

The NPC's present:

Household Volcano

Pitch

Do you remember being a kid? Coming up with the most simple of games to entertain yourself and a friend with on a playdate? The Floor Is Lava is a game as old as childhood itself, using your imagination and various furniture around the house to create a thrilling, challenging puzzle with the gravest of consequences. We wish to encapsulate this experience within our game Household Volcano!

Setting

You play as a child in various mundane locations like your home, the grocery store, or a restaurant, the only catch is that this time the floor has actually become lava! You must jump, climb, and clamber your way to the ceiling and out of the *Golden Window* to avoid the slowly rising lava on the floor!

Game Components

Objects:

- The child the player controls
- Furniture
 - Loveseats
 - Couches
 - Dining Tables
 - Counter tops
 - Window Sills
 - Shelves
 - Beds
 - Chandeliers
- Lava!
- *The golden window*
- Jump button
- Interaction button
- GUI: Time

Attributes:

- Position of player
- Height of lava
- Time spent in level
- Friction against objects
- Jump height based on surface
- Pressed status for buttons

Relationships:

- When the player inputs a direction with the W, A, S, D keys, they will move in that direction
- When the player hits the spacebar, they will jump an amount determined by the surface they are standing on
 - Couches are more bouncy and will reward the player with more height on their jump, while tables and chairs will only let the player jump the normal height
- Surfaces like countertops will cause the player to slide when they land on them
- When the player touches the lava, the game will be over and the player will have to restart, resetting the timer
- The player can see the timer on their screen and a local record will be kept on a player's completion of the level for the session
- The lava will rise and cause some of the platforms to become covered and unusable
- The lava will rise at variable rates, the farther the player is above the lava, the faster it will rise
- Once the player successfully jumps through the *Golden Window* the game will be over and a record of the time will be saved for the session

Optional Features:

- Achievements
- Powerups
- Dust Bunnies
- Hidden Collectables

Meet the Team

Kyle Just: Avid puzzle game enjoyer and roguelike extraordinaire, Kyle brings a wide variety of experience to the team from his four years in computer science at Cal Poly Pomona. Fluent in Java and Python, Kyle is *intimately* familiar with object oriented design and can work continuously for hours at a time. He promises to bring a level of dedication and creativity to Household Volcano and make it a truly replayable experience. Complete with accolades and achievements to drive any completionist to madness.

Joseph Rahmeyer: Not a gamer, nor very good at using Unity. Most proficient in Python and Java with a fond love of cats. A third year. He will work tirelessly to make a game that anyone would be proud to play... Hoping the NPC's can sell it on steam for a couple m(b)illion.

Rane Dy: Loves to play horror games, Valorant, and League of Legends. New to Unity. Most familiar with Java. She is excited to learn new skills regarding game development.

Owen Lovett: Enjoys a wide variety of games, especially anything that can be considered a roguelike. Owen is a 4th year student who is new to Unity and proficient in Java. He is hoping to learn much about the game development process.

Division of Labor

Joseph Rahmeyer: Asset sourcing and general theme

Kyle Just: Mechanics

Owen Lovett: Bug Reporting and Fixing

Rane Dy: AI