Matchmaker

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Description

It’s just your typical high school dance...

Full of awkward and confused teenagers.

Play Cupid and shoot your arrows into matching pairs to help them find true love!

(Probably not...)

Match everyone by midnight when the dance ends, but be careful not to mis-fire or hit the obstacles!

Gameplay / Controls

Use the mouse to aim and click to shoot. Two rows of people are scrolling across the top of the screen, one of males and one of females. People of matching high school cliques are “compatible” with each other. Once your arrow passes through a female, if it also hits a male of the same type, they will fall in love and be cleared from the screen. The objective is to match all the couples and clear the screen while avoiding obstacles and making mis-matches. ...Think Bubble Shooter but with moving rows.

Win/Loss / Progression

The game is played until the end (with no loss condition), but it’s very possible to end with a negative score as the player loses points with every mis-match and every obstacle hit. A compatible match is worth 100 points, while different obstacles cost different penalties and have different amounts of damage points before they’re destroyed.

Subsequent rounds will speed up the targets’ movement and add more target types to make matches more difficult. There are four rounds to clear before the game is won.

Asset List

-Football player sprite

-Cheerleader sprite

-Goth (male and female)

-Nerds (male and female)

-Punks (male and female)

-Jocks (male and female)

-Band Players (male and female)

-Cupid sprite

-Arrow sprite

-Heart sprite

-Table sprites

-Balloon sprites

-Teacher sprite

-Score sprites

-Background image

-Menu

-Background music

-Shoot sound effect

-Hit sound effects (all variations)

-GameController script

-PlayerController script

-ShotController script

-Movement script

-TableHealth script

-OffscreenDestroy script

-Menu script

-Target script

Concept Art



