An example game proposal for **task** **1a at Level 6** is shown below:

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| **Title** | Super Pig | |
| **Genre** | This is a platform game. It has fantasy elements combined with the classic platform features. | |
| **Theme** | This is a fantasy based game, similar in theme to Super Mario Bros. It focusses on the classic “Three Little Pigs” story, with the player trying to make it from Straw Land through to the zoo. | |
| **Platform** | This will be for PC. It will be developed using the PyGame library. | |
| **Game controls** | This will be a simple platform game in the same manner as Super Mario Bros. The player will be able to use a joypad or the keys to move left and right, jump or throw mud at the baddies.   * If using the joypad   + The left control pad will move the character left and right   + The A button will be used to make the character jump   + The B button will be used to make the character run * If using the keypad   + The arrow keys will be used to move the character left and right   + The space bar will be used to make the character jump   + The shift key will be used to make the character run   In both control mechanisms, the character can perform a double-jump action to reach very high platforms or avoid larger enemies. This is performed by pressing the jump button while the player is currently jumping.  The wolf will be chasing the player and if they collide, the player will restart that level and lose a life. A row of spikes are at the bottom of every screen and if the player misses a platform and falls, he is impaled and has to start the level again, while also losing a life. | |
| **Target Audience** | Although the Three Little Pigs is a story for young children, this game is targeted at a more mature teenage audience. This is represented by the spikes impaling the pig if a platform is missed or the wolves graphically eating the pig if they catch him. The idea of taking a classic story and making it “yucky” for an older audience is already widely used. This is demonstrated through the popularity of Roald Dahl books or the Horrible Histories books and shows.  Although the pig will be graphically impaled or eaten, this will be done in a humorous way, therefore fitting with a PEGI 13 rating. If the violence was realistic or especially graphic, a PEGI 16 or 18 rating might apply, similar to Mortal Kombat or Injustice 2. | |
| **Narrative** | Bacon, Curly and Porky are three pig friends who love playing online FPS games together. In a recent battle they trash talked a player called Big Bad 123 as they thrash him at a game. It turns out that this was the Big Bad Wolf and he is not happy with what they said. The wolf decides to hunt down the three pigs and “teach them a lesson”. Bacon who lives in Straw Land is the first on the wolf’s list. His next target is Curly, who lives in Stickington and then lastly Porky from Brickville. The pigs are each trying to escape from the wolf and get to the zoo. Their plan is to trick the wolf into the lion’s den so that it gets eaten. | |
| **Character design** | The art style for this game will be classic 8-bit as this fits in with the retro story. Each of the pigs will look very similar except that Bacon has work overalls, Curly has dungarees and Porky has trousers. Curley and Bacon both have hats and Bacon also has a piece of corn hanging from his mouth. They will have a simple run and jump animation sequence. If they fall onto the spikes, there will be a simple impaling animation.  The Big Bad Wolf will also have a classic 8-bit feel. He will run on his back legs and he wears a baseball hat and also an AC-DC t-shirt. There will be animations for him running and jumping, as well as him devouring a pig if he collides with them. | |
| **Level design** | There will be 4 levels in the game. These are as follows:   * Straw Land. This is the first level and as such is the easiest. The pig will have to jump from platform to platform to avoid falling onto the spikes. The player controls Bacon and has to get to the end of the level without being caught. Only 1 in 10 platforms have an obstacle on them that slows the player down (and lets the wolf catch up). The platforms are made of straw. * Stickington. This is the second level in the game and is considerably harder than the previous one. The platforms are smaller to require more precise jumps. 3 in 10 of the platforms have obstacles on them. The platforms are made of sticks. * Brickville. This is the third level and once again is much harder than the previous level. The platforms are much smaller than previous levels and 5 in 10 of the platforms have obstacles on them. The platforms are made of bricks. * The Zoo. This is the last level in the game and the player has to evade the wolf to eventually lure him into the lion’s enclosure so that he can be eaten. The platforms are made up of snakes. | |
| **Game mechanics** | As detailed in the game controls section, this is a very simple platform game. It involves the player having to move left and right to jump on platforms. The player can double jump to reach trickier platforms. As the level progresses, the player is chased by the Big Bad Wolf. If the player hits an obstacle he is slowed down and the wolf gets closer. If the wolf catches the pig, it is game over. If the player misses a platform the pig falls and impales on the spikes below and it is game over. If the player gets to the end of the level, they have escaped and the game moves on to the next pig.  If each pig escapes from their own level, the wolf gets faster as he chases them through the zoo. This works like a relay race with each pig doing a part of the course. If the player gets to the end of the level, the three pigs push the wolf into the lion’s den and there is a video of him being eaten. | |
