ORIGINAL PROPOSAL

Game 1: A Cherokee Thanksgiving

This game will focus on the topic of Native American culture, especially how it exists in

modern society. Because this topic is so broad, my game will focus on the Cherokee tribe’s

Green Corn Ceremony festival. It’s a four-day festival of dancing, thanksgiving, peace,

celebration, and joy. The Cherokee were local and present in Beaufort county, as well as being

large enough that there is plenty of information available. There are still active tribes in the

southeast United States (including South Carolina) that are recognized by the government.

Native Americans have struggled to preserve their culture as society moves forward. There

used to be a massive variety of tribes spread across the country, each with their own unique

characteristics. Now, only a handful of those remain, and the quality of life on most of their

reservations is very poor. Historically, discrimination has been a problem for many cultures and

races, including between people of the same race who have chosen different paths in life.

Native Americans have certainly experienced this. While I am not Native American myself, I do

think that recognizing other cultures with an open mind is important. It’s something that is rarely

discussed and “out of sight, out of mind” applies.

I got this idea from my English 102 class at Technical College of the Lowcountry. We spent a

large portion of the semester focusing on the works of Sherman Alexie from the Spokane tribe

in Washington state, but I chose to focus on a tribe closer to Bluffton. Alexie used his literature

to talk about his life growing up on a reservation and then choosing to move away as an adult.

The player will be a person participating in the Green Corn Ceremony festival. This is a single

player side-scrolling game that uses WASD or arrow keys (W/S or up/down arrow?) to move.

Based on what they choose as a gender/age, they will generate points, move through the game,

and lose points in different ways and at different rates. There will be a timer and day will turn to

night. You need to collect enough points by the end of the night to progress to the next level.

Failing to do so on any level will end the game and you lose. If you complete all four levels, you

win the game. The objects you need to collect or avoid will change based on day versus night

and how different genders or traits affected participation in the real ceremony. For example,

women focused more on gathering and preparing while men hunted, so men will get more

points from game animals/weapons while women get more points from vegetables/preparation

materials. Men also fasted during the day while women did not, so men must avoid food during

the daytime phases.

I want to display Native culture in a positive light, and showcase a celebration that many people

haven’t heard of. Most people have heard the more tragic things that have occurred in history

like the Trail of Tears, the many wars, and the overall suffering that was experienced. Allowing

players to experience a fun and bright aspect that they aren’t entirely familiar with could inspire

them to learn more about it or research why the game is harder in different situations.

Size of the playing field

The playing field is 850 x 450

Size of each object

The player is \_\_\_ x \_\_\_

Corn is \_\_ x \_\_

Berries are \_\_ x \_\_

Deer are \_\_ x \_\_

Squirrels are \_\_ x \_\_

RedX (monster) is \_\_ x \_\_

Star (power-up) is \_\_ x \_\_

How to win

You must reach 500 points before the “level” ends (timer-controlled) to advance

You need to complete all four levels successfully to win the game

How you lose

If you fall below 0 points you lose

If you fail to reach 500 points before the level timer runs out, you lose

Gain and lose points

IF MALE:

Deer = +50 points

Squirrel = +25 points

Base speed = 3

Power-up speed = 6 for 5 seconds

Obstacle = speed 1 for 3 seconds, -10 points

DAYTIME:

Corn = -100

Berries = -50

IF FEMALE:

Corn = +30 points

Berries = +15 points

Base speed = 4

Power-up speed = 6 for 5 seconds

Obstacle = speed 1 for 3 seconds, -10 points

Deer = speed 2 for 5 seconds

Squirrel = speed 2 for 5 seconds

How the player moves

WASD or arrow keys

When (and what) sounds are made during gameplay

Advance to next level = \_\_\_

Lose = \_\_\_

Male\_deer = \_\_

Female\_deer = \_\_

Male\_squirrel = \_\_

Female\_squirrel = \_\_

Power-up = \_\_

Obstacle = \_\_

Male\_corn = \_\_

Female\_corn = \_\_

Male\_berries = \_\_

Female\_berries = \_\_

The game is a “sidescroller”, so all objects will move left and disappear at the left edge of the screen

