Chop-Off! GCD

Steven Bruns

EGD-220-1

Team 1 - Chop-Off!

Sprint 4

Intent:

Chop-Off! intends to develop a fun, yet informative game which children from the age of 5-8 will be able to enjoy! The game will teach children about the exciting event which is the Lumberjack Championships. We intend to make the game's educational side appeal to parents and teachers so that they will be inclined to install the game for their children. Additionally, an educational plan will be created, so teachers and parents will have an idea for lessons they can teach their children, especially if a field trip is planned surrounding the woodwork industry.

Potential Audience:

The targeted audience for the game are students between the first and third grade as well as their parents and teachers. The students are targeted in a gameplay manner in which they will be able to play a game while they learn. The intent is for them to play this before going on a fieldtrip. The specific players the game will appeal to most according to the Quantic Foundry archetype is the Architect. These gamers in particular enjoy precision in their gameplay as well as an informative adventure. While our gameplay is rather quick, the brief pauses in between will be a nice break that will be informative for the players. The gameplay offers an interesting look at the different types of lumberjacking. This aspect is targeted to grasp the parents and teachers, so they can provide it for their students. The simplistic gameplay and charming art style will appeal to the adults because it informs them that the game is safe to distribute to their children. The narration of the game and the theme will appeal to those adults trying to inform their children on the subject while trying to provide them with a fun experience. The targeted audience is meant to enjoy the gameplay of the game, so they will go through multiple times. This will encourage learning and hand eye coordination. However, if they only choose to proceed even once, they will still be informed appropriately on each of the lumberjack practices.

Context/Environment:

Each year there is an annual Lumberjack Championship which is held in Hayward, Wisconsin. The event began in 1960 and has been held every year since. This championship highlights the exciting and interesting nature that is included in being a lumberjack. The game itself will take place in a forest surrounded by trees, and stumps instead of the Lumberjack Bowl where the real event takes place. As the player plays, animals will come out and cheer for the player as they continue to increase their score. The more minigames they go through the more their reputation in the forest will build. The game will feature a series run which allows the player to play through all the events. They may still choose each event individually as well which is significant because not everyone will want to sign up for each of the events.

Gameplay:

The player will proceed through a series of minigames as they attempt to beat scores set by lumberjacks in the past. The game will feature 3 minigames which will be played consecutively but can also play them separately if the player wishes to play only one. The following is how each of the games will play:

Chopping:

The chopping minigame will feature a log in the center of the screen for the player to hack away at. The minigame will open with directions showing the player how to play the minigame. Once the player swipes at the log the timer will begin. It is then their goal to chop through as many logs as they can within the given timeframe. Based on their performance they will be awarded a specific medal based on their swiftness when chopping through the wood. As the player chops through more and more wood, the world will begin to come to life as the wildlife comes out from the woodwork and cheers for the player. Once their time has run out they will be brought to a scene with

information regarding wood chopping before they proceed onto the next minigame.

Ax Throwing:

The ax throwing minigame will feature a board in the center in the center of the screen for the player to throw three axes at. The minigame will begin with an illustration showing the player how to throw the axes. Once the player throws all three of their axes then the minigame will finish sending them to an educational blurb about ax throwing before they proceed. Their score will be calculated based on their accuracy and how close they hit towards the center.

Sawing:

The sawing minigame will feature a log on its side with a saw the player must work their way through. The minigame will begin with an illustration showing the player how to use the saw. Following, the player will try to cut through as many pieces of wood as possible in the allotted time. Once the time runs out the player will be sent to their final educational blurb before they are shown their final score. Once they proceed they will see one of the three potential medals they have achieved based on their performance.

Aesthetic Direction:
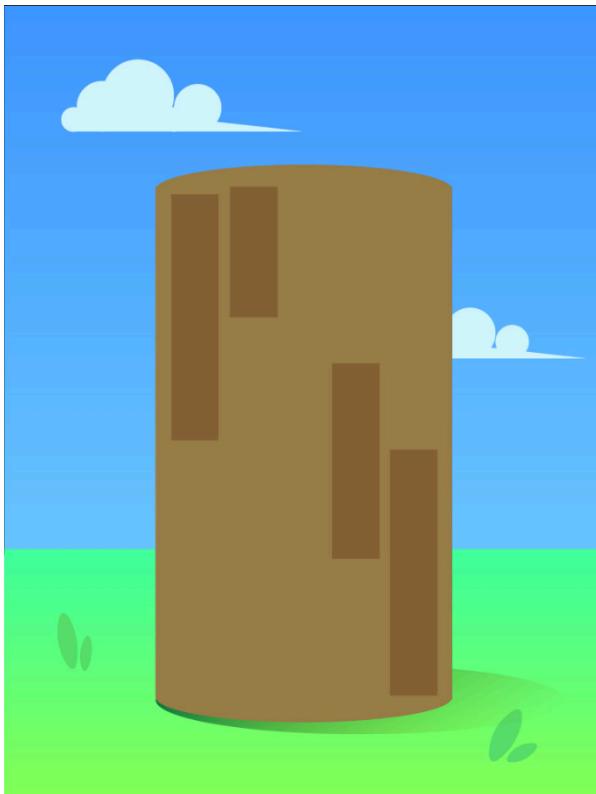
Game Design:

The game's design aims to create an immersive forestry atmosphere that will appeal to our young demographic. The game takes place in a forest surrounded by trees, stumps, and logs. As the game progresses in each minigame the forest will begin to come to life as the wildlife comes out to cheer for the player. The better the player does in the minigames the better the

audience attendance will be. By developing a combined reality between fiction and nonfiction we aim to create a fun experience that can offer a valuable learning opportunity.

