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| CybeR HAVEN  James Floyd, Nguyen Ngoc Minh Trieu, Maro Shantelle, Sanjurjo, Kyra Bryana Durrant | Abstract  In the high-tech cyberpunk rooftops of Control City, a little penguin named Cyrus goes on a parkour adventure. |

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# Executive Summary

In the high-tech cyberpunk rooftops of Control City, a little penguin named Cyrus goes on a parkour adventure. With the world on the brink of collapse due to climate change, he must navigate the cityscape to reach the space station and fly to Mars, for a chance at a new life. This game offers a unique blend of a cute penguin protagonist in a dark destructed cyberpunk setting, combining an adorable adventure with hard survival.

# Overview

The game is set in a futuristic cyberpunk city where players must help the protagonist, Cyrus, jump around a cyber city full of danger. The game is a mix of the 2-dimensional *Super Mario Bros* games, but with a darker, future of games like *Cyberpunk 2077*.

- Mechanics: Cyrus has certain special abilities, like his **Belly Slide**, which works very familiar to the penguin suit seen in New Super Mario Bros Wii, and this ability allows him to slide under obstacles, or small areas which have secrets to collect. He also has a **Hover Glide**, letting him hover over platforms and allow for precise landings.

- Levels: Each level is designed to test the player’s skills to master Cyrus’ movement. Each level will get harder and harder until the final level.

For example, here is a concept photo for the tutorial stage of the game, known as “Tutorial: A City Under the Stars”.



1: Concept art for the tutorial stage of Cyber Haven.

Below is a rough concept of what each level will look like.

1. **Tutorial Level: A City Under the Stars:** Imagine the image above but with more detail. The city is having its last moment before destruction. Cyrus platforms over neon-buildings with windows and some very simple platforms. Nothing too complicated, just a standard tutorial level.
2. **Level 1: Shattered Neon Dreams:** Imagine the background city starting to fall apart, buildings are starting to fall down, and the lights are less bright. Cyrus has to do more complex, but still simple, platforming over some buildings, that are still *roughly* intact. A few cracks here and there but for the main part, the foreground buildings are still safe for Cyrus to jump on.
3. **Level 2: The City’s Final Stand:** Imagine the level to be more complex with fallen buildings, hole and cracks in the platforms, and so much more. This level has a much more complex difficulty then the others. It needs to be darker, as by now all the city lights have been shut off leading to the atmosphere of the level to be darker, and it’s slightly harder to see. This level will also introduce robots that hurt the player if they run into them.
4. **Final Level, Part 1: One Last Leap:** By far the longest level so far, imagine this level to be completely destroyed by now. The end of the world is here and Cyrus has to platform to safety to be able to be safe at last. This final challenge is a true test of the players skills and have some of the most complicated platforming by far. Many robots will be after Cyrus, and this level ends when he reaches the space station entrance at the end of the level.
5. **Final Level, Part 2: Safety Among the Stars:** This is the true final challenge. This is a final platforming which is inside a giant space station which will lead him to a rocket which will allow him to reach Mars. He must jump and fight his way to the rocket in order to win, dogging newly buffed robots. Once he makes it inside the rocket, the credits will play.

# Related Games

Cyber Haven is extremely similar to *New Super Mario Bros Wii*, which was a game released by Nintendo in 2009 for the Wii. The reason why we chose to take inspiration from this game was as many people agree it is one of the best 2D platformers released, and by far the best game in the *New Super Mario Bros.* Series. It has a 87 on meta-score and has many positive reviews, like:  
  
“New Super Mario Bros. Wii brings all of the classic fun from past Super Mario Bros. releases together in one amazing greatest hits-style gameplay experience and does so in a way that only Nintendo themselves can do. If you only buy one game for your Wii console for the rest of your life, make sure it's this one.”

-Nintendo Life

We took inspiration for Cyrus’ **Belly Slide** ability from this game as well. The game has a “Penguin Suit” which has a belly slide ability similar to the one used in Cyber Haven. In that game, it’s use to gain speed although in our game its used to go to secret areas.



