



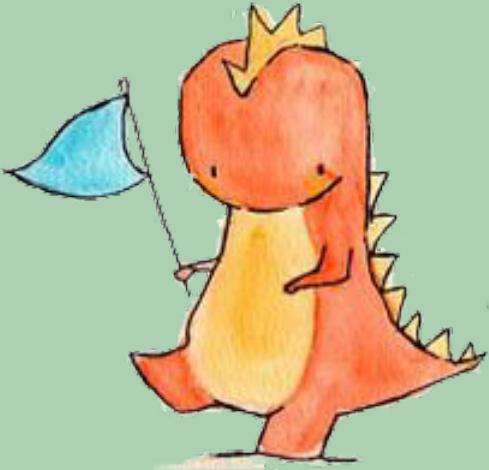
Presented by Group5
—— Bug Maker

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01

ONE

Brief introduction



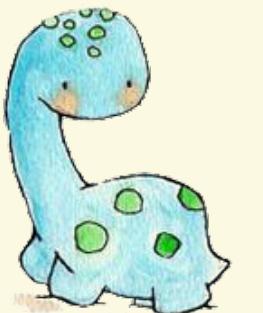
01 Introduction

• Plot Summary

Players will play a monster controlled by the three demons of fear, loneliness and inferiority complex.

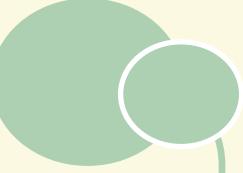
But one day, the little monster decided to embark on a journey to find friends and fought with the demons on the way, collecting the blessings of many friends. Gradually, it grew up with the invisible help of friends.

In the end, the little monster defeated the demons and met its friends. It gained precious friendship as well.

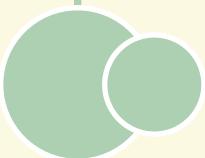
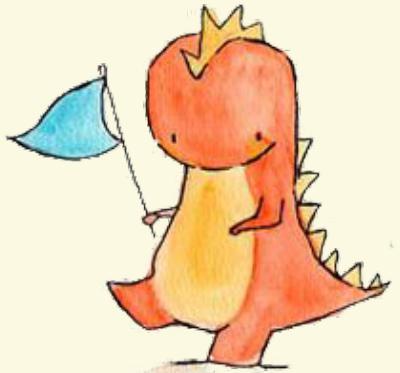


66

- *Conversation Excerpts*



Don't even think about making friends! They're all scary villains! They will only bully you, laugh at you and no one likes you. Give it up!!

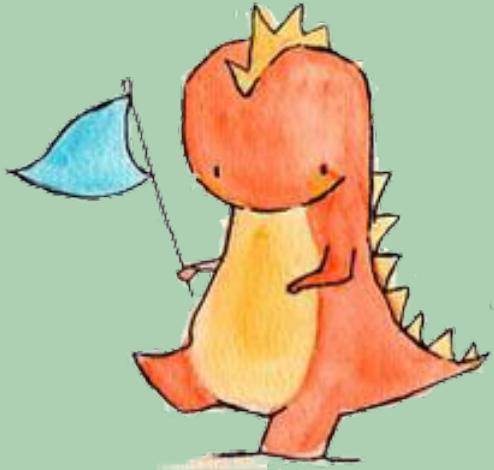


No! My friends wouldn't do such a thing.
They are all great people!



02 Characters

TWO



Character Introduction

•The Player

Name : Timmy

Characteristic : diffident

Goal : Get brave and try to find his friends

Feature : owing to his timidity, the energy value is decreased by one every time he takes a step



