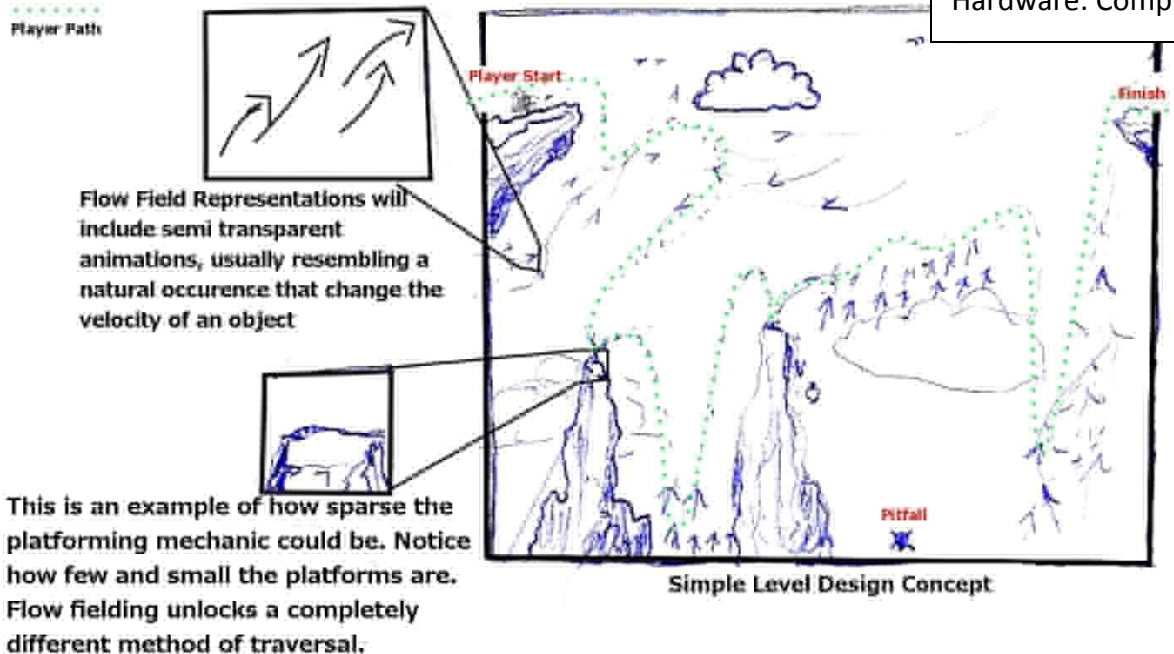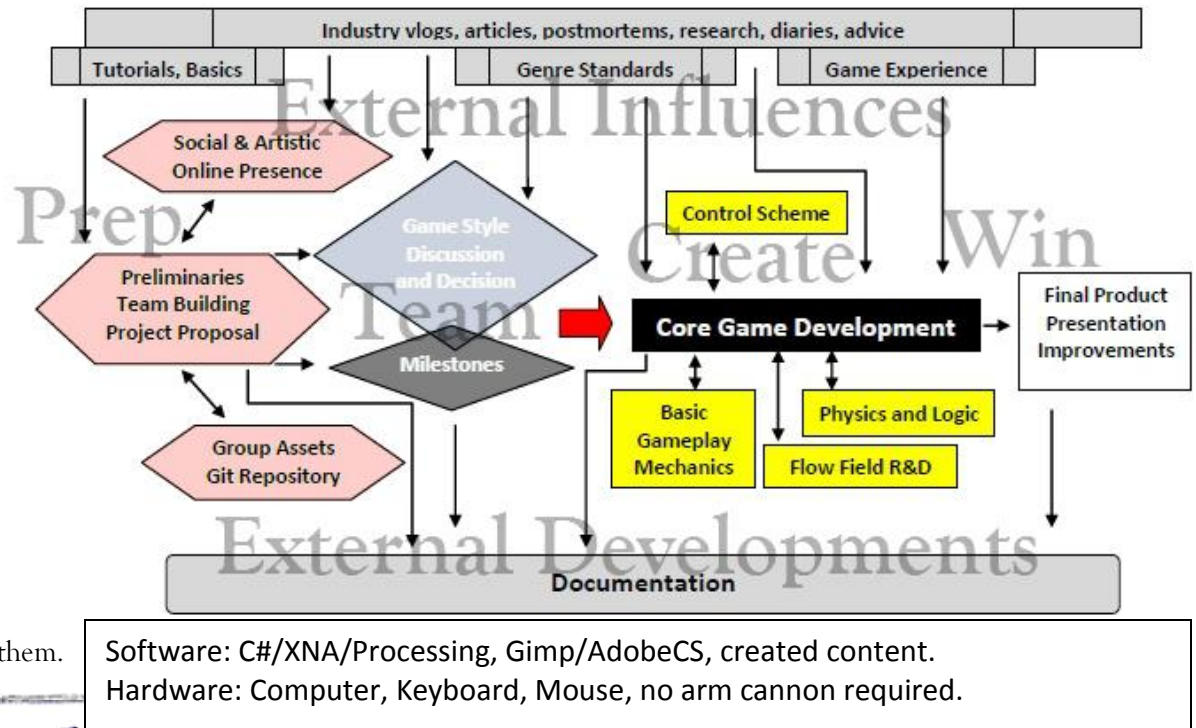## Project Proposal – Jason Ryan

For the project I have in mind, the overall concept is almost equal parts finding the right people for the job, and equal parts putting the gears in motion to do a solid execution. Creating a game that is simple enough to be cut down to a mobile app, but also has the potential of taking us into the next semester and beyond, maybe even becoming a full-length indie title some day. Teaming up with people both skilled and driven enough to produce a beautiful teaser title for the first semester, and love what they do enough to see it through into the second semester, and even on into our professional lives.

My deliverables would include programming and procedural animation assets:

- Controllable character in a 2D environment.
- Working set of procedural animations on the character, particles, etc.
- Game mechanics, i.e. dialogue, items, "flowing", "level ups" and such.
- Level builder program and other tools as we find we need them.

Software: C#/XNA/Processing, Gimp/AdobeCS, created content.
Hardware: Computer, Keyboard, Mouse, no arm cannon required.

I would also be willing to lead the charge in training my collaborators on the technologies they are unfamiliar with, like GitHub, and whatever programs I push out.

The ASUGDC has already had members express a desire to journal about us and be play testers and may be dipped into for assets like level design. The game will feature audio engineered by DC's Markus Renneman, and will be externally collaborative in any way the team deems fit. The more the merrier.

I am drawing my inspiration not only from childhood games like Sonic and Mario, but also from games coursing through our society today like Child of Light, Bastion, Dust, Braid, and Super Meat Boy. Also, let's not forget the myriad childhood Disney films, the bazillion theory and tutorial web pages on ye old internet, and of course, the people who inspire and teach me in my life.

Flow Field Representations will include semi transparent animations, usually resembling a natural occurence that change the velocity of an object

This is an example of how sparse the platforming mechanic could be. Notice how few and small the platforms are. Flow fielding unlocks a completely different method of traversal.

Simple Level Design Concept

Dust Post-mortem - http://www.gamasutra.com/view/feature/180520/postmortem_humble_hearts_dust_.php Transistor - http://www.youtube.com/watch?v=GTik6sYT_BE
Child of Light - http://www.youtube.com/watch?v=zXBbB4sfEpQ Tech Research - http://higherorderfun.com/blog/2012/05/20/the-guide-to-implementing-2d-platformers/