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Final Project Proposal
CART 263

General concept:

My final project's theme will be "underwater". I want to create a fun and simple (in terms of gameplay) mobile game with Phaser. You play as a diver that ran out of oxygen tanks and that is stuck at the bottom of the sea. Poseidon, the god of the sea notices you and offers his help. However, there is a catch, you must play his game and follow his rules to make it out alive. In the game, he displays nine bubbles full of oxygen in front of you. These bubbles each get a random animation at a random time (one at a time). Poseidon also has another bubble beside him, bigger than the rest, that is also being animated (in a loop). He says to tap any bubble in front of you that has a DIFFERENT animation from the one beside him. If you get 4 of them right, your oxygen tank, which is on display at the bottom (it is essentially the time limit you have to tap the bubbles), is filled and you can move up one level. However, if you tap a bubble that has the same animation as the big one, you get poisoned air and die. Also, the more you move up on levels, the faster the time between each animation on the bubbles is shortened, it is a game that requires speed, good reflexes, and fast thinking. (You have to click on the bubble while it is being animated, once it stops, you cannot tap it anymore.) The goal is to resurface back up as fast as possible. (There will be 6-10 levels in total).

Sketch in-game and in-game menu:

MENU X

SHOP

PROGRESS

RESTART

QUIT

x1

x2

x0

Score: 2

LEVEL 3

Specifics and add-ons:

Game Over:
- The player loses all their items and sinks back down if they lose. However, they get to keep half of their coins.
- The player loses if they run out of time/oxygen without having popped four bubbles.
- The player loses if they tap a bubble that has the same animation like the one by Poseidon. For example, if the animation on Poseidon's bubble is a fade-out/ fade-in, the player can tap any bubble that starts shaking, bouncing, rotating… but if they tap a bubble that is fading, they lose.

Coin collection system:
The player will be able to collect two coins every time they move up a level (if they successfully pop 4 bubbles). They will get bonus coins if they can beat their previous record of popped bubbles. For example, if the player popped four bubbles in the first round and five in the second, they will get 2 bonus coins when they move up to the third level (so in total, they will get four coins). The player's current progression will be saved (level they're at, amount of coins they have, current high score, and items they have will be saved).

Coin spending system:
- The player can spend their coins on a medical kit which allows them to come back to life and continue the level they're on if they die (cost=8 coins*).
- The player can buy oxygen supplies (they can literally buy more time) to complete the level they're currently in. (cost= 6 coins*).
- The player can buy a diamond to bribe Poseidon and go straight to the surface and win the game (cost= 60 coins*).

*The costs might change during the development of the game.

Sketch shop:

SHOP

Icon

Price in coins

NAME

HEALTH

8 🪙

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Description

OXYGEN

6 🪙

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DIAMOND

60 🪙

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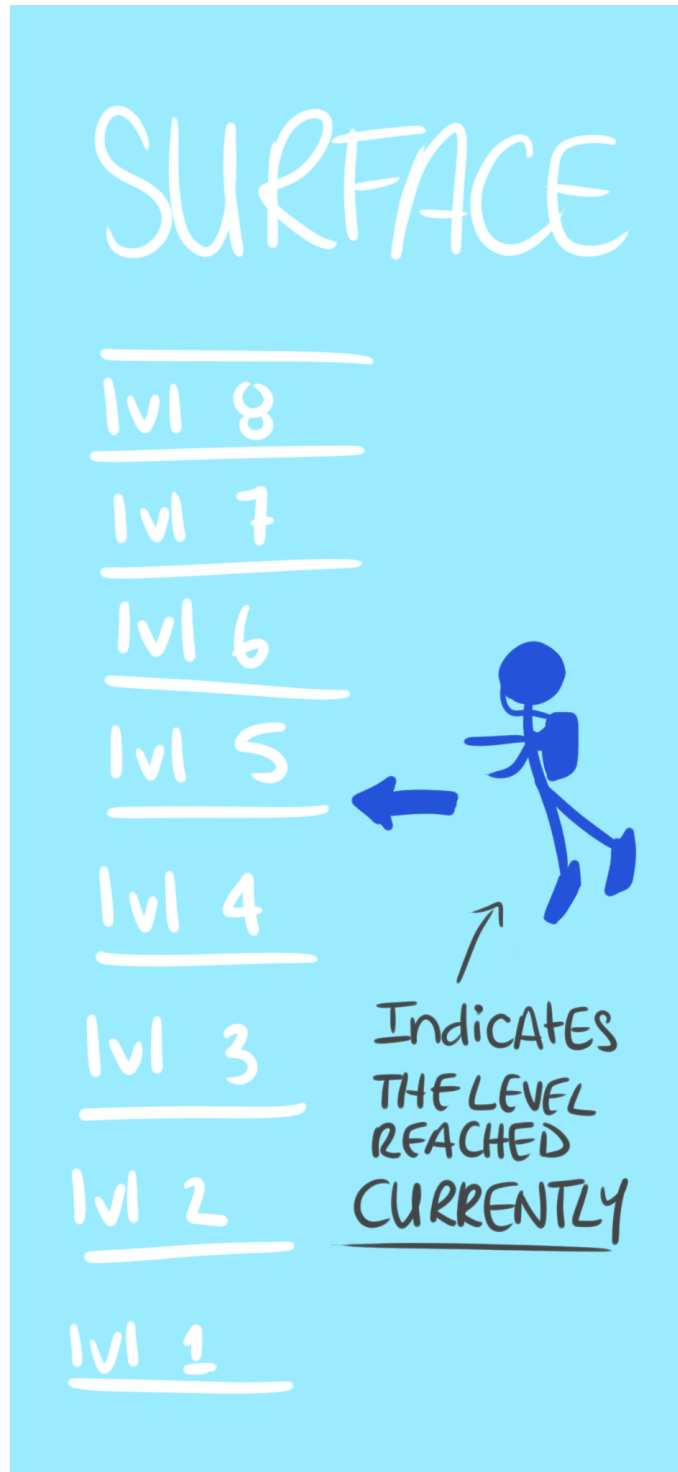
Progression view:
Allows the player to view which levels they reached and how many they have left to go to complete the game,

Sketch progression:

Technical challenges:

- Using items: I will have to find a way to time the usage of the items.
  - When can the player use their item?
  - How can the player use their item?
  - Will there be any animations when the item is used?
  - How will I deduct the coins when an item is bought?

- Storing/saving things:
  - How can I store the data for the player to come back to where they left off?
  - How can I keep track of their highest score?