Character Introduction

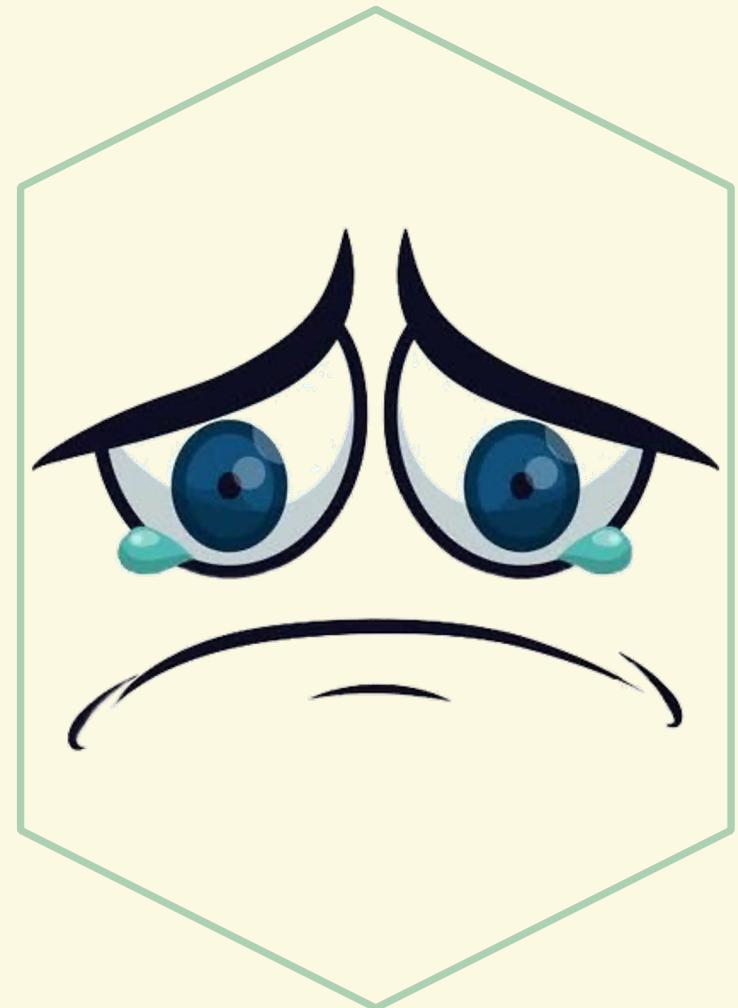
•The Enemy

Name : Sadness / Fearness

Characteristic : negative emotions

Feature :

- 1、*some where stationary, others move around in certain areas;*
- 2、*every time Timmy collide with a negative emotion, the energy value is decreased by 1.*



Character Introduction

•*The Ultimate boss*

Name : Posy

Characteristic : all the negative emotions joined together

Feature : Timmy need to defeat the ultimate boss to gain real victory.

