Fruity Grizzly Bear Pioneer

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Overview

Fruity Grizzly Bear Pioneer (FGBP) is a third person "open world" platformer for teens and adults alike, including elements of stealth and collection. Set in the forest of a national park (to ensure campsites), the player controls Gary Grizzly, a shy bear who doesn't yet know his place in the world. He must hide from bears who bully him for collecting things he likes (pretty hats, cute picnic baskets, shiny rocks and other not grizzly stuff). Using his knowledge of the forest he must detect hiding spots quickly and collect the things he enjoys. Along the journey Gary will meet other animals (not bears) who tell him he should be proud of who he is, so Gary learns to be more comfortable with himself as he collects things. All his actions will eventually lead him to the final confrontation.

The game play will be standard controls, using the analog sticks for movement and vision, and using the A/B/X/Y buttons for actions, the triggers will be used for quick dashes to the left and right and quickly jumping behind trees or into bushes. The bearlies (bear bullies) will be the enemies and the player must stay out of their line of sight when doing non-grizzly things, as the game progresses the number of bearlies will decrease because some have come to accept Gary for who he is. It include mechanics of:

-Platforming: normal platforming mechanics

-Climbing: climbing can be used in association with hiding to get away from bearlies, also to help get to higher treasures and collectable items.

-Hiding: The beginning will have the heaviest hiding mechanics as Gary must not be seen by the bearlies to many times or he will get beaten up.

-Dialogue: since the game is about becoming one with himself (Gary) dialogue must be important, interaction with other NPC's, all leading up to the final confrontation.

The story follows Gary Grizzly as he makes his journey through his hard times by recognizing his true self, accepting it, meeting characters who like him the way he is, being proud of himself, boosting confidence, and telling his family that he doesn't want to be the leader of the grizzlies, that he would rather be a home decorator. The game will not be extremely realistic, but will be realistic enough for a simulation of the real life parallel Gary is going through that many people do also. Cel-Shaded graphics will be used to give it a cartoony and identifiable feel. The forest will be sandbox style, so you can go anywhere at any time, but will have boundaries.

Justification

This game is meant to be slightly serious in the fact that people need to be comfortable with who they are, and seeing someone else (Gary Grizzly) come to terms with something and eventually being open about it and proud of it. Players are encouraged to embrace themselves and be proud. While many groups would not support a game like this, many people desire to learn about the struggle some people go through in defining themselves.

Target Audience: Teens to adults

Target Platform: PC and Xbox

Resources: UDK

Scope: 1 semester – 10 minutes of gameplay showing platforming, hiding, dialogue

Project Team: 14 members

- 🕐 Creative Director
- 🕐 Producer
- 🕐 Art Director
- 🕐 Character Modeler – 2
- 🕐 Asset Modeler
- 🕐 Animator
- 🕐 Level Designer
- Rigger
  - Programmer – 2
  - Prototyper
  - Sound Designer