

Title	Paramourus Rex
Tag Line	"Roses are red, violets are blue... our species survival depends upon you!"
Names	William Hollingsworth, Bina Kakusa, Belol Nessar, Meghan Tinkler
Genre	Adventure, Puzzle
Platform	Windows / MacOS / Linux
Market	College students, casual gamers
Settting	Post-apocalyptic cretaceous era



Plays like	<i>The Legend of Zelda</i>	meets	<i>Hatoful Boyfriend</i>
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Summary

It's the Cretaceous era, and dinosaurs are ruling and roaming the land. Everything is going great for the little valley that our main civilization lives in, until a meteor strikes the earth. The impact took a huge toll on the population, particularly among the females; in your region Diana Tyrana is the only one left. You have loved her since long before the impact, but now your chances with her are threatened by many other suitors trying to show their "affection". The player must scour the now-barren land in search of flowers (which can be combined together) to win over Diana and show her that they actually care about her!

Game Mechanics	1. Enemies and flowers spawn in random locations; flowers will respawn in a similar fashion when collected	2. Touching enemies and obstacles decreases the number of available containers for flowers
	3. Flowers can be combined between levels to make better flowers	4. The flowers you bring Diana Tyrana and the choices you make in dialogue have an impact on the final outcome

Reference Art	1. <i>The Land Before Time</i> (film series) Features anthropomorphic dinosaurs, different species interacting as if it were normal.	2. <i>The Good Dinosaur</i> (2016, Pixar) Also has anthropomorphic dinosaurs, but closer to the visual style we are aiming for.
	3. Various dinosaur extinction artwork, see GettyImages for examples.	4. <i>Ice Age</i> (Blue Sky Studios film) This film series, particularly <i>Dawn of the Dinosaurs</i> , shares many similar themes.
	5. <i>BattleTanx</i> (3D0, Lucky Children, N64) Shares a similar post-apocalyptic setting and also the idea that few females are left.	6. <i>Pokémon Mystery Dungeon</i> (Nintendo, Game Freak, GameBoyAdvance) We have a similar level design.

Related Games

<i>DoodleGod</i>	JoyBits	Puzzle, iOS/Android/PC	2010
<i>DoodleGod</i> places the player in the role of God, tasking them with building the world from the ground up,			

starting with the four basic elements: water, earth, fire, and air. These basic items combine to form new elements. 249 combinations are possible, from 26 different groups. The player is given an unlimited number of the elements they create, so creating new elements is always simply a matter of picking two existing ones that can combine. The player can also choose to view a “reaction history” that displays the combinations they have discovered so far, and has the option to disable combining the same two items a second time.

This is a primary inspiration for the sort of “crafting/combining” we use for our crafting table.

<i>Hatoful Boyfriend</i>	PigeoNation, Inc.	Visual Novel, Windows/MacOS/Linux	2011
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Hatoful Boyfriend: A School of Hope and White Wings is an interactive Japanese visual novel released as a dating simulator in 2011. The player takes on the role of a teenage girl who is attending St. PigeoNation’s elite school for birds, in which she is the only human. Over the course of the game you interact with several different characters through a series of dialogues in which you can choose your own dialogue response to each character in order to affect the relationship that you have with them.

Hatoful Boyfriend is set in an alternate version of Earth where birds have replaced humans as the main civilization of the planet and have developed anthropomorphic abilities. The setting is a post-apocalyptic future in which the H1N1 flu has wiped out most of humanity, and when a counter-virus was released in an attempt to save humanity, it actually infected all birds and gave them human-like intelligence. Our game will be similar in that all of the characters will be anthropomorphic dinosaurs, set in the “post-apocalypse” world where a meteor has struck earth.

<i>Legend of Zelda</i> (2D, series)	Nintendo	Action/Adventure/Puzzle, Nintendo Consoles	1986-present
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The Legend of Zelda is a series of Action/Adventure games with strong puzzle elements. All games feature a common protagonist (officially named Link, but the player is always able to use any name they wish), and most feature the Princess Zelda and villain Ganondorf in some fashion. Typically, Link must save the land of Hyrule by rescuing several sages and/or acquiring the sacred Triforce.

The top-down, pseudo-3D aesthetic of our game will be similar. Also, the HUD is similar in both games. The LIFE meter and RUPEE counter correspond to the player’s current health (measured in bags) and current inventory (measured in flowers), respectively. Link runs around and slashes baddies, picks up items, and maneuvers past obstacles. This style of game is what the collection part of *Dinosaur* will be like. There might not be any combat; we’ll add that if we have time, but otherwise they match up pretty well.

