GAME ENGINES: TASK 2

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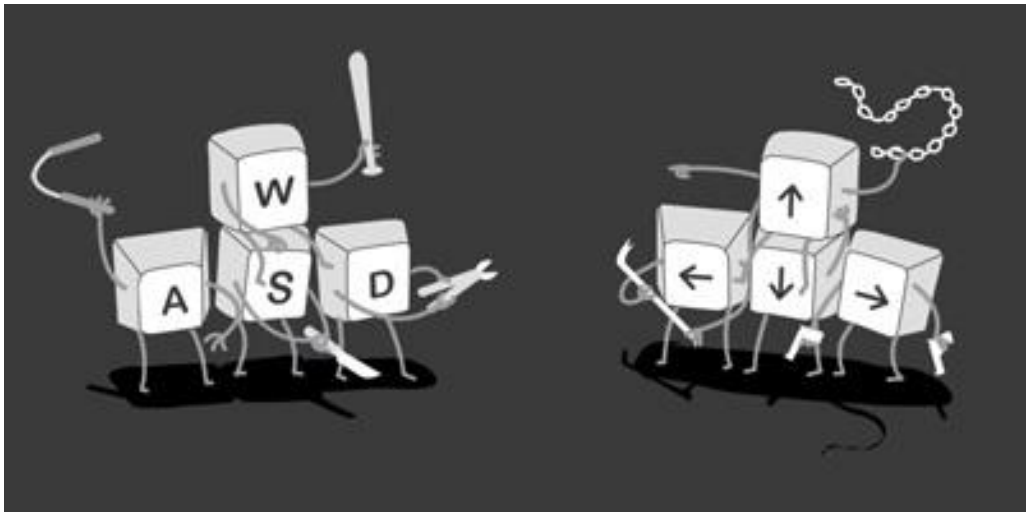
When brainstorming the game, we decided it would be more fitting to create the game on PC. We chose to develop our game on PC platform because it will be easier to create, prototype, test and gather enough feedback to implement to more devices.

For our hyper-casual video game, we have chosen to use a screen ratio of 16:9 with the resolution of 1920x1080 as it is the most common and modern-day standard.

The controls of the game will consist of the arrow keys for player movement, including jumping, walking to side to side and clipping down while the X key will activate the dash ability.



Player Mechanics

Player's armor will change its material after a short period of time has passed, having the player immune to the current element meaning he will be only harmed by projectiles and platforms that have a different element.

Platform Mechanics

The platforms will always be moving across the screen, each layer in its own direction. To reuse assets, it will teleport the platform back to the other side with a different material.

Projectiles Mechanics

Using a random number generator, the projectiles will spawn from different levels, directions with a random chosen material (element).

