Video walkthrough script

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Version: 2

Hello, we are team 18 and this is Umbrella. The brief for this project that we received was to come up with an idea for a game that had the main mechanic of that genre removed and replaced with something else. In our case Umbrella is a side scrolling shooter with the shooting mechanic replaced with a reflector.

The aim of the game is to traverse through levels using your umbrella to reflect and bad projectiles back at either at the enemies. (Note: could mention water cannon or basic enemies as well as the clouds but I don’t know if they’re ready to be talked about)

When you walk through a cloud it has the ability to spawn an animal inside a bubble which will float towards the ground, if you pick these up it will increase your total score and add them to your animal encyclopaedia. (Note: will anything happen to the player if they complete this?)

There are some aspects of the game to make the game challenging for the player, examples of this would be the platforms that the player can use to either traverse the level or take cover from the bad projectiles. However not all of these platforms are safe, some allow the bad projectiles to pass through like a wire mesh allows water to pass through the gaps in the mesh.