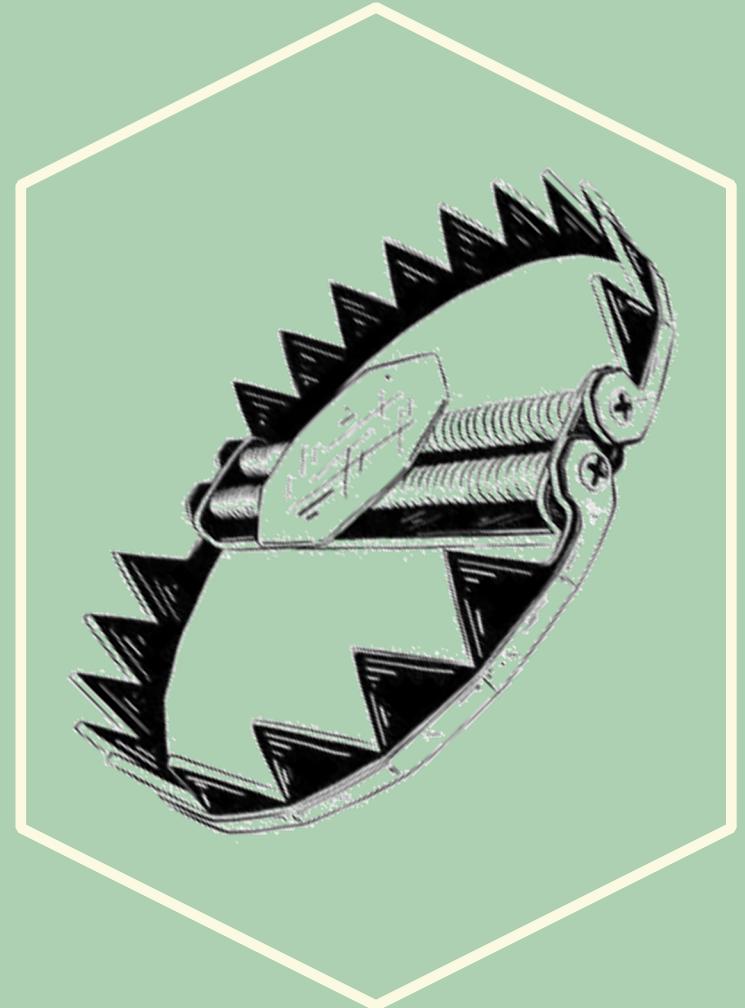


Material Setting

Name : trap

Motion : stationary

Feature : energy value is decreased by 1 every time Timmy pass a trap



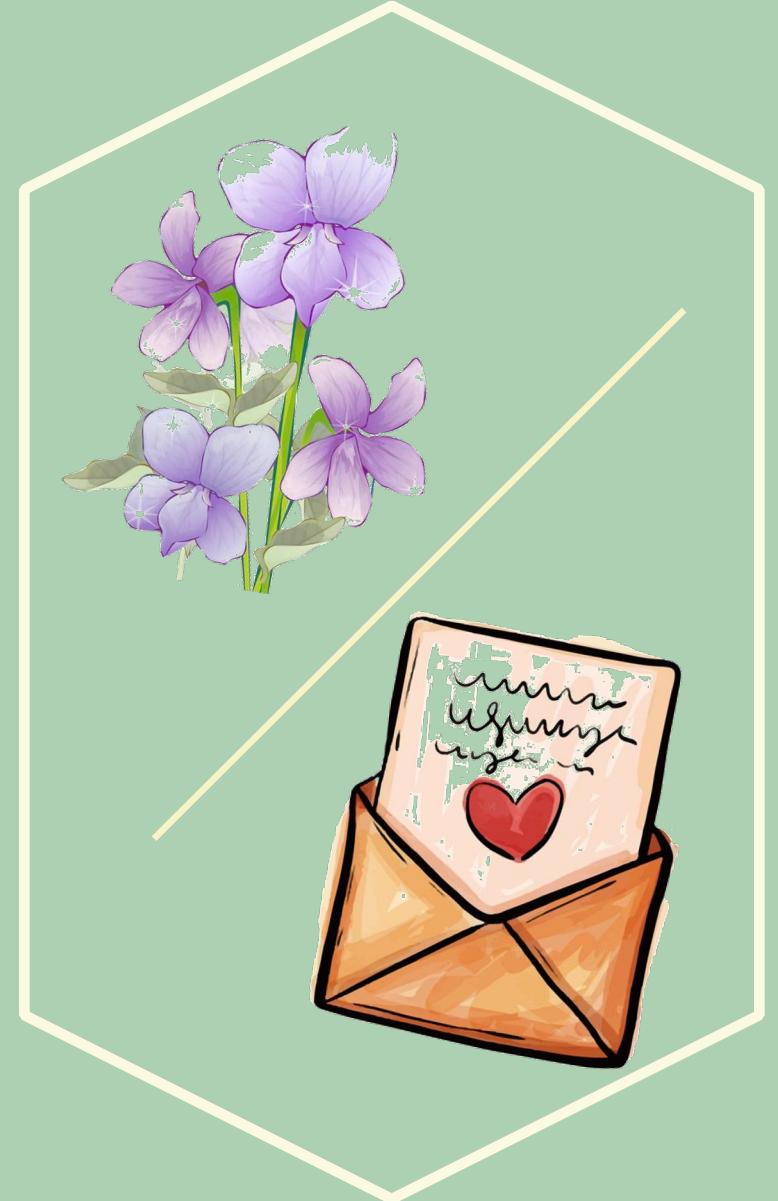
Material Setting

Name : flower / letter

✓ *sent from friends*

Motion : stationary

Feature : energy value is increased by 1 every time Timmy pass it



Material Setting

Name : secret gift

Motion : stationary

Feature : provide more power when confronting the ultimate BOSS



Material Setting

*Treasures Timmy obtain after
passing the checkpoints.*

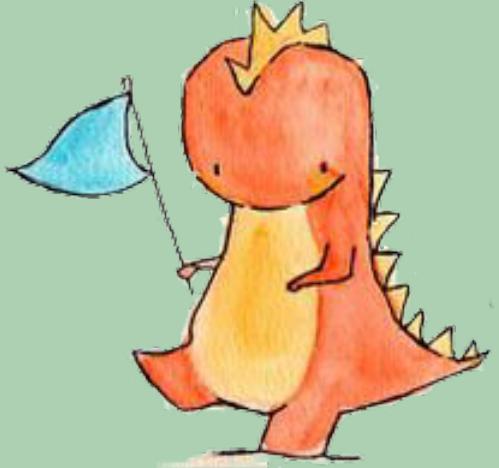
Stone
Of
Courage

Fire
Of
Confidence

Iron
Of
Resolve

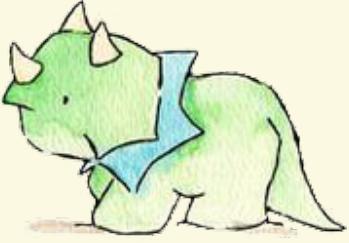
Blade
Of
Light

03 RULE THREE



Rules

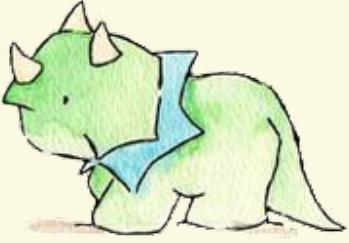
- *Win or Lose...?*



- *In normal cases, if Timmy reaches the destination without losing all of his energy, it's considered as victory.*
- *However, if Timmy collides with enemies for too many times, the enemies may hurt him to death. Or if he wanders around for so long that he's energy runs out.*
- *In other words, Timmy fails when he has no energy before reaching the end.*

Rules

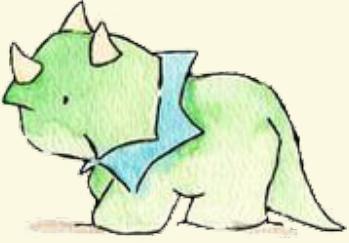
• Rules For Timmy



- Timmy **moves** forward or backward by **pressing W or S**, and goes left or right by **pressing A or D**.
- Timmy can be really brave when he passes all the levels, and consequently he can **fight with the ultimate boss** by **pressing SPACE**.
- However, before he is able to confront the boss, he's still scared of the unknown future, so **he loses one energy** when **he moves a unit distance**.
