

# GamePad - Concept Development

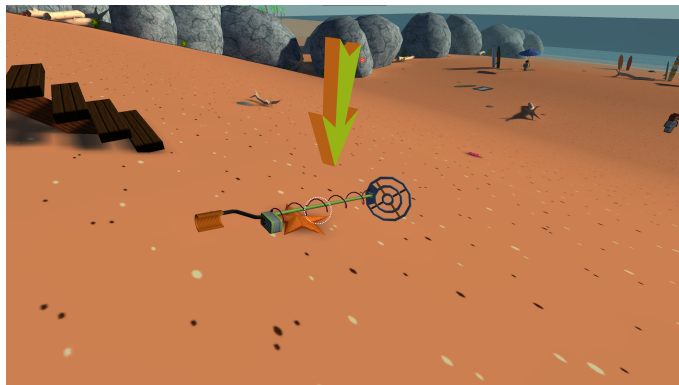
## Part I: Ideation

### 1. Describe the overall idea behind your game:

*The Beachcomber* is a comedic adventure game where you play a beach bum named Barry. Barry wants to finally leave his sleepy beachfront town, but unfortunately, he has no money. What he does have is a trusty old metal detector, miles of untapped beach sand, and a pawnshop that is more than happy to take all of your sweet finds off your hands. Using your metal detector, equipment you can finance from your pawn shop associates, and your wits, you'll claw your way from poverty to peak wealth and finally leave your town once and for all.

### 2. Cite three references for your game and describe the influence they will have on your game concept. Support your descriptions with visuals.

**Jazzpunk: Director's Cut** Is a stylized indie adventure game where you play a bumbling yet highly skilled secret agent. In one of the later levels, you visit a scenic beachfront resort to track down a Person of interest, and while you're there you can pick up a metal detector and find cool treasures like what is shown below. From this reference, the comedic aspect and unique treasures that you can find will influence my sprite design.



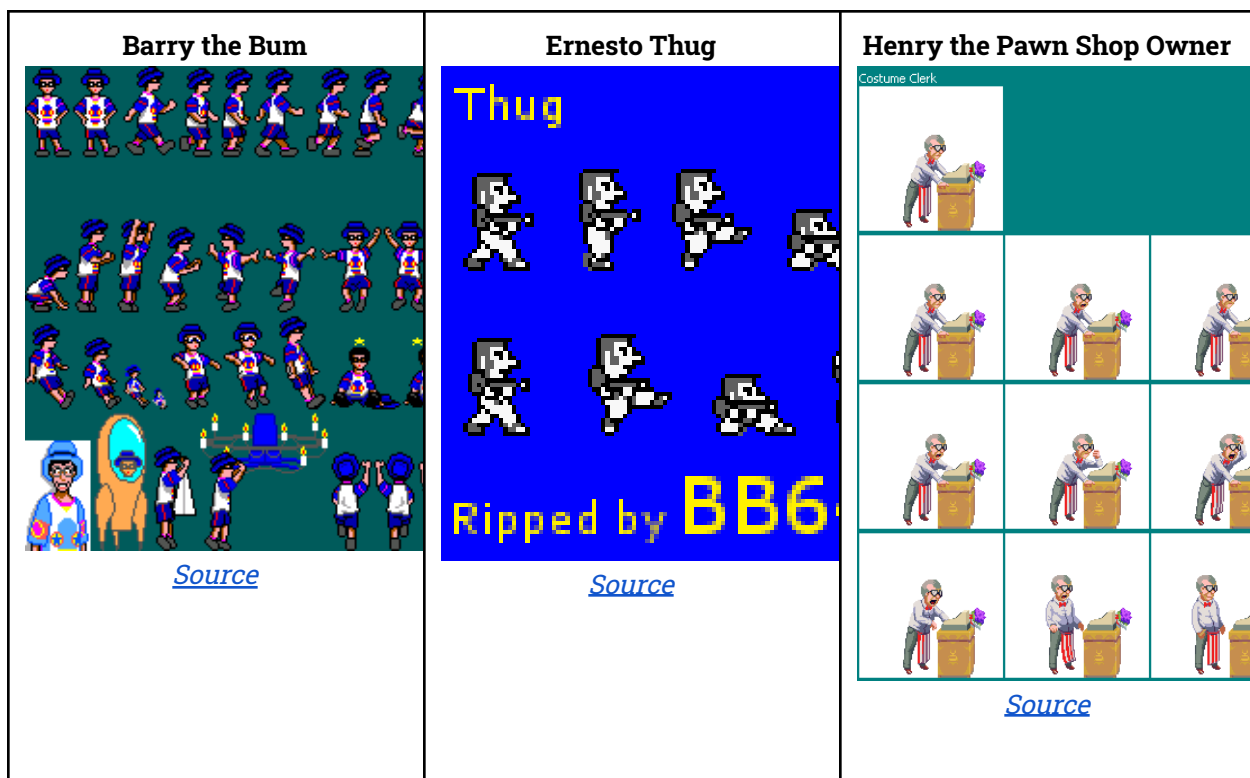
**Animal Crossing** is a resource gathering and building game where the player explores and exploits their environment to pay off a greedy landlord bent on island-wide financial domination. The top down / isometric camera angle will be used in my game, as well as the tile based level design. This game also features the ability for the player to dig for loot around their island, and find a multitude of items like fossils, money, and plants.



**West of Loathing** is a third person adventure game where the player traverses the Western Frontier in search of glory and riches. This game has an expanding HUD present at the bottom left of the screen that grows as the player has more active effects on them, as well as a pop-out menu with an inventory and money count in the top right, both of which will be used in my game. This game also has unique and memorable character design, funny and interesting items, and a simple yet effective art style.



3. Create at least 3 characters for your game using reference images and sketching as necessary.



4. Describe the controls that will help the user interact with the game (the GamePad includes 1 analog joystick and 4 push button controls)

Controller Interactions	
Joystick X	Moves Barry horizontally across the screen.
Joystick Y	Moves Barry vertically across the screen.
Button A	Interacts with objects in the world (Items on the Ground, Paths to different Beaches. ect.)
Button B	Backs out of menus
Button C	Uses your metal detector
Button D	Digs

5. Initial Level Sketches (See attached PDFs for the scans)