| **User interface design** | The UI for the game is very simple. There will be a simple introduction video showing the pigs playing games and giving the opponent cheek. This will cut to the wolf getting enraged (with smoke coming out of his ears) and swearing revenge.  The in-game UI will be very simple. There will be a progress bar at the bottom of the screen which shows how far the pig has travelled and how far it has to go to get to the end of the level. There will also be an icon for the wolf to show how close it is behind. The pause screen will simply show a picture of the current pig and the word “Pause”. | |
| **Five features in existing games that demonstrate the features of your game (with an image)** | | |
| **Game 1** | This game is a simple platform game that requires precise jumping to progress through the level. A similar game with this feature is Rainbow Islands. This classic platformer was released by Taito in 1987 and required the player to make his way through each level by avoiding enemies and making jumps between platforms. | Image result for rainbow islands |
| **Game 2** | One of the key features of this game is the use of animals as enemies. Another game that focussed on this was Chuckie Egg. This was released by Nigel Alderton in 1983 and had the player trying to avoid hens and ducks while traversing platforms and collecting items. | Image result for chuckie egg |
| **Game 3** | One of the main features of this game is the use of a pig as a character. Although many computer games have used a range of animals in them (including hedgehogs, dogs and even worms), pigs are not often used. One exception is the Wonderboy game. Although the pig in this game is not a playable character, he in fact runs the shop, it is still an example of an anthropomorphic pig in a game. | Image result for wonder boy shop |
| **Game 4** | As with the previous point, not many games have featured wolves as prominently as this game. An example of a wolf playing a strong role would be Okami, which was released by Capcom in 2006. This differs in that the wolf was the main playable character. | Image result for Åkami |
| **Game 5** | One of the main dangers in this game will be the spikes at the bottom of the screen that the player can fall onto. Mortal Kombat, relased by Midway Games in 1992 had spikes that took part of a fatality. In that game the player could be hit onto the spikes by an opponent. | Image result for mortal kombat spikes |
| **Date of presentation** |  | |
| **Teacher feedback on presentation** |  | |
| **Peer feedback** | **Suggestion 1:** By HC Anderson  I really like the reimagining of the classic fairy-tale story. It would be good to have other fairy-tale characters appearing to either help or hinder the player. This could be like the gingerbread man giving the player a slight speed boost or Mary and her little lamb slowing the wolf down. | **Suggestion 2:** By R Dahl  It would be fun to play as the wolf and actually try and chase the pigs through the levels. This could perhaps be unlocked once the game has been completed? |

An example game proposal for **task 1b** **at Level 6** is shown below (note it is on a different platform from the game above):

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| **Title** | The fight of the pacifist | |
| **Genre** | Although this fits into the FPS category, it will not feature any weapons and so will be quite unique. | |
| **Theme** | This is a parody of the Call of Duty style war games whereby the player controls a pacifist who has to go to various war-torn environments and “infect” the baddies with pacifism to resolve the conflict. | |
| **Platform** | This will be for console gamers, especially PS4 and Xbox One. | |
| **Game controls** | The game controls will be very similar to those used in mainstream FPS titles. The players will use the analogue sticks on the controller to move the player and the view. Buttons will be used to make the player run, crouch, jump, change “weapon” and fire. The player can pick up items to aid their abilities such as speed, invisibility and persuasion. There will also be health packs to recover from damage. | |
| **Target Audience** | This game is aimed at those players who play FPS titles such as Call of Duty and Battlefront. Although this will not have the same level of violence as those titles (as the player does not actually kill anyone) it will be set in a war-torn environment. To this end I feel that this title would need a PEGI 13 rating or above. | |
| **Narrative** | It is 1914 and the world has been engulfed by war. Steve Rogers, a man of intellect from Dunfermline, has decided that this war must be stopped before it destroys the world. Steve persuades the government to allow him to parachute into the most dangerous parts of the warzone and try to get the enemies to walk the way of peace. | |
| **Character design** | You play the role of Steve Rogers. As this is an FPS game, you will see the environment through the eyes of Steve. Rather than being equipped with a gun, Steve has to use reason and common-sense to stop the conflicts. When the “fire” button is pressed, Steve shouts out a comment to try and resolve the conflict. There will be various “weapons” that Steve can choose between, such as imploring, chastising and comedy relief to try and change the enemy’s evil ways.  As this is set in 1914, the enemy characters will all be from the Axis armies and will be in the appropriate uniform. There will be various levels of soldiers, from privates all the way through to Hitler himself. The higher the rank of the enemy, the more persuasion that they will require to turn to the ways of peace. | |
| **Level design** | Due to the timeframe for the game, the levels will all be representations of war environments. Some of the levels will be set in towns, such as the streets of Paris, with others being more rural, such as the Belgian fields. Each level will have a range of obstacles that the player can hide behind and these will be accurate to the level being played. This means that there will be hay bales and trees in the rural levels and shops and benches in the towns.  Each level will have a range of pickups that can help Steve. Some of these will give him more health, whereas others will increase his speed and persuasion. There will also be a “magic” invisibility pickup in each level which will allow Steve to move through areas undetected. Each of the pickups will be hidden and this will increase the replay value of the levels. | |
