Quickest Click in the West

John – Art/Assets

Nathan – Art/Assets

Mike – Code

Target/Platform - PC

Description of Play Experience – Everyone claims to be quick on the key but do you have what it takes to be number one?

The game will take place in a western style carnival event. Scene will be that of a carnival game where targets will pop up with a designated key to be entered. For every correct entry, the target will be "shot" and player score will increase. Incorrect entries will decrease player score. High score will be displayed when timer ends and compared against a list of cowboys high scores based on famous cowboys.

- Random QTE
- 10 second timer
- Negative score for incorrect prompt entry

Comparison –

Duck Hunt – Art and POV but interaction/controls differ

Type Racer – Controls and intent similar but art and interface differs

Prototyping Approach – Is a reaction speed and accuracy-based game engaging with time constraints