- Also, Timmy **can't fight with normal enemies**.

Rules

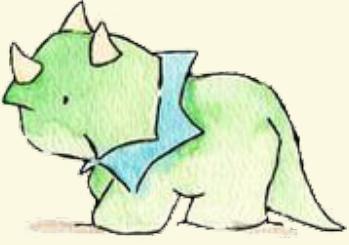
• *Rules For Enemies*



- *In normal levels, the enemies patrol in a fixed route.*
- *In the boss fight, only attacks within striking distance are considered effective.*
- *Boss will attack Timmy also. Whenever the boss is going to launch an attack, he makes a forecast by showing signs on map. Those blocks with signs are going to be attacked by the boss so Timmy should stay away from these blocks.*

Rules

• Rules For Props

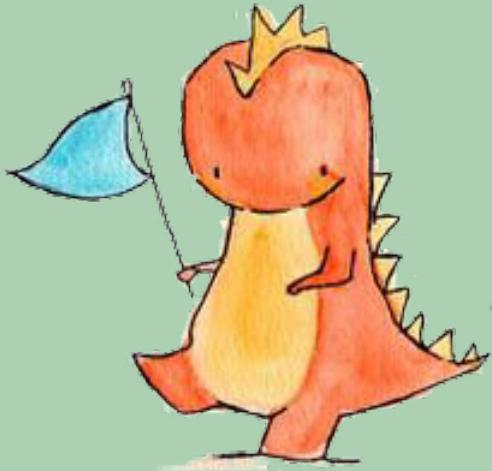


- Timmy **earns a special fragment when he passes a normal level game.** He can only attack the boss with the weapon made of **all fragments** he collects during previous games. Special treasures hiding in the scene is also helpful.
- There are **flowers and letters** scattered on the map. Timmy can collect them and **earns a certain amount of energy**.
- There are also **traps** scattered on the map unfortunately. When Timmy trips over a trap, he **loses a certain amount of energy**.

04

FOUR

Implement idea



Component

Scene

- Four Normal Levels
- One Final Level

Game Object

- Barriers
- Pitfall
- Properties
- Weapon

Game Characters

- Protagonist
- Friends
- Enemies
- Boss

Art

- Music
- Character Image Design
- Scene Image Design

Key Prototype To Test

Scene changing

- Test the next scene is correct after player finished one scene.
- Test the winning scene and the losing scene.

Game Characters

- Ensure the correctness of the character movement and behavior.
- Test the interaction between player and other character.