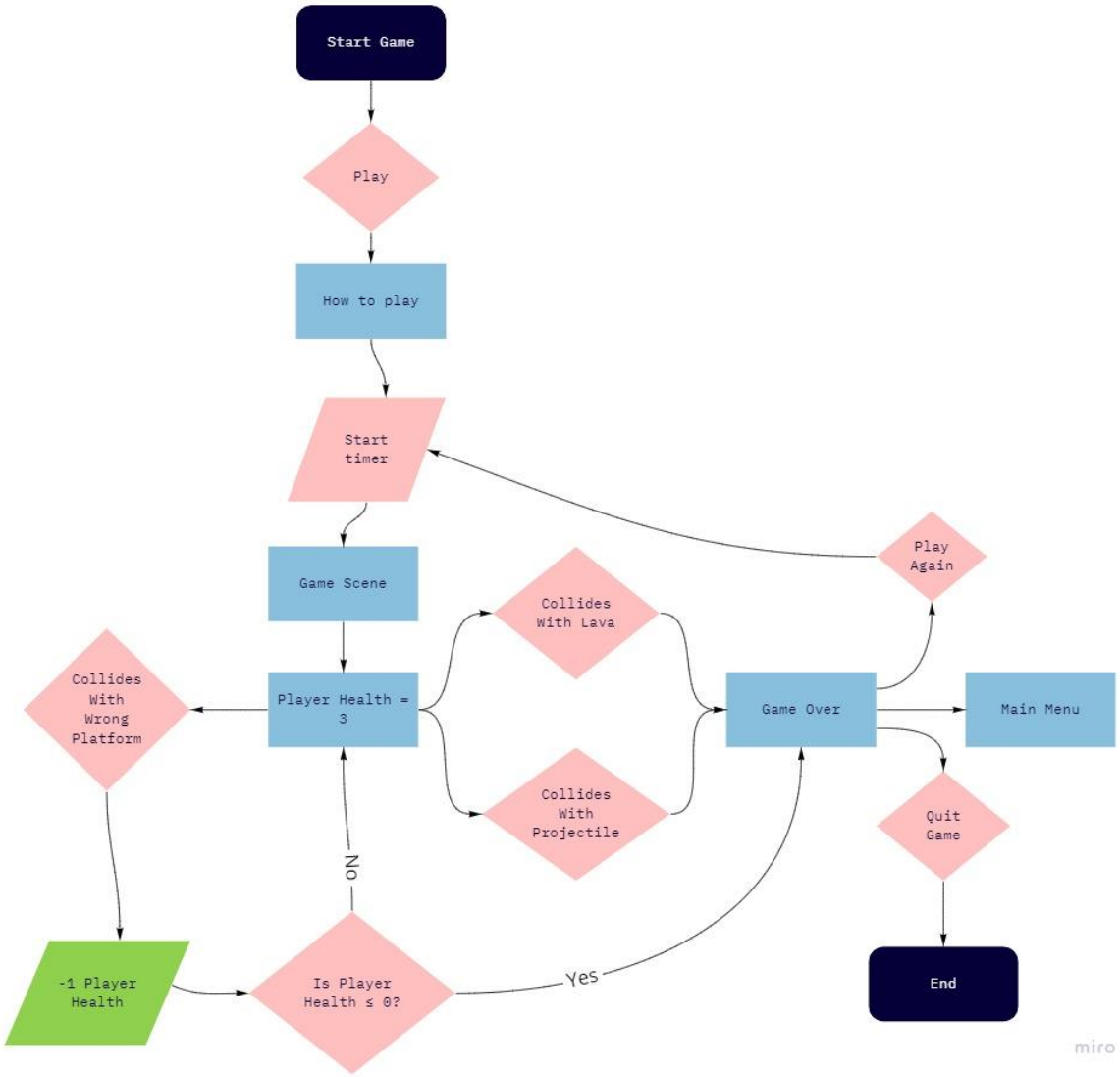
Game objectives

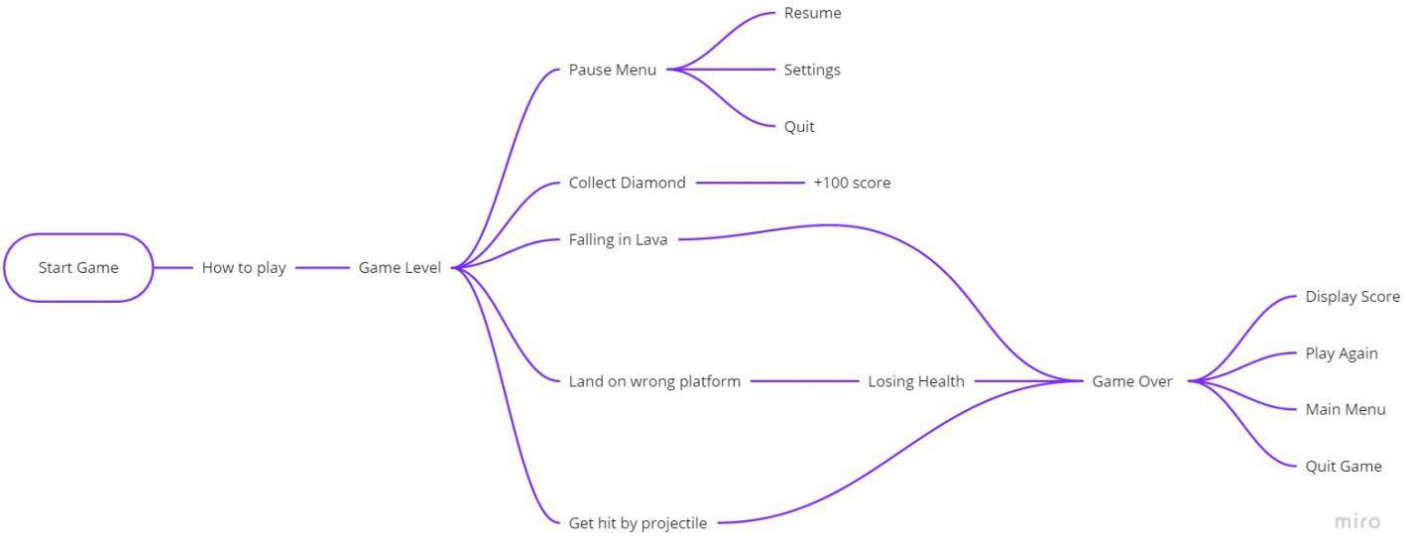
The only objective of the game is to gather as much score possible while dodging the harmful projectiles and moving on safe platforms without falling in the lava pit below.

Art Assets


PLAY
SCOREBOARD
OPTIONS
QUIT
How to play
PROJECTILES
PLATFORMS
ELEMENTS
FIRE
ICE
POISON
ONLY MAKE CONTACT WITH THE CURRENT ELEMENT!
PLAY

Gameplay Flowcharts





User Interface Outlines

During the game play scene there will be four different UI, including the score, timer, lives, current element, next element and the pause button. As the user enters the game he will find the UI easy to read and understand, as the information is provided neatly on the top of the screen.