

GAME ENGINES

Task 1: Minigame 1 proposal

BONK! The Evil

GAME SUMMARY:

You have to knock out 3 types of monsters while standing on the assembly line.

GAME MECHANICS:

The player is going to be a man known as Onion-Man who has a human body but has his head as an onion. (His arm is the only thing that the player can make it move).

If the player hits the 3 types of monsters, you get points. If the player hit, 3 types of food products (butter, egg and loaf of bread) that are also in the assembly line, the player loses and has to start the game all over again.

MUSIC/SOUNDS:

The intro music for the game menu has to be upbeat. When the 3 types of monsters get hit by Onion-Man's hammer, they will have a sound effect by using my own voice with audio recording.

ART STYLE:

The art style is going to be black and white and a simple cartoon art style.

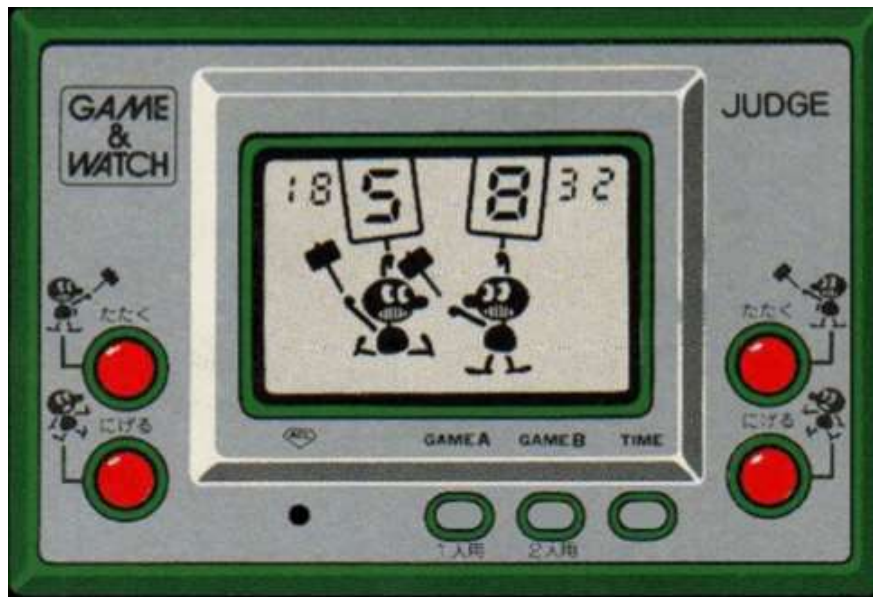


Catarina Armour from
Dark Souls (2011)



Fire Attack ((1982)

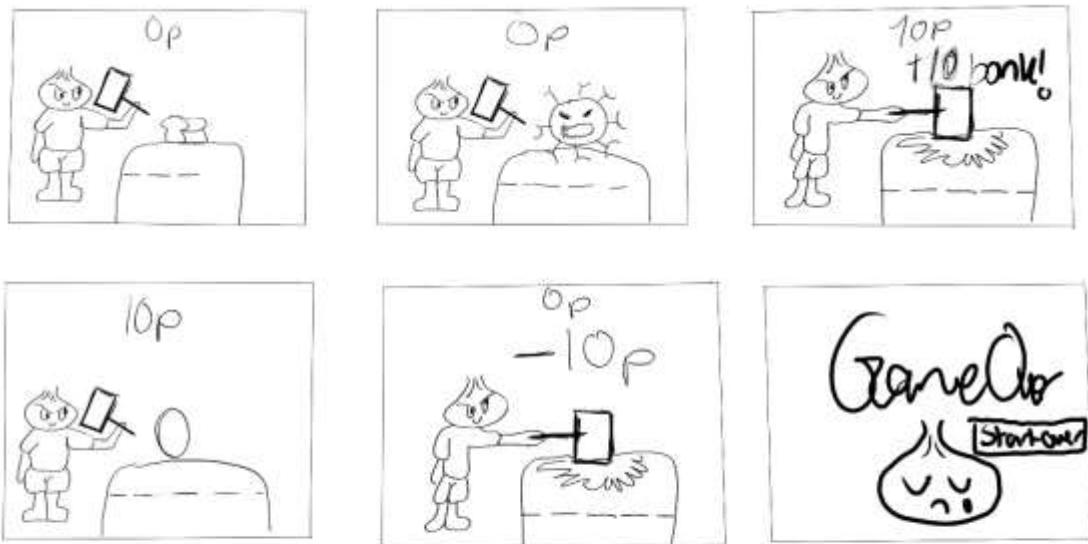
Nintendo Game&Watch



Judge (1980)

Nintendo Game&Watch

STORYBOARD OF THE GAME:



Bonk! The Evil

CRC CARDS (CLASS RESPONSABILITY COLLABORATOR):

<u>HAMMER</u>	
Add points +10	Hitting the Monsters
Decrease points	Hitting the food products

ONION-MAN

Hits Monsters	Gains +10 points and if it hits all 3 of them you win.
Hits food products	Game Over.

POINTS

Points count	+10 of each 3 monsters. You win if you hit all of them.
Point decreases	Minus how many points you've gained and loses.

POINTS

Points count +10 of each
3 monster. You
win if you
hit all of them

Points decreases Minus how
many points
you've gained
& loses.

ONION-MAN

Hit Monsters Gain +10
points & if it
hits all 3 of them
you win

Hit food products. GAME OVER

HAMMER

Add point +10 Hitting Monsters

Decrease points. Hitting food
products

GANTT CHART

