Jordan Whittington

Individual Project

The idea that I want to pursue is a web-based game that people can play and access immediately and freely. A few web based games that I know include Agar.io, diep.io, and slither.io. These games are extremely popular, extremely easily accessible, and incredibly fun and simple games. My idea will be a game along the lines of a multiplayer style web game.

The idea for the game is one that is as old as time. I want to try and recreate the much-loved game of Tag on the computer and on the internet. The audience will primarily be children but like the games that this is inspired by there are many different ages that can access and play this game. The game will be a very simple and easy to learn game making it appealing to people of all ages with a small learning curve present in order to offer a challenge for people who really take games seriously as well as the simple controls for newcomers.

The reason that I believe that this game is needed is because many of the web-based games were exceedingly popular during their “era” and they unknowingly vanished from the radar of the consumer. As with all things, games come and go, and this game can be one that possibly rises to the top somewhere.

The basis of the game will be that there is an individual who is selected to be the tagger and as they tag other players they begin to gain different skills to make the tagger able to catch and trap other players easier. The runners will also be able to collect different one-time use skills to evade the tagger (invisibility, speed boost, walls, freeze, etc.).

I believe that this game can be an incredibly fun game to play as well as a fun game to develop. I would like to hear all feedback regarding this idea.