Art Direction:

The art featured in the game will be fairly simplistic in order to appeal to our younger audience. It will be a cartoonish mix that does not detract from the reality aspect of the environment. The text featured in the game will be easy to read and stylistic to appeal to our forest theme. The intention is to not be overwhelming to the user, and easily accessible.

Sound Direction:

The sound of the game is intended to immerse the player into the forest environment of the game. Our intention is to create realistic noises that the player can hear to feel the effort that is put into each of these events.

Meanwhile, we want to keep the atmosphere fun and entertaining for our younger audiences. Due to our audience our music is very upbeat and fun, while adding in realistic sound effects to provide the players with an efficient experience.

Minigame Background Music
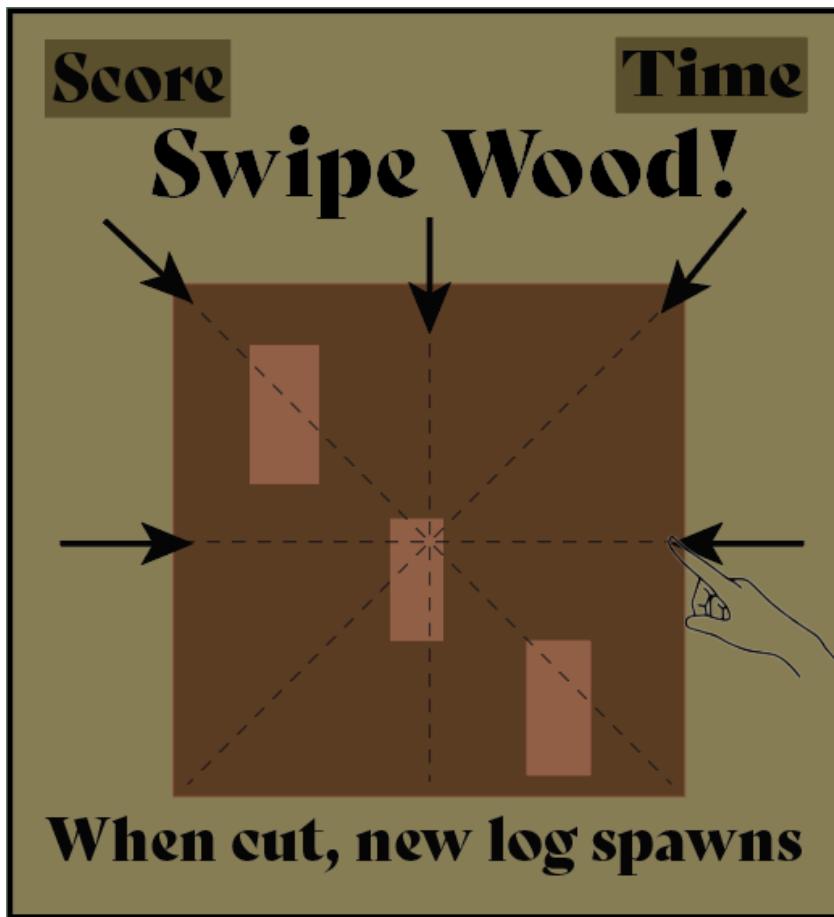
- Looping Song
- Earthbound Style 8-Bit Music
- Upbeat
- Country/Outdoorsy theme
- One for each game, if time

