

Game engines

Project



Our idea of the game will be about a shooter.

The objective of playing this game is that the player needs to capture lost and to do that you have to shoot the arrow to the correct colour to the lost soul and the lost soul has an icon to indicate what colour he needs.

The limit that player has is the number of amounts he must shoot. He will have indicator of how much arrows he has if the player runs out of ammo the player loses.

For more details:

The main mechanic is specifically is to aim and shoot. The main character(player) is standing on a hill, you have a bow and arrows, the number of arrows is limited. The character will be left of the hill and in between the two hills, there will be the coloured balls, and on the right of the hill, there is a grey silhouette. With the help of the bow, the player aims at the desired colour, and having the opportunity to choose the force of the blow and the direction, the player must make sure that he shoots into the desired color,

when you hit the silhouette, the silhouette color changes, and then it turns into a light(soul).

Then after you have completed the task, the player jump to the place where the silhouette used to be and collect the soul.

(then we repeat the same process)

Story:

We are a lonely wanderer who is in a world between heaven and earth, in a world where lost souls lives, and souls cannot find peace until they get the feeling of what they desire. And we must help them in this.

Story details:

On each hill there are grey silhouettes of characters, above them there is a small cloud in which there is a colour (feeling) of which they wish.

colours are a feeling!

pink is love

Red is power

Blue is freedom

green- is hope

yellow- is happiness

After they get their right colour, they disappear and after themselves they will leave a soul in the form of fire, which we will collect for future use.

After some time, in order to go further on the hills, there will be candles (instead of characters) that we must light with those souls that we have.(it's like additional levels) If we spend all souls trying to light candles, then we will not be able to go further and in the end we will lose.

There is a special metaphor here that without lighted candles we cannot see our way further, and therefore we cannot move on.

The number of candles will be random.

How can we make the levels more difficult?

