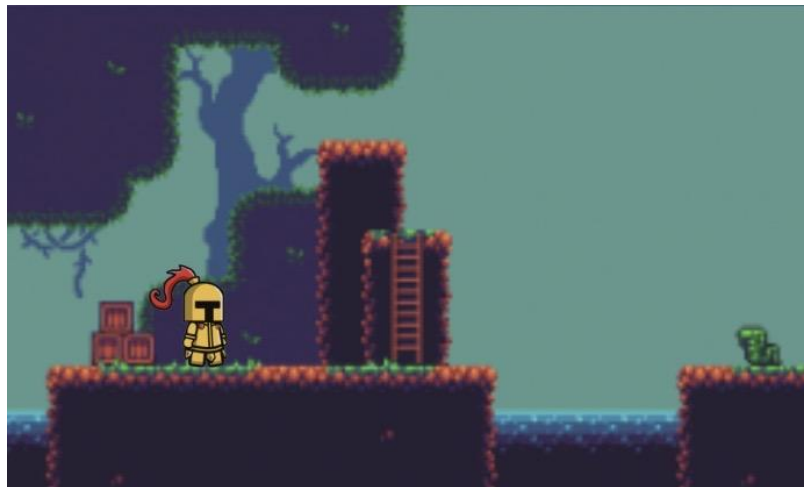


# Project One: Received Concept Document

Game: Till the End

Group: ARPA

Members: Ara Chung and Rupa Prajapati



## Overview

<b>GAME TITLE</b>	Till the End
<b>GAME GENRE</b>	Action, Adventure
<b>ESRB RATING</b>	Teens
<b>PLATFORM</b>	PC, Mobile
<b>MODE</b>	Single Player
<b>TEAM SIZE</b>	2 Members: Ara Chung and Rupa Prajapati
<b>GAME TYPE</b>	Platformer

