Travis Waggoner

Southern New Hampshire University

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Clean Your Room

We shall be making a game that will allow the users to feel the overall all rush of what it feels like to get your room clean as quickly as you can. This game will allow the user to interact with the room and find interactive environments that will react to them. There are many themes that can be utilized with the game from a simple race car room to space scifi. This kind of game will allow the users to see how many different personalities can create a room and their imaginations. This game won’t focus on simply picking up clothing but use the imagination.

Selection

This game was chosen for its imagination and versatility. This game has the ability to be so many things from something simple to something of the imagination. This allows the creators to make many different types of rooms that could almost make some create different perceptions. Using how a child might look at how their room is a mess and see a daunting task creates the foundation for the game. When a grown up looks into a messy room all we see is a messy room, when a child looks into their messy room they see their whole world that they have to put back in their original places. With this perspective it also gives us many ways to look at how a child will overcome these problems with their imagination. Is the floor made of lava or is it a space exploration. These adaptive natures can create many experiences for the user to see how much of an imagination children can have.

Requirements

The room will have a themed background with obstacles in the way for the user to navigate around. There will also be items for the user to collect that will help them finish their task. The game will also include a “Bomb” pile that will create more of a mess that the players will interact with. The game controls will be third-person and controlled with mouse and keyboard with adaption for controller. The HUD will also constrain the time and item count for the user to keep track of how much time they have left.

Implementation Strategy

The implementation of the game will begin with rapid prototyping within the game. This will start by creating clear and defined goals for the project and game. Next we will create some functionality for the game to base the rest of the work off of. Afterward we will create clear goals for the players and prototype a start to finish for game play.