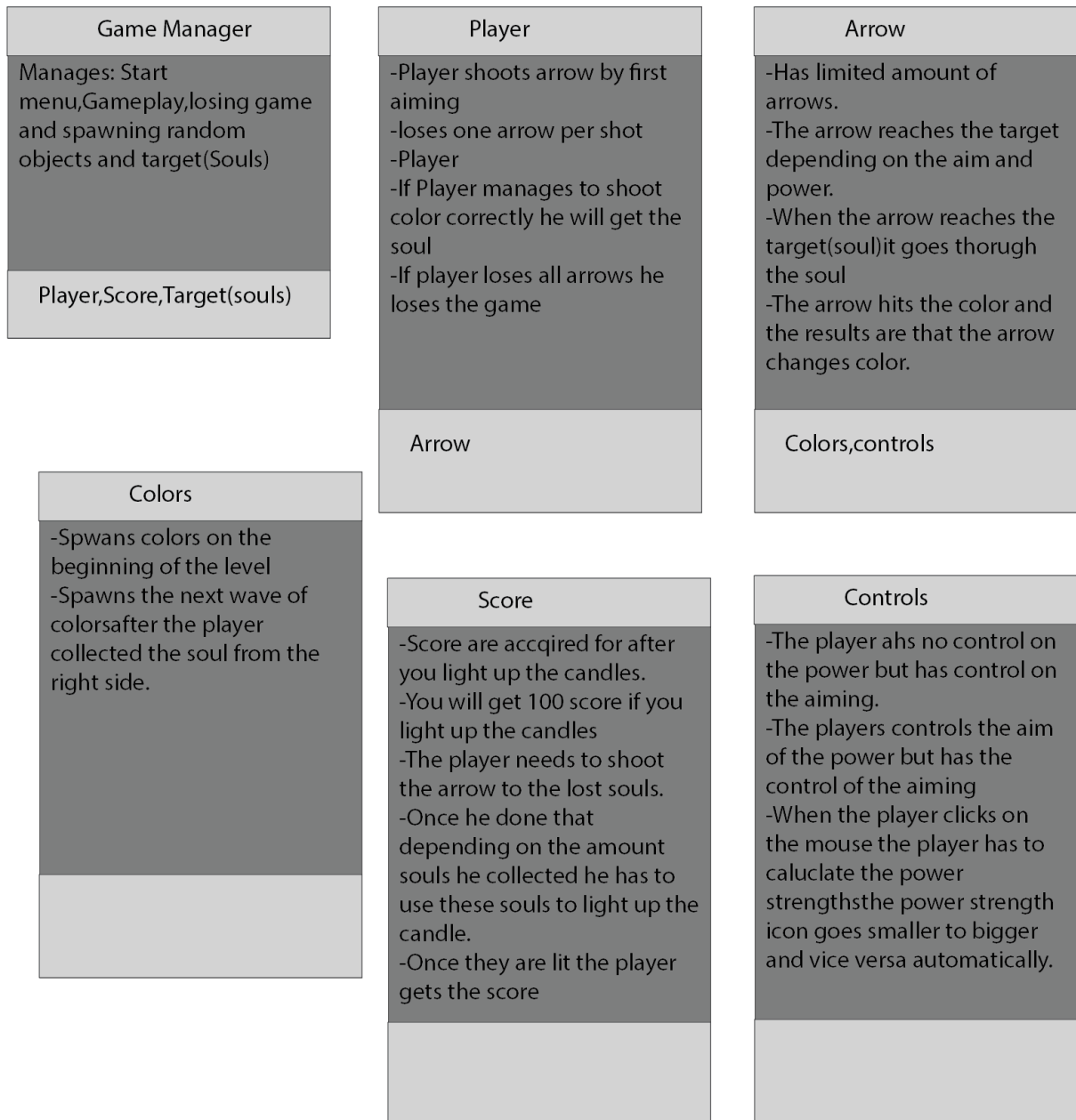
We will focus on colours

First, our colours will change a colour and after some levels they start to move or disappear as in the video.

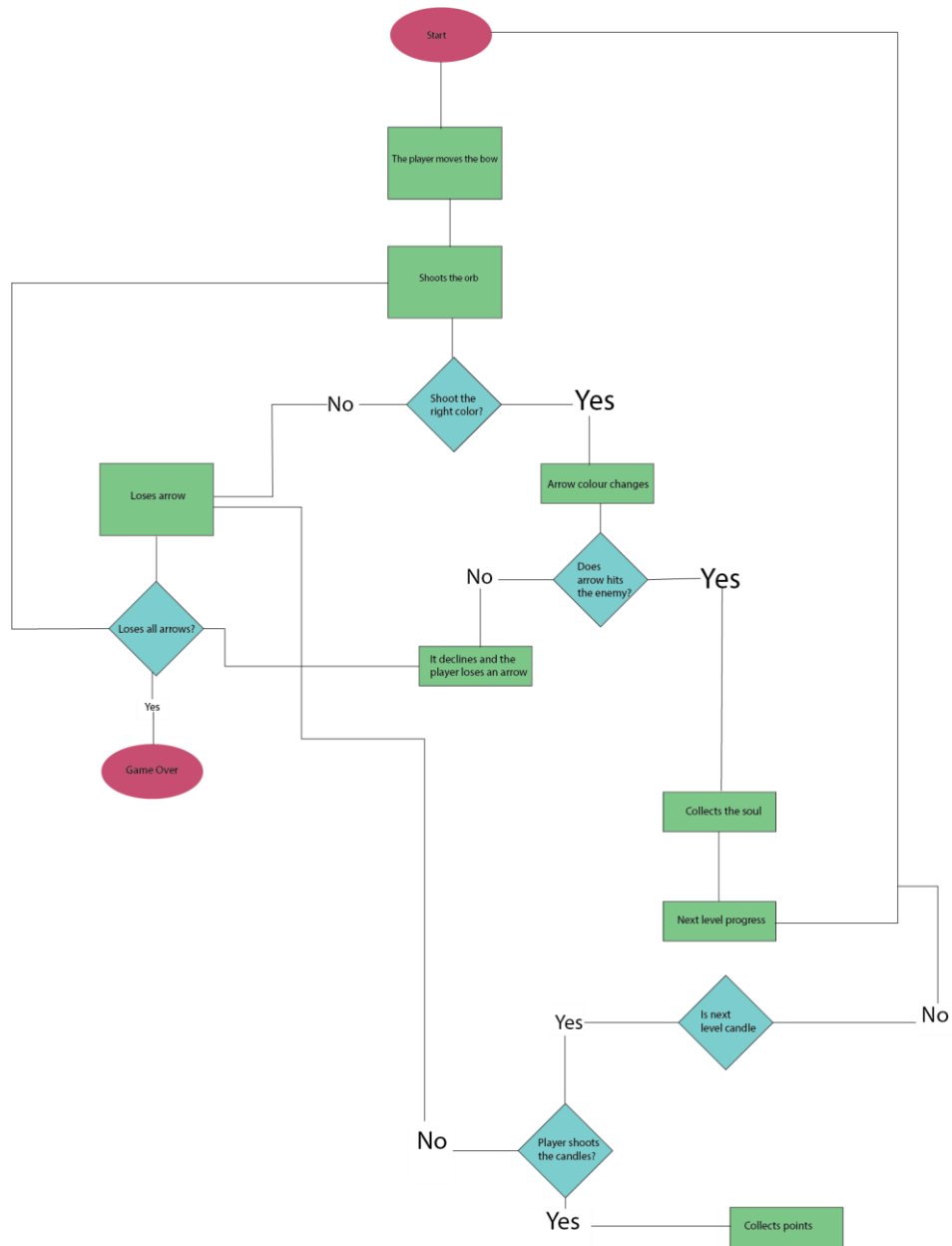
Then we can combine ideas with videos to make the task more difficult. Or we add flying walls, which will move and prevent us from getting into the desired color.

(Link: <https://youtu.be/2DniWL4-dvI>)

CRC cards



Flowchart of the game



Gantt Chart

Our Gantt chart of our planning for our game



Our Gantt chart of our planning for our game

