Games Fleadh Prototype Document

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Game Title : Bomb Runner

Genre : casual 2D arcade style game

Description:

      The user controls a Bomb character that moves on a grid in a single screen level. The goal is for the player to keep continiously moving and stepping on tiles to flip them over, when a set required amount of tiles have been flipped on then the player can exit the level and win the game. This fulfils the theme of "Start with nothing", as tiles have been flipped when the game starts.

      We want to reward the player by giving them bonuses for chaining the amount of tiles they have collected in a row without breaking certain requirements (Getting hit by an enemy, stopping for too long, slow down fuse speed, etc). These bonuses will be add to their score, making the user feel accomplished at playing. We can also give additional bonuses such as faster player speed or extra abilities. This score is also used for how the player exits the level, they will need to step on a certain amount of tiles before they can use the "Exit Door" object. We can adjust how high their score needs to be based on a difficulty selection prior to the game starting in the Main Menu.

      The main deterrent for the user will be a fuse that is attached to the Bomb player character. This fuse is always left behind the character as they move and will try and eventually reach the character's position. When the fuse touches the player, they will blow up and the user will lose the game. So the user must continuously keep moving. We will balance this accordingly since it's a casual game that lasts approximatly 1 minute.

      The goal is to cause tension and perceived risk for the player as the fuse gets closer and closer to them, however in reality it will rarely happen unless the player makes a mistake. One mistake that will endanger them causing the fuse to get closer is crossing over the fuse wire left behind. This will cause the fuse to become that triggered section of the fuse's array and then that said section becomes the fuse now, making it much closer to the player (This can be draw in a diagram to explain it better). A more skilled player can utilise the jump ability which they can gain from getting a bonus from a tile combo. This jump ability will allow them to jump over their own fuse line so it doesn't re-connect. They can also jump over enemies or gaps in the level to reach a hidden area to gain more bonue, items, etc.

      The enemies cannot hurt the player or give a game over, rather when they collide they simply stun the player for a short period of time, which will allow the fuse to catch up to the player causing tension, but rarely cause a game over.

      This game should be easy to pick up and play but have enough incentive and reward seeking to keep a user playing again and again. It can made in any chosen language/engine as it doesn't require external libraries or assets. Please see video attached for basic prototype of how this game would play. Thank you for reading!