| **Game mechanics** | This game will follow the classic FPS titles such as C.O.D and Battle Front. The player can move and change views using the analogue sticks. They can also crouch, run and jump and these are required to traverse some of the obstacles in the level.  If Steve falls from height or is shot by any of the enemy soldiers, he will lose energy. This can be replenished by finding one of the health packs dotted around the levels. If the player has an enemy in his sights, he can press the “fire” button to try and persuade the enemy to become a pacifist. If the aiming cursor is on the head or heart of the enemy, this will persuade them quicker that other areas. Once the enemy is persuaded, they will tear off their uniform and walk off the battlefield, leaving the war for good.  Some pickups will increase the speed of Steve or indeed let him go invisible for a short period of time. While invisible, the persuasion attacks of Steve work at twice the usual effectiveness as the enemy thinks that it is their conscience speaking.  As with bullets in typical FPS games, the ammo for Steve goes down with the more attacks he does. This persuasion meter can be topped up by finding appropriate pick up items. The higher the persuasion meter, the more effective the attack becomes.  As with different weapons in most FPS games, Steve can change between imploring, chastising and comedy relief as his weapon of choice. Some enemies will respond better to a particular strategy whereas some of the tougher enemies may require a combination of approaches. | |
| **User interface design** | There will be a video introduction to the game, showing Steve listening to the war report on the wireless and shaking his head in disbelief. He is then seen parachuting into the war-torn areas.  During the game, there is a simple pause screen that shows the word “PAUSE” and allows the player to alter simple settings such as button configuration or language.  In play, the game will be viewed through Steve’s eyes and there will be a persuasion meter on the right of the screen. This level will increase with the appropriate pickup items and it has a picture of a devil at the bottom (representing war and lack of peace) and a dove at the top (representing peach). The higher the meter, the more effective Steve’s skills of persuasion are.  If Steve fails in his mission, there will be a game over screen showing a globe turning into flames. This will represent the world being consumed by war. If Steve is successful in his missions and completes the games, there will be a screen showing a globe covered by a rainbow. This will represent peace spreading around the world. | |
| **Five features in existing games that demonstrate the features of your game (with an image)** | | |
| **Game 1** | As with popular titles such as Call of Duty and Valiant Hearts: The Great War, The fight of the pacifist will be set during the great wars of the early 20th Century. This means that the buildings, vehicles, road systems and infrastructure will all represent this pivotal time in history. | Image result for call of duty ww2 |
| **Game 2** | One of the pickups allows the player to move unseen throughout the level for a limited amount of time. This is very similar to the active camouflage pickup in the Halo games. In Halo, this pickup lasts for 30 seconds and makes it easier for the player to sneak up on enemies or pass guarded objectives and waypoints. | https://www.halopedia.org/images/thumb/3/3b/Hidden_Dragon.jpg/250px-Hidden_Dragon.jpg |
| **Game 3** | One of the pickups in The fight of the pacifist is one which increases the speed of the main player. This allows for speed runs to be undertaken and also easier avoidance of enemies. Although in a different genre, the most famous speed pickup is the “Super Sneakers” in the 1992 classic Sonic the Hedgehog. As with Sonic, the speed pickup will disengage after 30 seconds. | https://vignette.wikia.nocookie.net/sonic/images/d/d2/Sonic%27s_Shoes.jpg/revision/latest/scale-to-width-down/350?cb=20100121223213 |
| **Game 4** | In fight of the pacifist, the player can receive damage from enemies and falls. This is shown through the use of an energy bar. Many games use energy bars to introduce tension into the game and show the player the dangers of certain choices. The classic fighting game Super Streetfighter 2 used energy bars for both the player and the opponent. My game will use a similar energy bar layout to this as it is ubiquitous and widely understood. | Image result for street fighter 2 energy bars |
| **Game 5** | In order to traverse the war-torn landscape, the player will have to duck under debris such as falling rubble or destroyed vehicles and structures. This is a mechanic used widely in the stealth and shooter genres and allows for more varied landscapes and routes. In my game, the user will press one of the controller buttons to toggle the player standing and crouching and this is very similar to the character Sam Fisher in the Splinter Cell series of games. | Image result for splinter cell crouching |
| **Date of presentation** |  | |
| **Teacher feedback on presentation** |  | |
| **Peer feedback** | **Suggestion 1:** By B Lee  I think that the idea of a pacifist as a main character is really novel and entertaining. It would bring a different angle to the traditional “run and gun” style genre. One suggestion would be the introduction of a peace grenade. This would be thrown at enemies and when it explodes, dove appear and all of the enemies within a certain radius are automatically drawn to the concept of peace and throw down their weapons. | **Suggestion 2:** By C Norris  Being able to run and crouch around the landscape will be fine but it would be really fun if the player could interact with vehicles to traverse the environment. This would be in the WW1 setting but could focus on alternatives to cars / tanks etc. by allowing the player to use bicycles to pedal around or jump on and off some trams. |