Three-way games

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Concept brief

Super-not: 2d game project

Game development fundamentals

Contents

[Proposal 2](#_Toc465270822)

[Stimulus 2](#_Toc465270823)

[Art-style 2](#_Toc465270824)

[Target audience – who are they? 2](#_Toc465270825)

[Gender 2](#_Toc465270826)

[Age 2](#_Toc465270827)

[Player type 2](#_Toc465270828)

[Game mechanics 3](#_Toc465270829)

[Game world 3](#_Toc465270830)

[powerups 3](#_Toc465270831)

[speed 3](#_Toc465270832)

[extra life 3](#_Toc465270833)

[Defusion 3](#_Toc465270834)

# Proposal

The idea is a 2D platformer/sidescroller game that relies on strategy and thought to pass through the game. The player will have the ability to ‘pause` the game when they stop moving and this will give them time to think about their next move and how they will be able to overcome challenges. Will be a simple pixel game that follows a basic, cel-shaded theme for the graphics.

## Stimulus

Play as an entity in ‘The Matrix’ making your way through code, defeating virus’s or enemies in the code that are infecting your world. Beat map puzzles and enemies, and a challenge at the end of levels. Possibly a boss or a difficult obstacle. The game will start relatively easy but quickly get harder and will require strategy to beat.

The main feature within the game is that the game will only play or function when the player moves. The player must use this mechanic to figure out the best way to beat the level and avoid the enemies. The player can defeat enemies by using this mechanic to get close but it is not necessary to defeat the enemies but can make some levels easier.

## Art-style

The game will use a cel-shaded, kind of low poly esq art style and will feature bright, vibrant colours to draw attention to key things such as the player, the enemies, reachable locations etc. The player will be a black silhouette with a green outline, and the enemies will be similar but have different coloured outlines for different enemies. The players colour will change every time they’re hit to represent their health and to give the player feedback on how they lose at the game. This will represent a three life system for the player or alternatively the player will flash a colour when hit then return to normal.

The graphics, background, platforms, sprites etc. will be solid colours and typically gradients between black and white as to make the player and enemies the main focus of what the player see’s. This will give the player feedback on how they can interact with the map and hopefully give a unique feel to the game.

# Target audience – who are they?

The target audience for the game will be roughly aimed at students but will be designed to be played by anybody. It will feature difficult aspects with a fun theme, hoping to entice dedicated, as well as casual gamers.

## Gender

The game will be aimed towards male and female players as it is a small game, designed to be played to pass the time.

## Age

The game will be aimed at 15+ with the game being simple but having a level of difficulty involved. The humour within the game will be slightly crude at times and may not be appropriate for ages younger.

## Player type

The game will be aimed at casual gamers more than dedicated as the game is meant to be played for fun, but with play value.

# Game mechanics

## Game world

The player must move over obstacles as well as avoid/kill enemies whilst trying to make it to the end of the level. The main aim for the player is to use the map around them and their ability to pause time to find the easiest, or fastest way to the end of the level. The maps will require thought to traverse and there will be enemies and hazards scattered around the map to add a lethal aspect to the map. The player will be able to avoid or kill their enemies depending on what they think best suits the situation or their playstyle. There will be many different hazards around the map such as bottomless pits, spikes, electric gates etc. and these will all be dangerous to the player.

The game pauses when the player stops moving and this lets the player assess the situation and how best they want to go about their next moves. For example, if a projectile is coming towards the player, they will be able to choose whether to duck or jump out of the way. Time doesn’t completely stop for the player so if they take too long making one of their decisions it can be a costly mistake.

The enemies will fire projectiles at the player at different rates to try to throw the player off guard. Enemies will be placed in areas of the map where they can be a really pain for players but placed so they can be defeated. If hit by the projectiles or one of the map hazards the player will lose a life. The player has three lives that will be displayed by the colour of the player, or by a health bar at the top.

## powerups

### speed

this powerup will increase the players speed, allowing them to move faster, and jump further. This will allow the player to be able to make jumps across big gaps or doing obstacles that could require more speed to beat.

### extra life

This powerup will simply enough give the player another life.

### Defusion

This powerup will allow the player to temporarily defuse themselves from reality for a short time, making them a ghost in a way. This will let the player bypass certain obstacles or enemies. This powerup will play more as a key item on certain levels that the player will need to obtain to move on in the level.