

Note: My Assignment 2 game proposition covers most of the topics that require discussion in the third assignment. I have decided to reuse a large portion of the writing with added corrections and changes.

1. Gameplay Overview

The game I propose to develop would be called *Bomb Squad*. This game would have a similar theme and feel to the classic *Bomberman* franchise. The proposed game revolves around main character, Agent X, who is an explosive-specialist secret agent. The player must control this character, using his equipment and abilities in order to complete the game. The player must ultimately reach the goal of defeating the final boss. Reaching this objective requires one to destroy the “mini-bosses” encountered at the end of each world. One can do so with the equipment, upgrades, and power-ups acquired during their endeavours. The player has the ability to place down bombs that will later explode, as seen in the “Chain Reaction” toy. Each room preceding the mini boss contains different and unique challenges. Due to time constraints, I was only able to implement one challenge room, with three different objectives the player must complete. If the game was going to be full scale, the mini-bosses, final boss, and story would have been implemented and further developed. Challenges can range from color specific elimination, to kill count progression, or even competing your mission without losing a life. A main staple of the game is the mechanic that bombs, after exploding enemies, can combine to create a chain reaction. After completing these puzzles the player is faced with the corresponding mini boss of each world. Once each of the mini-bosses are defeated, the player can progress to the next consecutive world. After each mini-boss has been eliminated the player must defeat the legendary vaguely known enemy, The Bomb King. This video game takes place from a birds-eye perspective, and displays each screen the player currently occupies. As one switches settings, the perspective does the same. The game takes place from a birds-eye perspective, and follows the player on their journey through each new room they enter.

2. Focus Sentence / Logline

You are an explosive specialist secret agent on the Bomb Squad tasked with stopping The Bomb King’s evil empire by defeating enemies, ‘known as Crazies’, and completing challenging puzzles.

3. Goals

The game *Bomb Squad* contains many different and unique obstacles that one needs to overcome. The entire game is based around one main objective of bringing The Bomb King’s reign to an end. For the player to ultimately complete the game, they must complete the medium-term goal of reaching and eliminating the world’s mini-boss. To complete this objective however, the player must complete the various short-term goals that will appear throughout each room. Regardless of the different challenges and goals within each room, the player must always reach the exit to progress further. The challenges and puzzles in each room try to stump and prevent the player from doing so. There are many ways of completing this task as it varies from level to level. May it be a chain reaction explosion puzzle, defeating all enemies in the room, or eliminating all color specific entities. The player could have to time the movement of enemies on certain tiles, only eliminate a certain number of entities, or use a certain number of bombs. As stated earlier, due to time constraints, only a select few of the challenges mentioned were implemented into the single challenge room created. However, the possibilities of each room are seemingly endless, and as rooms can be created to have more than one objective, the game can progress in difficulty. Once the player reaches and defeats the worlds mini-boss, they now have a new goal of saving the next world. Once they can complete the short-term goals of each room, and have defeated each mini-boss they can finally complete the main goal of the game, destroying the final boss. The game contains performative challenges of completing each of the rooms objective(s). Completing each objective such as not losing a life or eliminating all certain colored enemies is originally difficult, yet gets much easier the more the game is played.

4. Choice

Bomb Squad contains many different choices that the player can take to change the outcome of the game. For instance, the entire gameplay aspect is relevant to the player's choice. The player has the ability to choose exactly where they would like to move and which direction they would like to go. The entire survivability aspect of the game is dependant on user choice, from movement to enemy elimination. The one playing the game has the option to place bombs wherever they would like, and can control how many they would like to place. The way enemies are defeated is up to the tactic the user would like to choose. Aside from specific rooms, the user can choose if they wish to kill the enemies, the ones they wish to kill, the order they would like to do so and how many. The player has the choice in the game to determine how to generally solve each room. In many cases, only one or two details of the room's solution are given. Due to this, many things that are not specified are up to the user's choice. A couple examples of this is whether to collect upgrades/power-ups if they appear or choose to run past all the enemies versus defeating them.

5. Resources

The player must manage a bunch of different resources throughout the game. The first currency is coins, which will drop every time an enemy is defeated. These coins can be used to buy upgrades, power-ups, and learn new abilities to help the player on their adventure. The coin currency can be converted into equipment or consumables, such as another life or an extra powerful bomb at the in-game shops. This currency was not implemented in the prototype, due to the lack of shops and use that the currency would possess. There was only one challenge room thus the coins could not be used. The second resource in the game are upgrades. While they can be bought at stores, as previously mentioned, they can also be randomly placed on the map. The rare upgrades found can be used to increase maximum bomb placement, bomb explosion radius, bomb throw distance, character speed, or maximum health. These permanent resources are useful and allows for character progression throughout the game. In the prototype made, I included two power-ups, one to increase bomb capacity, and the other to double the score multiplier. The third resource, bombs, is temporary and recharges back every few seconds. Each time the bomb detonates, the character regains the charge for that bomb. If the character obtains more maximum bombs through an upgrade, they can place more at one time. Bombs are the games most important resource as they are used to complete almost every room, and are the tool to defeat all the games enemies. Bombs cannot be acquired, lost, or spent as they are given at default. However, they are the main method of obtaining other resources such as coins and score. The last resource in the game is the player's score. The score is used to keep track of how well one is doing, and thus cannot be spent or converted. It is based off the number of enemies killed and the efficiency it took to complete each room.

6. Variety of Encounter

The game *Bomb Squad* contains much greater variety and diversity than the initial toy, as mentioned throughout this analysis. The game contains puzzles, challenges, and objectives through each room. As you progress through the levels, the difficulty arises and sometimes multiple challenges need to be fulfilled per room. The game contains a seemingly endless amount of new rooms and challenges that the user can be tasked to complete. *Bomb Squad* features multiple different and unique entities from The Bomb King's empire. There are numerous Crazies that the game faces you with, all different from the last in some way. The game features a few distinct characters such as the one the player controls, The Bomb King, and The President (The leader of the Bomb Squad). Additionally, the character can acquire items, consumables, equipment, and new abilities through various shops placed throughout each world. Upgrades such as maximum bomb capacity, maximum health, explosion radius, and many others can be purchased or found through stores or by fighting enemies. Once again, due to the limited period of time given for this assignment, I was unable to add in shops, or other characters besides Agent X. These sources of variety add

progression to the game and keep the game interesting. It provides new experiences and diversity throughout the game.

7. Further Design Information

Most, if not all of the ideas I had proposed in my second assignment were implemented in this prototype. Besides ideas not implemented due to time constraints, such as mini-bosses, multiple challenge rooms, shops, a story-line, or coins, the rest have been added. The game contains the rest of the goals, choices, progression, and resources that the assignment two prototype included. The multiple types of enemies add variety of encounter and different combat scenarios each playthrough. The game includes a fictional and fantastical element to it that largely transforms it from a toy into a game. Elements of the original chain reaction program provided still remain yet substantial additions have been made.