Sound Effects

- Wood Chopping - Wood Being Split Apart
- Ax Hitting into Target
- Sawing
- Crowd Cheering
- Whoosh for Ax Throwing
- Bell for Point Gain
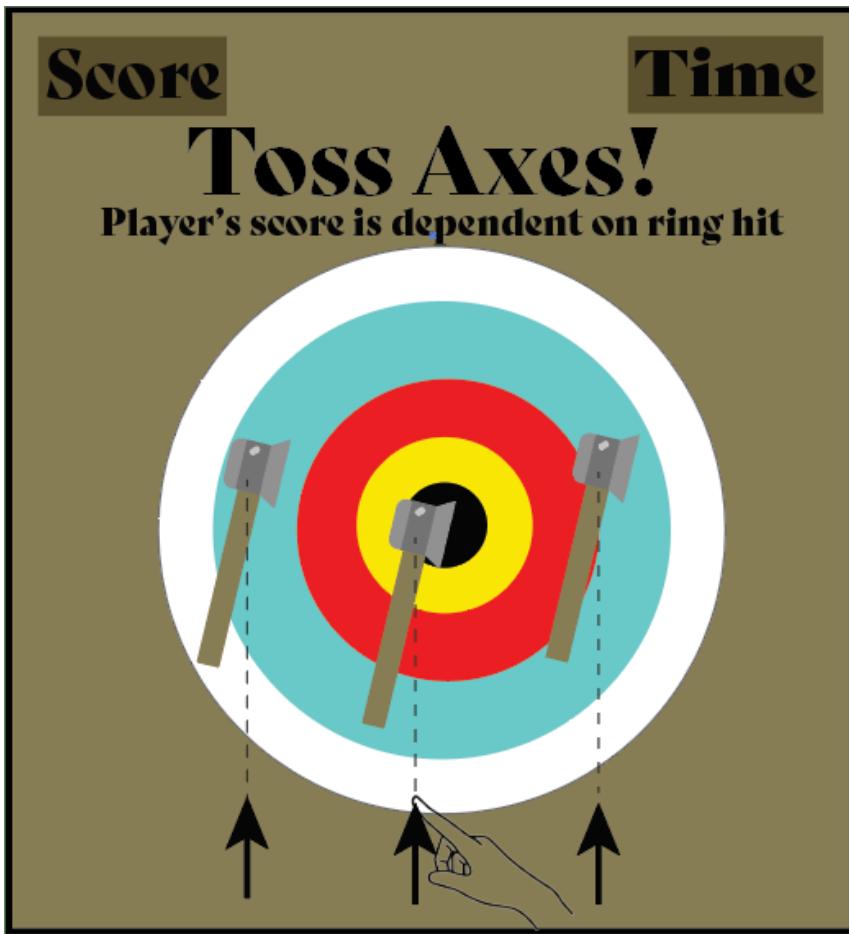
Example:

Chopping Minigame
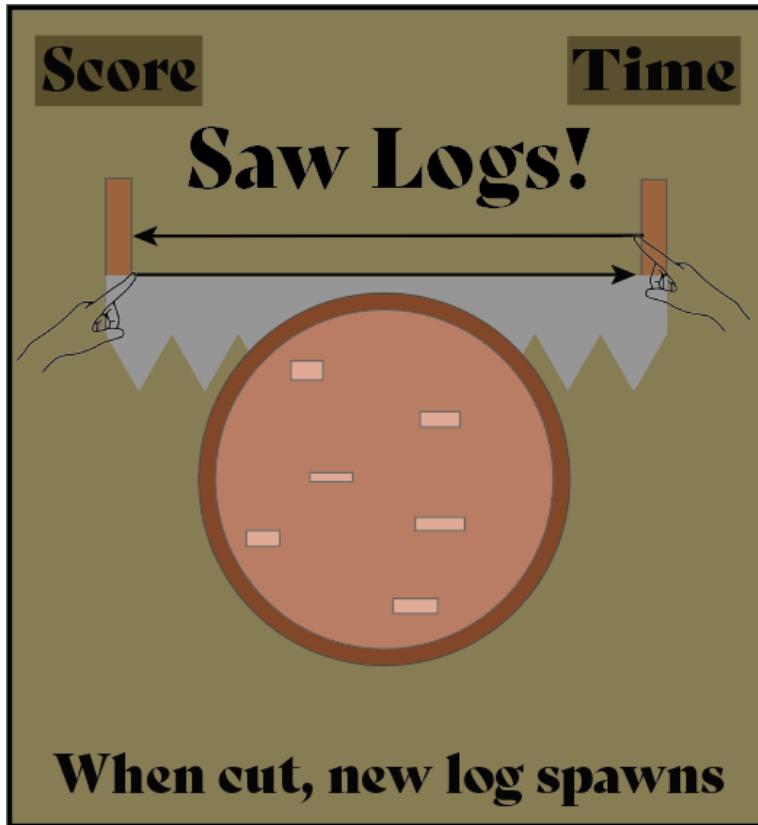
The following image illustrates the functionality of the Chopping Minigame. A piece of wood will spawn, and the player has to swipe at the piece of wood. Meanwhile, their score is being calculated and timed.

Ax Throwing Minigame

The following image illustrates the functionality of the Ax Throwing Minigame. A board will reside in the center of the screen with an ax the player has to throw at it. As illustrated, the player will throw three axes just like the real tournament. To throw the player will swipe upwards. In the meantime, they will build their score as the time ticks down.

Sawing Minigame

      The following image illustrates the functionality of the Sawing Minigame. A log will reside in the center of the screen with a saw for the player to use. The player will swipe back and forth to make their way through the log. After they cut a piece they will move onto another until their time runs out. Their score adds up as they cut through each piece.

Sources:

Yee, Nick. "The 9 Quantic Gamer Types." *Quantic Foundry*, 19 Oct. 2020, quanticfoundry.com/gamer-types/. Date accessed, 10 April 2024.