

Game Fleadh Project (Prototype Brief)

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Genre: Score-Attack, Roguelike, 2D

Description:

The goal of the game is to get your score as high as possible before the player either runs out of lives or fails to reach a score quota on time. The screen is split into two parts (the left side being the gameplay while the right-side being UI related stuff and important details about the current game session).

Gameplay: The player is able to earn points by destroying blocks on the gameplay screen with the ball that bounces around. The direction of the ball can be altered by the square in the middle of the gameplay screen which is controlled by the player. The larger box around the square the player controls is the area the player can move to, the player cannot leave the box. If the player does not interact with the ball after a set time has passed, the player will take damage as punishment and taking too much damage will result in a game over.

UI: The UI on the right will display the players remaining lives, the players collected items, the players score and the next quota with the time before expiration. The quota will always be higher than the players current score when picked and will be given a random time before it expires. The player must reach the quota score before the timer runs out or they lose. If the player reaches the quota in time, a new quota is set with the timer being reset and allows the player to visit the shop to buy new items. Over time, the quota will have larger jumps in between them and the timer will get shorter to add difficulty the longer the player survives for. Items will also be displayed on the right side as sprites to show the current items the player has in their run.

The Theme and Items: The theme being “**Start with Nothing**” will be accomplished by starting the player with no items and will slowly gain more and more items as the game continues but loses everything if the player gets a game over.

Items are the soul of the game allow the player to gain advantages for their run (can be adding more balls, adding more breakable blocks to gain points, size increase, multiplier modifiers etc), some items may also be negative or have drawbacks in order to balance them and give a risk vs reward style to them. Items can be earned through multiple ways; the main way is by purchasing items at the shop after reaching a quota. Buying items will cost the players points (by using points to buy items, it will make the next quota harder to achieve and will lower their current score, thus will make the player think if the purchase is worth it or not, short and long term).

This game would be suitable to program on any language or engine and external libraries are not required to complete. There is a video attached to the message this document was also sent by that shows a rough idea of how the game is supposed to look. Thanks for reading.