Practicum 1.1 document

Team X – Mojo Jojo Studios

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# 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(hardcore gamers)

## Unique selling point

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

# Game experience analysis

Challenge, our game should be a challenging experience for the player with the advanced combat style we want to implement and the balance the player has to find between good and evil, also the platforming is gonna be challenging as too make the player think before acting.

Should contain:

* 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

## Enemies

The enemies will be challenging in a way that a player has too look at an enemy to figure out what attack it is gonna use and react accordingly, different attacks will require different responses, like jumping or blocking. This way the player will get more satisfaction from achieving the relatively small victory of defeating an enemy.

## Combat

The combat will made in a way that the player has multiple abilities to dodge attacks and attack enemy units, with every enemy requiring some other combination of abilities to beat.

## corruption

Corruption will be used to enable the player to alter the world he is playing and of which the affects will be of great impact on the second playthrough, as the ‘good’ guy, in a way that more corruption equals more difficult and a greater amount of enemies and also affecting the platforming part of the game by enabling and disabling several routes.

## Two characters

By using two characters we want to make the contrast between the first and second playthrough of the levels stronger, after having corrupted the levels in the first playthrough as the evil necromancer, the player will have to play through all the same level as the good knight. This also gives an extra level of depth to the story and makes for and makes for a more interesting combat, since both characters will have completely different skillsets.

## Title of design decision 5

The decision and an explanation how it follows from the analysis