Practicum 1.1 document

Team x – teamname

Teammembers:

# Game idea

**Read the assignment document for more information!**

## Vision statement

World altering action-packed skill-testing perception-based combat-platformer

## Target audience

Gamers that like platforming and action games that are very challenging

## Unique selling point

Unique style of combat, corruption world altering, two playable characters

# Game experience analysis

Our main aesthetic is challenge. The challenge aesthetic follows our vision of an action packed skill platformer where you will we jumping around dodging attacks that you will learn(discover) to see coming. The game is not intended to be easy and the enemy’s wont we cannon fodder.

* Main 1 or 2 aesthetics, including why this follows from the vision statement.
* More detail about the aesthetic(s) in the game.
* Further analysis of the intended experience

# Initial design decisions

## Play good and bad

We first decided that the unique thing in our game would we that you are the bad guy, you would be the villain that would steal the princes. So your enemy would be all that is good and your main rival would be the classic knight that will save the princes, then we came up with the idea that it would be fun if you would see both sides of the story. So after your evil rampage you would be the knight that sets things right.

## Corruption that alters the world

Following the first design decision we decided the we wanted there to be interaction between the playthroughs. Meaning that the things you did as the bad guy would be reflected in the “good” part of the game. So we came up with corruption, as the bad guy you would be able to corrupt the land in different ways then as the good guy you would see the corruption you caused and have to fight back through it.

## high skill combat that requires learning

We still wanted the game to be challenging besides just having an unique corruption mechanic, so we decided on high skill combat that would require learning. We didn’t want the enemy’s to be cannon fodder so we decided they would have multiple attacks each that would different responses. That way the player would have to learn what attacks the monsters have and how to deal with them, the player will be able to see the attacks coming because there will we different cue’s that would give upcoming attacks away. This way the game will feel active and challenging.

## Upbeat soundtrack

In order for our game to indeed feel active and action packed we decided that we would put and upbeat supporting soundtrack in the game. That way you would keep feeling pumped when walking through the stage.

## Title of design decision 5

The decision and an explanation how it follows from the analysis