2: An image of the penguin suit in New Super Mario Bros. Wii.

The game takes also many bit’s of inspiration from the story game *Stray* which was released in 2022 by BlueTwelve Studio on Steam, and was later brough to consoles during Christmas 2023. Our game takes a lot of inspiration from Stray due to its atmosphere and design, and slight inspiration of its level design. Many of the designs for the buildings and billboards take inspiration from the area’s seen in Stray.



3: A photo of the Cyberpunk streets of Stray.

We also took inspiration from Stray with its unique use of a animal character. The game uses a cat as its main character and that gave us the unique idea to instead of making Cyrus a woman, making her a penguin.



4: The main character in Stray, who is a cat named Murtaugh.

# Player Composites

"Kyle Witherson, 17, full-time student, single. Graduate of Villa-Maria. Plays video games once in a while with his friends. On weekends, he likes to explores the outdoors with his family. The main games he plays are mostly platformer games like Sonic and Donkey Kong. He watches tennis one day a week. Favorite movies are Tarzan and Jumanji. His favorite drink is Coke."

"Karen Hopkins, 35, principal at Hillcrest Academy, married and has 3 kids. Graduate of Concordia University. She wants to be trendy, learning about the video games her students are playing. She watches her kids play different platformer games like Hollow knight and Celeste. On weekends she watches her son play hockey and her daughter figure skate. Favorite movies are The Matrix and Swat. Her favorite drink is Root Beer."

"Aiden Joseph, 27, full-time student at McGill University, in a relationship. Graduate of Dawson. He’s currently studying to get his Bachelor of Computer Science (BCompSc). He enjoys making and playing games. He plays platformer games like Super Mario Bros. On weekends, he watches his favorite basketball team, The Dallas Mavericks, play. His favorite tv shows are The Flash and The Amazing Race. His favorite drink is Sprite"

# Game World

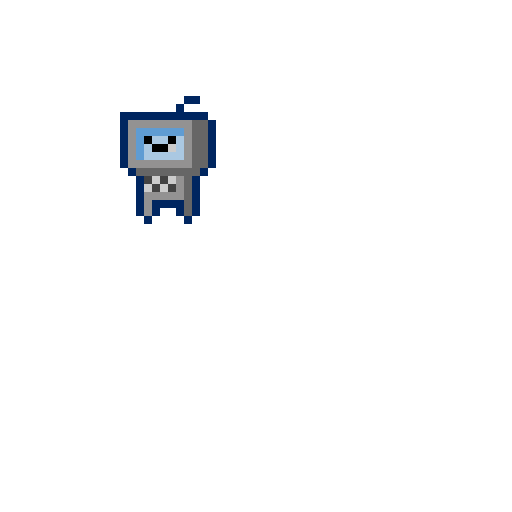
# Game Characters

The main protagonist in *Cyber Haven* is the little penguin, Cyrus. Despite his cute and bubbly appearance, Cyrus is adventurous, always ending up in places he shouldn’t be. While out on a run, the weather suddenly becomes horrible. A tornado appears and sucks him up, bringing him on a rooftop in a place called Control City. Cyrus’ main goal is to escape the rooftops and travel to a Mars however, this is not going to be an easy task, as there are enemies trying to kill him. Will he be able to complete this goal?



5: The sprite of Cyrus.

The main enemy in *Cyber Haven* is a robot. When you reach level 2, you will see this robot appear, trying to eliminate Cyrus. He comes the main enemy until you reach Final Level (Part 2): *Safety Among The Stars*.



: The enemy robot seen in certain levels of Cyber Haven.

Once you reach the second part of final level robot red screen come back later

# Controls

# Art Direction:

The art direction used in Cyber Haven is a classic pixel art inspired styled. The backgrounds are created by artificial intelligence, and everything done in the foreground is made up of simple pixel art we created.