CGRA151 Project Plan

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Name of game/artwork: Unicorn Escape

Vision

1. Game concept: A game sprite, the unicorn, is jumping on top of objects and manouvering around objects all to escape the rising acid below. The game play will be similar to that of *Doodle Jump.* The main differences are that the unicorn isn't trying to attack enemies but instead is trying to avoid falling objects and touching the acid that is slowly rising behind them.

2. Game play: The main mechanics assumes the player is using a keyboard and/or a mouse (you can theorhetically play with a trackpad but it will be unconfortable). Pressing *space* or *left clicking* causes the game sprite to jump. Pressing *left* or *right* or moving the mouse left or right controls the sprite's horizontal movement.

3. Visual design: I plan on using a game made of shapes with sharp edges (like triangles) and neon colours. The backdrop will be a dark colour however at this stage, I have not decided on what colours they will be. The game is set inside a dark cavern with lots of ledges for the unicorn to jump on. All game resources will be made out of rectangles and triangles.

Timetable

1. <u>A core working program (done by two weeks before deadline):</u> By two weeks, I plan to have at least a moving sprite that can move left and right upon being controls and jumps upon the space button or left mouse click. I also plan to have environment the player can interact with such as objects the sprite can jump on top of. I also hope to have at least gotten started on the liquid though not necesarily completed.

2. <u>A reasonable submission (done by one week before deadline):</u> I plan to have the more progress on the liquid and its fluid motion almost perfected. The asthetics of the game, such as colours should be completed by now.

3. <u>A well-polished submission (done by project deadline):</u> If I have time, I hope to add a little animation at the beginng the shows how the unicorn go in this situation.

Ideas for the sprite: