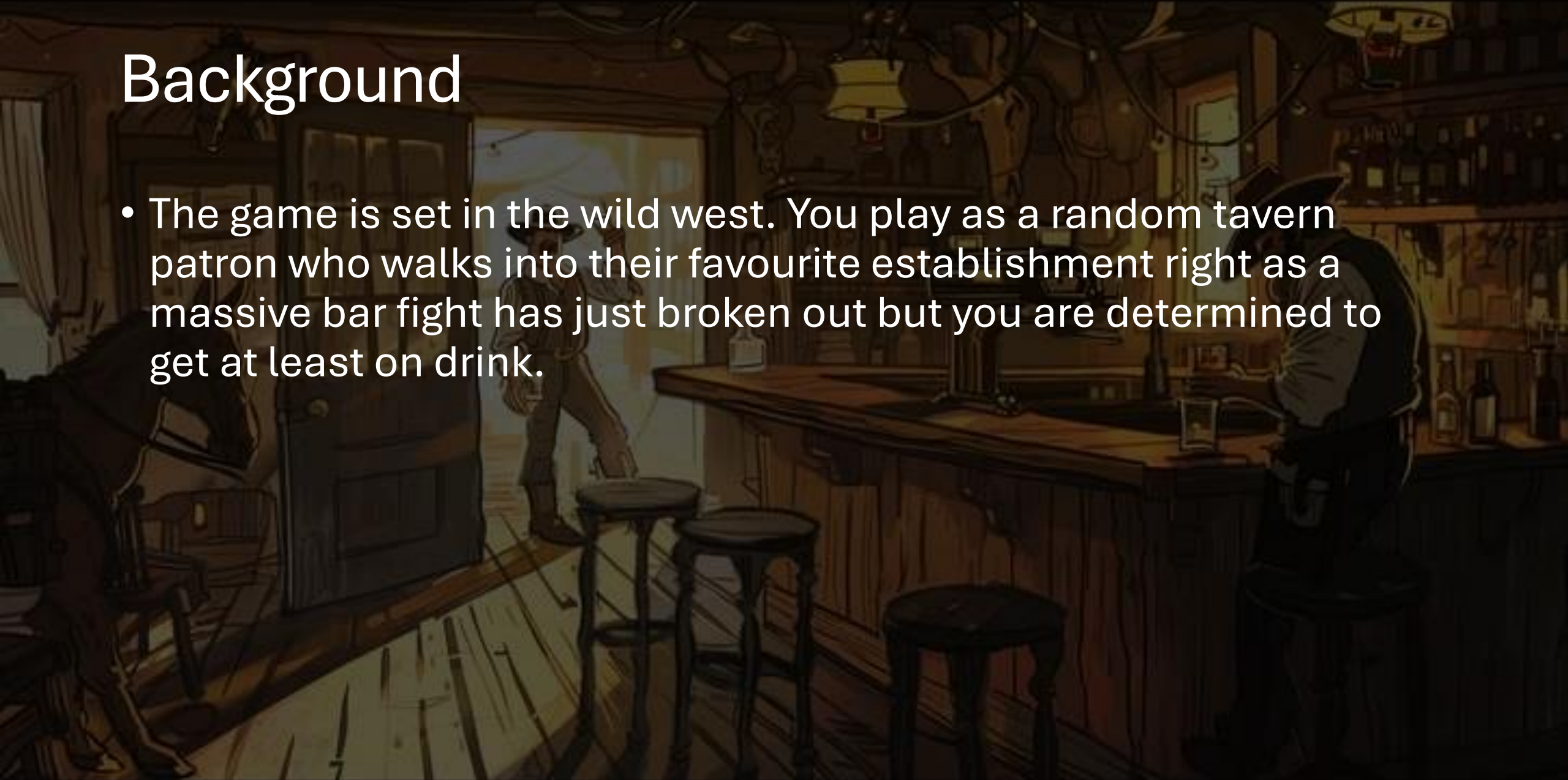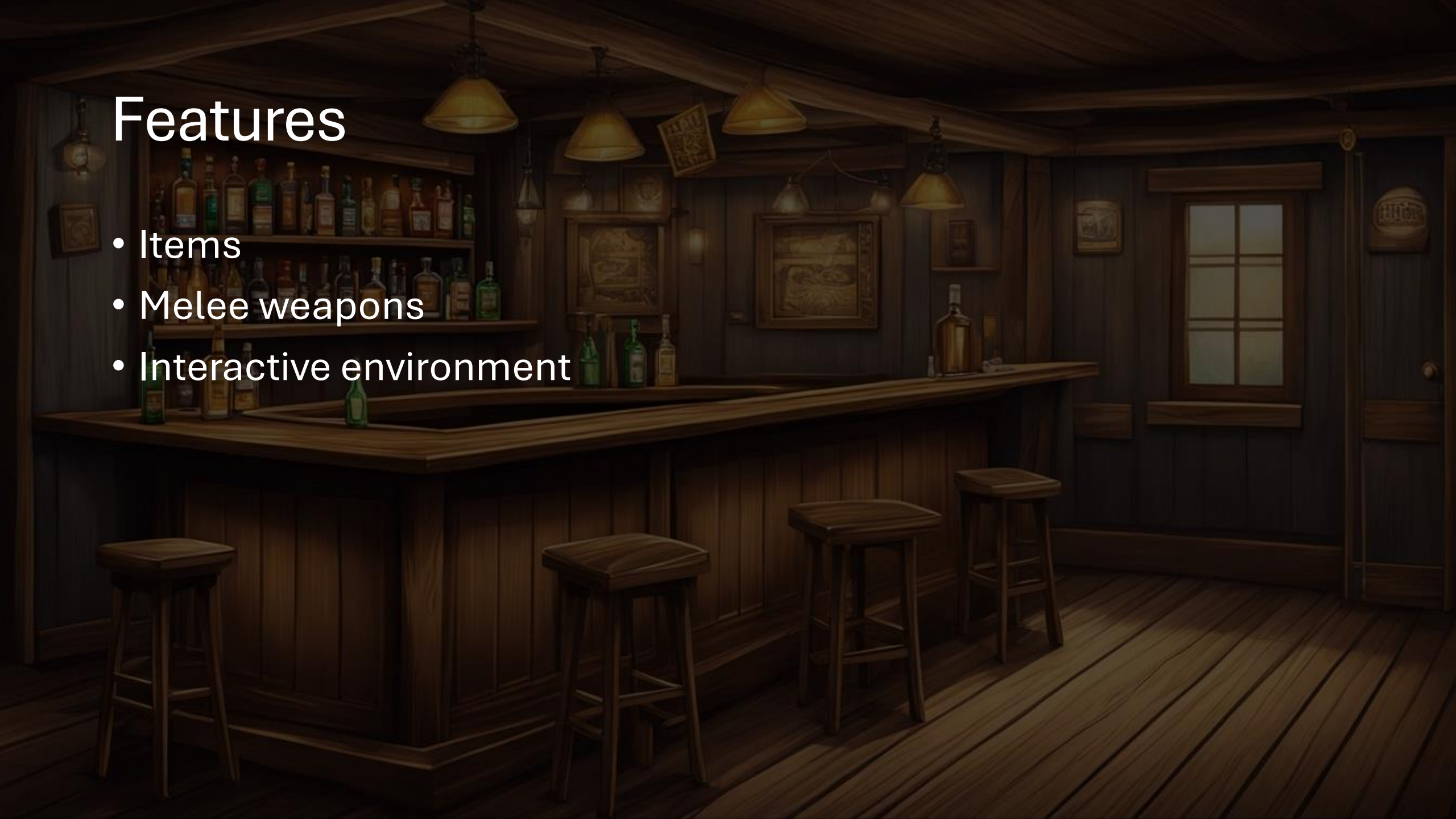
Screen shot

Features

- Items
- Melee weapons
- Interactive environment

Pillars

- Item management: 40

Player must manage their items as the benefits they provide is crucial to lasting in the fight.

- Environmental awareness 20%

If the player bumps into any other characters then they aggro to the player and make them their new target.

- Time Management 40%

If the brawl goes on for too long then the saloon owner comes out to sort thing out and remove everyone from the building with help from his favourite rifle.

Skills that will be used

- Classes(Enemy's, Players, Object/items)
- Arrays(Held items, Enemy stats, Health)
- Graphics(Sprites and animations)
- Source control(Git, Github)
- Software(Visual studio, Some Art tool)

Elements

- Visual assets[10]

  Player and enemy sprites, Background and level design, animations

- Audio assets[10]

  Game music, sound effects, hit sounds, picking up objects etc.

- Menu [5]

  First screen and options

- Hud[10]

  Health, current item

- Basic Gameplay

  Player movement, Player stats and health management, Players held items

- Advanced gameplay[20]

  The enemy ai, items in the level, level generation