**Developing Computer Games – Game Description**

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| Game: | ? |
| Genre(s): | Puzzle/Platform |
| Explain why this game fits into this/these genre(s).  The player must traverse a 2D side-on level in order to reach the goal, but must do so without a conventional jumping ability, requiring the player to consider their movements. | |
| Describe the main game “hero” character?  A young woman who possesses an unusual and unexplained ability to alter gravity on a personal basis. She finds herself abducted by a maniacal scientist seeking to exploit her power for his own personal gain, and must use that power to regain her freedom, by navigating his secret lair and avoiding the drones dispatched across the complex to recapture her. | |
| List the positive characteristics of the character.  Possesses the ability to alter gravity on a personal level, to allow her to fall up, left and right as well as down, and walk across horizontal and vertical surfaces. | |
| Describe the game world – the environment in which the hero exists.  A stark lab littered with automatons patrolling the lab in search of the protagonist. This would be represented minimalistically | |
| What is the object of the game (how can it be won)?  By reaching the exit without coming into contact with foes or falling from too great a height. | |
| Describe the main enemy of the game hero.  A stereotypical maniacal scientist with nefarious plans for the protagonist’s own powers. | |
| How can the game be lost?  Capture by enemy automatons (usually by coming into contact with them), or by falling more than the safe fall height.  There may be a possibility for levels with “open” borders, so falling off the level (for example, into an off-screen pit or into the sky) may also be a consideration for failure. | |
| Does the game have a story? If so, briefly outline its story.  A girl must use her gravity-twisting powers to escape a labyrinthine laboratory, and in turn the clutches of a mad scientist seeking to exploit her abilities for his own gain. | |
| In what way(s) does the game get harder while you’re playing it  Levels start gradually including foes and traps in increasingly complex layouts that place more demands on the player’s ability to consider their steps. | |
| After the game, how do you know how well you played?  The player might be presented with a score based on the time taken to complete the level in a single sitting, with restarts (either of the player’s accord or through failure) incurring a penalty of a few seconds. | |
| Describe any way(s) in which game physics (realistic physical effects) are employed.  The use of physics will be minimal; primarily to handle the gradual increase in velocity as the character begins her descent. Beyond that, the player will have no air control whatsoever. | |
| Describe any way(s) in which artificial intelligence is employed.  Artificial intelligence would be minimal. Foes will spot the protagonist if they are within line of sight and give chase, but only along their assigned movement axis and will stop at a wall, edge or when the player leaves their line of sight. | |