

# Game Design – Final Project Template

***This is a skeleton outline for a game design. Your design may be more than one page!***

## (Module 3) Working title:

*Title should communicate the gameplay and the style of the game*

Endless Blade

## (Module 3) Concept statement:

*The game in a tweet: one or two sentences at most that say what the game is and why it's fun.* Endless Blade is a 2d platformer that focuses on infinite waves of enemies that spawn an amount based on how long the player survives. The player relies on their sword and environment to evade, damage, and survive.

## (Module 3) Player experience and game POV:

*Who is the player? What is the setting? What is the fantasy the game grants the player? What emotions do you want the player to feel? What are the major phases of the player's experience in the game?* The player dropped into a forest that seems to have no end. The player tries his best to last as long as possible to hopefully make it out. Endless waves of enemies continuously spawn making it seem like this nightmare will never end. Hopefully the player is able to out smart the enemies hunting the player.

## (Module 3) Genre(s):

*Single genre is clearer and recommended for this class. Genre combinations are okay but can be RISKY.*

2D Platformer with Infinite Procedural Generation

## (Module 7) Visual/audio Style:

*What is the "look and feel" of the game? How does this support the desired player's experience?*

2D Pixel Art

## (Module 3) Platform(s) and primary technology:

*Platform as in PC or mobile? Primary tech as in Unity engine or Unreal Engine? For this class we will be targeting simple 2D PC games made with Unity 3D.*

The game will be a 2D PC game made with GoDot

## (Module 3) Schedule and scope

*This is for your final project so your total time to schedule is the next 4 weeks. Your final project will be made by you and should be a 30sec-60sec experience.*

## (Module 4) Game world fiction:

*Describe the game world and any narrative in player-relevant terms.*

The player seemingly wakes up in a forest not knowing how he got there. Now the player is trapped in a forest with enemies that never end.

### (Module 6) Objectives and Progression

*How does the player move through the game, literally and figuratively, from tutorial to end? What are their short term and long-term goals (explicit or implicit)? How do these support the game concept, style, and player-fantasy?*

The player can run and jump to evade. The player can also choose to attack with their sword to help slim the amount of enemies chasing them. The screen is locked onto the player as they run through an infinitely generating map. All of this helps present the feeling of danger and hopelessness of being able to escape.

### (Module 6) Interactivity

*UX sketch of player's actions in the game – **be specific**. What is the player doing moment-by-moment? How does the player move through the world? How does physics/combat/etc. work?*

The player can attack enemies. The player has a hitbox to detect if an enemy is being hit. Once an enemy is hit, the hitbox is turned off until the player attacks again. The player also detects if the enemy touches them, causing the player to be hurt.

### (Module 4) Internal structure

*"Nouns and verbs" – game objects, attributes, and behaviors: "spreadsheet specific". This includes locations/levels and their attributes, NPCs, special effects, and any object with internal state or function. sword, forest map (procedural generation), enemies (slowly increasing in amount that spawn, constantly tracking the player)*

### (Module 4) Core loops

*How do game objects and the player's actions form loops? By loops we mean what actions will the player be performing most often? E.g., jumping to grab coins. Why are your action loops engaging? How does this support game goal?*

Increasing amount of enemies that spawn, running, jumping, attacking, spawning enemies, generating new parts of the map based on predetermined made sections and unload parts that are no longer in view

These core loops allow for a constant sense of urgency to keep thinning the crowd of enemies to keep up with the new enemies that spawn. The infinite generation of the map and enemies give a sense of hopelessness. Not being able to get to an end.