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<center>SFWR ENG 3GB3: Assignment 2 part A</center>

My idea for the game I want to implement is a game in which the entire goal of the game is to make the user upset/angry/annoyed and anything that makes them want to punch their monitor or rage quit. Though that's not to be confused with making the game hard. The plan isn't to make it harder than Dark Souls. The idea is to allow the players to actually play, but get angry by doing so. Whether it's from dialogue, enemies or just how they navigate through the world.

The genre of the game is going to be a platform RPG. The main reasoning behind this is because the game is meant to be very light-hearted and casual. So if it were to be 3D, the user would be too focused on the gameplay and not fully appreciate the humour/dialogue.

The atmosphere is going to contradict what the game is meant to portray. So the atmosphere of the game is going to be very gloomy and serious. Maybe have darker colours for the colour palette and slower, deeper music, even though the game is supposed to be comedic.

The world is set in a ruthless wasteland where characters need to fight to survive. This adds more contrast to the whole comedic/lightheartedness of the game. This allows for more ironic twists that can actually add to the humour rather than take away from it.

There will be combat in the game; however, the combat won't be too complicated. It will most likely be turn based (similar to Pokémon). There will also be mini challenges such as side quests and puzzles the player has to solve.

I expect there to be a few levels, maybe 2 to 4 as this is a platformer. However, more can be easily added later as patches. The duration of play that I foresee is around 5 or 6 hours of leisure gameplay.

As for game mechanics, movement will be mostly using the wasd keys and spacebar for jumping. Attacks and interactions will be the mouse keys and the 'e' key respectively, and anything special such as item usage and abilities will be the numbered keys.

Assets Used:

2D platformer – Unity Essentials/Sample Projects by Unity Technologies

Tileable 2D Terrain Platforms – 2D RPK by DooLabs (Marco Siino)

2D Archers Sprites by Honeti

2D Dialog Bubble by Johnathan Poulin

I will update this list of assets as the design of the game progresses. As of assignment 2, these are the assets currently in the project.