420-141-VA Game Programming 1 Vanier College

**Team Members**: James Floyd, Nguyen Ngoc Minh Trieu, Maro Shantelle Sanjurjo, Kyra Bryana Durrant

**Title:** Cyber Haven

**Tag line:** “Fly, run, escape, before it’s too late!”

**Genre :** Platformer, 8-Bit

**Target :** E10+

# Goal: It’s 2106, and the world is over. It’s up to you to help Cyrus climb the destroyed cyber city, head to the space station, and fly to Mars to survive the end of the world.

*Draft of Box Art*

**Plays like** Super Mario Bros. (2D and 3D Games) meets Cyberpunk 2077.

**Core Game Mechanics:**

1. **Belly Slide:** Cyrus is able to belly slide on his stomach to go underneath smaller areas.
2. **Hover Glide**: Cyrus can hover briefly after jumping, allowing for precision landings on small platforms.

# Related Games (Optional, remove section if you don’t use it)

* Title: Super Mario Bros Wii.
* Publisher: Nintendo
* Genre: Platformer
* Platform: Wii
* Year: 2009

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# Game Project Summary

Control City is on the verge of collapse in the year 2106. Years of global warming have put the world into destruction, and the city streets are in chaos with danger at every corner.

You play as an innocent little penguin, racing against the clock to escape this dying metropolis. Your goal? Reach the space station that will launch you to Mars, where you have a chance at a better life.

Navigate through a cyberpunk landscape filled with unique challenges. Fly, run, and escape your way to safety. Can you secure your future before it all falls apart?

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## Supporting Screenshot / Drawings / Collage for Worlds / Levels / Characters / Game Items