

CMPT 276 - Group 24 Project Phase 1

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Project Statement

To commence the project, it is necessary to develop a proper foundation, plan, and end goal of the game. Completing phase 1, the above necessities were drafted and developed, providing a path to work towards phase 2. During phase 1, discussions were made to gather ideas on the theme, implementation, and overall plans. Included below are some descriptions that detail the plans for each component.

Main character

The game revolves around Gordon Ramsay, a renowned world-class chef, embarking on an adrenaline-fueled scuba diving adventure. His mission: to gather essential ingredients for his signature dishes.

Regular Rewards

Gordon must collect ingredients underwater which adds to his point total. To obtain these ingredients, he traverses underwater while avoiding barriers and punishments to collect ingredients scattered across the ocean's water and the seabed. The ingredients are randomly spawned around the map but have a ticker/timer until they despawn. The ingredients begin to shrink to indicate they are despawning. Each ingredient collected adds to the point total needed to reach the exit. Additionally, the more time the player takes to collect the ingredient, the less amount of points it will reward.

Bonus Rewards

As Gordon scuba dives he may uncover clams which contain pearls that can add additional points to his point total. The bonus rewards have the same behaviour as regular rewards.

Moving Enemies

The water contains ferocious threats that lurk beneath the waves, including menacing sharks, prickly sea urchins, and puffer fish. These enemies will be moving around the board, attempting to catch the player. If they are able to do so, the player loses the game.

Punishment

The punishments are incorporated into our collectible rewards on the gameboard and oxygen levels. As the player is required to collect items on the game board, we present them with collectible items that have random odds of deducting the player's points. An example of such items would be empty oxygen tanks and poisonous items (pufferfish, jellyfish, etc.). Furthermore, the player will be penalised for running low/out of oxygen. If the player's oxygen level reaches 0, the game ends.

Board

An aquatic theme has been chosen for this maze, making the ocean floor a suitable design for the game. The board will feature marine organisms and other aquatic implements that suit the theme and design. Board dimensions to be determined later.

Goal

Upon loading to the main menu, the player is presented with different levels of varying difficulty. The player aims to reach the point target that is determined by each difficulty. Moreover, the player must do this while evading attacks from the moving enemy and maintaining their oxygen level/points at a safe level.

Barriers

The proposed barrier designs consist of elements like barrels, coral reefs, kelp, and shipwrecks to fit the aquatic theme.

Player's goal: To collect food/ingredients/points to be able to cook a good meal at the finish line