

# PROJECT PROPOSAL

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## GAME IDEA

The game I plan to develop will be a fast-paced game called "Surviving Uni." Its concept revolves around a student, who shall go by the name of Soha, trying to survive after falling down the rabbit hole of academia. A primary part of the implementation of this game has to do with gravity, as Soha is continuously falling down throughout the game. The task of the player is to help Soha catch up with the demands of university, via gathering collectibles and avoiding enemies, all whilst under the pressure of time.

The basic parts of this game are inspired by the arcade game "Pink Panther Jewel Heist." Please view the following video to get the gist of the game: <https://www.youtube.com/watch?v=zRYKCmbMWs8>

## HOW IT WORKS

The levels of "Surviving Uni" are 100, represented by the platform levels; the player uses key controls to navigate Soha down from the 100th level to the 0th. Conceptually, every 25 levels represent one year of the total 4 years of college. So during midterms and finals seasons, i.e. every 10-15 floors, the number of enemies heavily increase.

The primary enemy in the game is time, which is represented by a red beam continually sliding downwards to catch up to Soha. If Soha touches the red beam, then the player has failed to help her catch up to her responsibilities, and the game is over.

Throughout the game, the player must collect items to increase Soha's body fuel percentage and academic prowess points. The enemies in the game detract from Soha's powers. If the body fuel percentage of Soha reaches 0%, the player loses, and Soha fails.

# ROUGH DRAFT OF THE GAME'S LAYOUT



## CHARACTERS



Soha is the main character of the game



Type 2 Enemy represents tests and midterms. It exhausts 10% of Soha's body fuel.



Type 1 Enemy represents procrastination. It freezes up Soha, causing her to slow down.



Type 3 Enemy represents finals and final projects. It exhausts 15% of Soha's body fuel and detracts 50 points off her academic prowess.

## COLLECTIBLES



Type 1 collectible represents sleep. It increases Soha's body fuel by 10%.



Type 2 collectible represents healthy food. It increases Soha's body fuel by 15%.



Type 3 collectible represents academic prowess. Every 100 of those that the player gathers make Soha immune to all the enemies for 5 levels.



Type 4 collectible represents caffeine. It increases Soha's speed and makes her immune to all enemies for 15 seconds.