Key Prototype To Test

Game Object

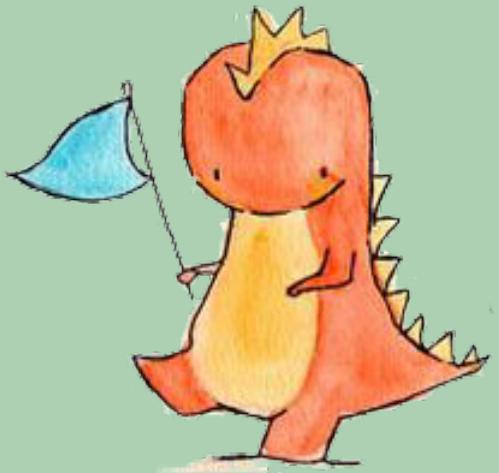
- Test the interaction between player and game objects.
- Check the player property after player collided a game object.
- Check the boss property after player attacked it by weapon.

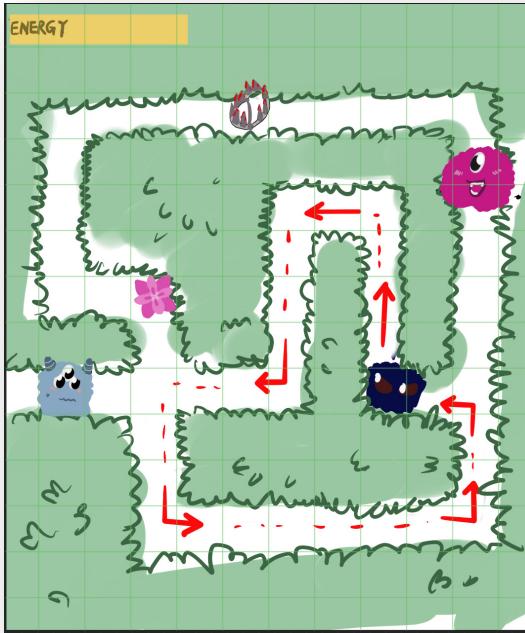
Art

- Proper background at different scenes.
- Uniform artist style

05 Game Sketchs

FIVE





Main Menu

Normal Level

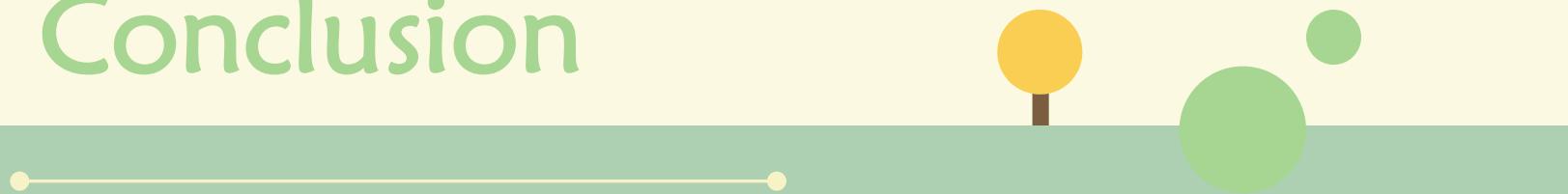
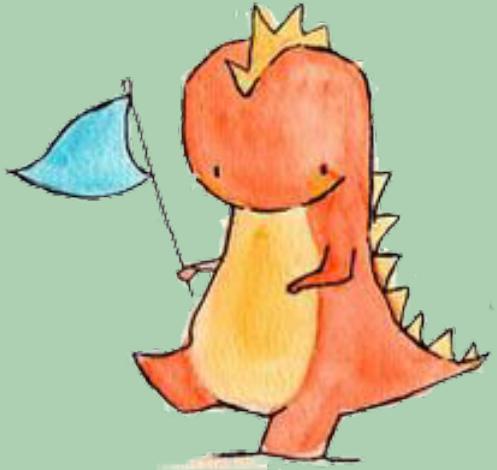


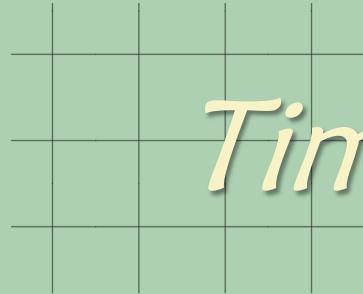
Boss Level



06 Conclusion

SIX





Timid Monster



Healing Game



True Picture of
His Mind



Optimistic View
Towards Life

Thank you !

