Level 4/5 Group 13 Group Project (Eat Them) Design style

The game will be designed in an Arcade/ 10 second game style with the user experience focused around fast paced gameplay and serious fun due to it’s competitive nature.

The game will put two players in the roles of separate bubbles in the ocean trying desperately to float to the surface as they dodge obstacles that can slow them down and attempt to consume smaller air bubbles to increase their size and, therefore, their speed and health.

The game will make the players feel tension and frustration as they work against each other to race to the water’s surface whilst trying to dodge obstacles, consume air bubbles and sabotage each other’s chances of winning.

The feeling of schadenfreude will be a core part of this game as players casually exchange insults and other forms of banter in jest and, in some cases, even get cocky or overconfident. Despite this, due to the physics based nature of the game, victory is never guaranteed. As such, tension will also be a core part of the user experience as players will still need to constantly be on their guard regardless of their standing in the game as obstacles could have the potential to move erratically and take players by surprise. That being said, that logic can be applied to powerups, giving them the potential to give players an unexpected advantage.

For these reasons, schadenfreude and tension will be the two main emotions/ feelings evoked by this game and, as they are a core part of the gameplay, the game will be designed around these two feelings.