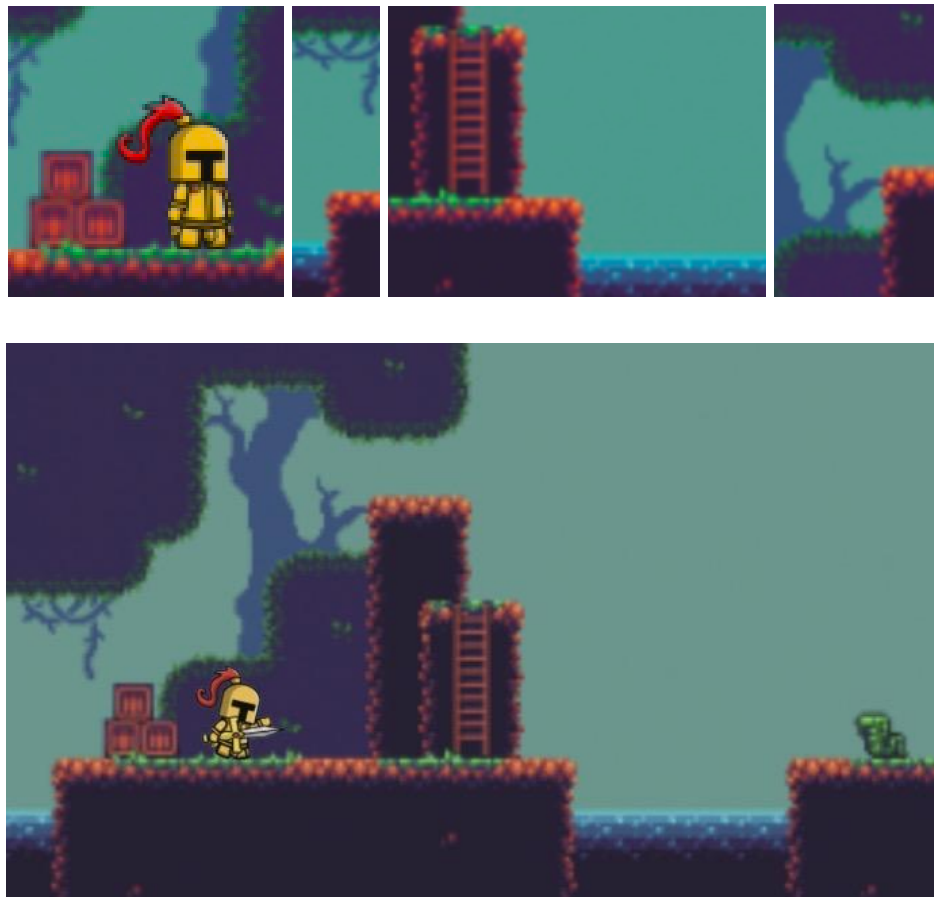
## Unique Trait

There will be a separate short level where the player will fight a room full of different types of enemies to complete the game. Vax needs to survive and go back to the days when he was able to enjoy his evening playing games after work without having to worry about monsters invading his house.

## Key Points

- It is a logical game that requires the player to fight deadly monsters..
- The Vax has a sword which it uses to annihilate the dead and find its way out of the deserted towns.

- The Vax goes around collecting medicine to improve health, which will help him to fight off the Bosses coming at the end of the level.
- The bosses and mini viruses of the game are MutantSneeze, Giant coughMaster, FuriousFever, WeakMuscles, Humongous headache and bleedingBlisters. Not all will be used but these are our options.
- Vax goes up to 2 levels as of now but we are certain that the latest level would come soon with more upgrades and features to kill zombies and defeat bosses so stay tuned.
- Player can see the minimap of the complete level that will give him a heads up on incoming enemies and danger.



## **Biographies of the Team**

Ara Chung: Ara Chung received her Bachelors of Computer Science degree in University of North Carolina at Charlotte in May of 2020. During her undergraduate years she learned to work in a group and lead through project collaboration and being the Teacher Assistant of Computer Architecture. As of January of 2021, she is pursuing her Masters of Computer Science, with a concentration in AI, Robotics, and Gaming. Ara is also a full time Software Engineer Sr. Analyst. She has launched two games so far. Through this experience, she plans to collaborate to design Pandemic Warrior. She enjoys the process of transforming code into an experience for the users.

Rupa Prajapati : Rupa Prajapati received her Bachelors of Computer Science degree with a concentration in Machine Learning and Algorithms from Mumbai University. She has more than three years of work experience in Web designing and Game development domain. She is keen to troubleshoot and debug the code, this enables her to delve deeper into programming and logic implementation. She has worked on 2D Java mobile and platform games in the past, mostly dealing with backend programming and level designing which helped her to gain a good understanding of physics engine, tilemaps, polygon map, Box2D and blenders. To explore the depth she has taken the MS course and specialising in AI in Games and Robotics. Lastly, She believes learning and developing is fun, when done collaboratively.

## **Description**

The main character in our game will be a civilian named Vax. His only wish is to enjoy a peaceful afternoon playing 'Till the End', however the monsters keep invading the town. Vax cant wait any long for the government to send helpers, so he decided to take the matters into his own hand. Vax must survive and get rid of all the monsters to go back to his once peaceful lifestyle.

The end goal of our game will be to kill all the enemies and go back to enjoying a peaceful life. Vax must not die from the monster attacks by either avoiding them or killing them (not all monsters will be avoidable), and to proceed to the next level. The player can interact in two main ways, attacking or by avoiding them if possible. Monsters will have the option to attack and kill Vax. If the player kills the monster, they will gain points and if monsters attack the players will be injured. However, throughout the game the players can find medicine to recover.

Currently we have 2 levels although these are subject to expansion. The first will introduce the story and game mechanics at an easy level such as getting to the next level while fighting a few monsters.

The last level the player will fight weaker monsters until it gets near the ending. Once the player is near the end, a stronger boss will be featured. The player must battle through and survive in order to get to win, allowing the game to end.

The target audience are teens who are able to process violence. The game is for players who enjoy adventure and fighting monsters.