Add some “foliage”/background that has no effect on gameplay

You start at 0 points

The first 120 seconds is daytime, the second 120 seconds is nighttime (seconds ~ cycles)

If you hit 240 seconds without reaching 500 points, you lose (seconds ~ cycles)

Age young vs age old should affect points and speed

A young woman = +25%

An old woman = -25%

A young man = +25%

An old man = -25%

Detailed Gameplay Description

**The story**

The Green Corn Ceremony is beginning for your tribe, and you are tasked with helping prepare for the feast. The women are collecting corn and berries while the men hunt. Remember, men fast during the day and interfering with wild animals will slow a busy woman down. Time and resources are limited, and if you don’t collect enough food you won’t be able to feed all of your guests!

**Player**

Upon starting the game, the player chooses their avatar. They can choose to be either male or female, and to be either young or old. This allows them to customize their experience in two ways. It changes the appearance of their in-game character, as well as acting as an invisible difficulty/mechanic setting that affects the gameplay experience.

**Objects**

The game world has the dimensions 850 by 450.

*Deer* and *squirrels* are the game animals that men hunt. *Corn* and *berries* are food objects that

women collect. Throughout the game, *monsters* will periodically appear that need to be dodged. *Power-ups* will also periodically appear and should be collected if possible.

**Movement**

All non-player objects will move across the screen at their own rates to create a side-scrolling effect. The power-up, berries, and corn will all move fairly slow. The monsters, deer, and squirrels will move faster and have somewhat random movement. Monsters can turn a random degree up to 45 roughly 10% of act cycles and move at a speed of 5. Squirrels move at a speed of 6 and can turn up to 90 degrees 10% of act cycles. Deer move at a speed of 10 and can turn 45 degrees roughly 20% of act cycles.

The player’s movement is keyboard-controlled. The up arrow on the keyboard moves up vertically, the down arrow on the keyboard moves down vertically, the left arrow on the keyboard moves back (left horizontally), and the right arrow on the keyboard moves forward (right horizontally). The default movement speed for a male is 3 and the default for a female is 4.

Touching a power-up will increase your speed to 6 for 5 seconds regardless of gender, and touching a monster will greatly reduce it to 1 for 3 seconds.

If a woman touches a deer or squirrel, her speed will be reduced to 2 for 5 seconds.

**Points**

If a male picks up a deer, they will gain 50 points. If a male picks up a squirrel, they will gain 25 points. On the other hand, if a male touches an ear of corn during the day they will lose 100 points and if they touch a berry during the day they will lose 50 points. This is for violating the fasting tradition. Men did not eat during the day during this festival.

If a female picks up an ear of corn, they will gain 30 points. If they pick up a berry, they will gain 15 points.

Touching a monster will reduce your points by 10 regardless of gender.

**Miscellaneous mechanics**

All objects will disappear upon reaching the left-hand size of the screen to prevent clutter. The game starts off light and in “daytime”. After 120 act cycles, the game switches to a darker version of the world and it becomes “nighttime”. This changes some mechanics for men as well as serving as a reminder to the player that they have hit the halfway point, because in 120 more act cycles they will run out of time for that level assuming they haven’t completed it yet.

**How to play**

The player will control their character using arrow keys or WASD on the keyboard. To move forward, press the up arrow/W key. To move backwards, press the down arrow/S key. To move left, press the left arrow/a key. To move right, press the right arrow/d key. The flexibility in movement options is necessary for players to chase down the objects they need while avoiding the ones that will slow them down.

All players start at 0 points. Players dodge the monsters and anything that is considered an obstacle for their gender (men dodge food, women dodge animals) while chasing power-ups and the appropriate items for their gender (men get animals, women get food). Collecting the appropriate items will generate points. If you reach 500 points before your timer runs out (240~ act cycles total), you win the game. If you fall below 0 points or the timer runs out before you hit 500, you lose.