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GAM152—Spring 2014

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Character Creation 2

Primary Character

Primary Hero of the game

Name of Character

Snail

Personality Traits

Snail is cute, resourceful, and paranoid, but with moments of courage.

Genre

Snail belongs in an action/arcade platformer featuring him it as the main character.

Mechanics

Snail has the ability to burp up immobilizing goo balls that sticks enemies in place temporarily. Snail can also jump, stick to walls, and bounce off of immobilized enemies. Snail also has the unique ability to collect and use other enemy abilities, which display as an icon on his shell. These new abilities replace Snail’s ability to burp up goo.

Tools/Weapons

Snail’s main weapon is to burp up goo balls that can be used immobilize enemies. Depending upon which power-up Snail currently has, Snail can also use fire burps, ice burps, and electrical burps.

Age/Gender

True to its snail nature, Snail is a hermaphrodite that is only about a year old.

Physical Description

Snail is your typical [Helix Aspersa](http://en.wikipedia.org/wiki/Helix_aspersa) gastropod, or garden snail. Snail’s body is a greenish blue color with a tan calcium shell. Snail secretes mucous as it moves through its environment and has very expressive tentacle eyes.

Clothing/Adornments

Aside from its shell, Snail is not adorned with any type of clothing.

Physicalities

Being a gastropod, Snail slides along the surface of the ground, wall, or ceiling at a steady, but slower pace. However, Snail lives in a dangerous world, so it has learned to move quickly when needed. Snail is aware of the dangers of the world but does not hide its shell and instead tackles it head on by burping goo.

Environment

Snail lives in a garden environment populated by dangerous bugs, birds, salt shakers, and the dreaded human food of doom. The garden environment is a bright and colorful world with few environmental hazards.

Job/Work

Snail leads a life with a simple goal in mind: stay alive. Snail would be a lovely morsel for any predatory bug, so Snail does its best to keep from being food to others.

Emotional Arc

Snail starts out being paranoid but learns to use the abilities of fallen enemies to its advantage. Instead of hiding from danger, Snail uses its different burps to clear the environment of bad bugs.

Speech Patterns/Dialect

Snail has a small, cute, and quirkly sense of humor that can be detected in the silly and short way it speaks. Most of what Snail says is reactionary to what is currently happening in from of it.

Sample Dialog

“What if they get me?”  
“Bwwwrrrruuuuuup! Hehehe, excuse me!”  
“Ahhh! Salt! Run Away! Ruuuuun Awaaay!”  
“Well, that’s quite a sticky situation”  
“Don’t mind me, just passing through”  
“Merr?”  
“I, uhh, I don’t think I want to go there.”  
“Yum!”  
“Spiders? Why spiders? It’s always spiders!”  
“Yeeeah! Get goo’d!”