## Artwork

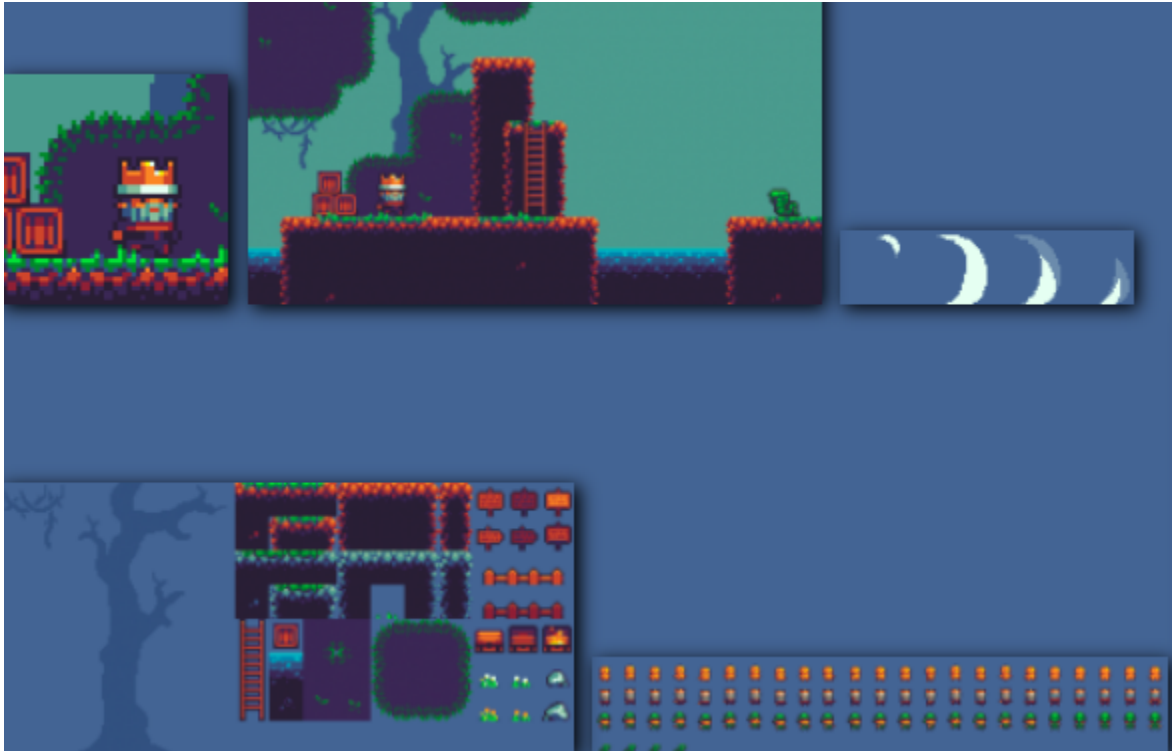
All the link has the license information, one can get the details of the license through the URL provided.

Main Character: Vax



<https://opengameart.org/content/golden-knight-character-sprite>

## Landscape



<https://opengameart.org/content/a-platformer-in-the-forest>

Monster: Vax will be fighting these monsters





<https://opengameart.org/content/platform-pixel-art-assets>

#### Boss Worm(.png)

The Boss Worm character is from Snowball's Chance E2. Here's a [list of details](#), and here's a [link to a zip containing this plus more](#).



Just to clarify, any of the art assets(sprites sheets, animations, tiles sets) I put up for display on here are free to be used commercially, just give me proper credit if you use them. If you have any questions or concerns, shoot me a mail at [backyardninja@dumbmanex.com](mailto:backyardninja@dumbmanex.com)

[backyardninja@dumbmanex.com](mailto:backyardninja@dumbmanex.com)

[http://www.dumbmanex.com/bynd\\_freestuff.html](http://www.dumbmanex.com/bynd_freestuff.html)



Music and Sound: all the link has the license information, one can get the details of the license through the URL provided.

Background: <https://opengameart.org/content/a-battle-theme-165-bpm>

Explosion: [Die for the Empire Sound Effects \(lasers, bombs, explosions, bullets\)](#)

Sword: [20 Sword Sound Effects \(Attacks and Clashes\)](#)

Battle sound : [Battle Sound Effects](#)

Jumping : [Jump Landing](#)

powerUps: [Power Up, Level Up #beansjam](#)

Winning : [Won! \(Orchestral winning jingle\)](#)

Losing : [RPG Title Screen Music Pack](#)