Artefact Concept and Vision

The artefact that the group envisions is a 2D platformer game with a cartoon art style, the player will control a female scientist with white hair that works in the research and development department of a company that produces energy drinks, the scientist has gone to a tropical jungle to find new ingredients in order to create new flavours of energy drinks. On her journey to find new ingredients, the scientist encounters various obstacles that she will have to surpass in order to continue.

The game will revolve around the scientist finding the ingredients, and when the obstacles are encountered, the scientist will use the aforementioned ingredients to make the energy drink that will grant her a power up (each ingredient has its own power up) and permit her to surpass the obstacle.

There will be six ingredients:

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| Ingredient (Colour) | Power up |
| Carrot (Orange) | Seeing in the dark |
| Blueberry (Blue) | Throw rocks |
| Apple (Red) | Invisibility |
| Banana (Yellow) | Super strength |
| Kiwi (Green) | Minimize |
| Grapes (Purple) | Jump higher |

Each of the ingredients, when made into an energy drink, will have an effect on the player:

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| Ingredient | Effect |
| Carrot | Gives the power to see in the dark, when the scientist enters a cave for example, she will be able to see everything just like normal |
| Blueberry | Gives the power to throw rocks, this could be used to break vines that are holding a tree from falling, making it a bridge for the player to cross over |
| Apple | Gives the power of invisibility, this could be used to sneak past a dangerous zone, for example, there is a jaguar in the way and the player becomes invisible to go past it |
| Banana | Gives the power of super strength, this could be used to destroy/move a rock that is blocking the way |
| Kiwi | Transforms the scientist into a mini version of herself, this could be used to go through small places. |
| Grapes | Gives the power to jump higher, this could be used to jump an obstacle, for example, there is a river, if the scientist tries to go through, she will get swept by the current. |

The white hair of the scientist will change colour accordingly whenever she consumes one of the energy drinks.

The motivation behind this project is to advertise the product that our client has tasked us to. Energy drinks are often described as a boost in a person's energy and productivity, so when we decided to make the artefact a game it was unanimous that the product, the energy drink, should be a power up that grants the player the ability to go above and beyond. The game will start with the player only being able to move left, right and jump but when an energy drink is consumed, the player will become more capable and will be able to go through obstacles that he couldn't before.

The game will feature a level system with stages. There will be two levels and in each there will be three stages, each stage will feature one of the ingredients and an obstacle that can only be surpassed when the ingredient found in that stage is converted into an energy drink and drank. The player will have three lives, when the player dies, he will respawn in the last checkpoint. If all three lives are lost the player will be sent back to the start of the level.