



The Sitting Ducks

Cameron Deering
Producer

Anthony Frock
Designer

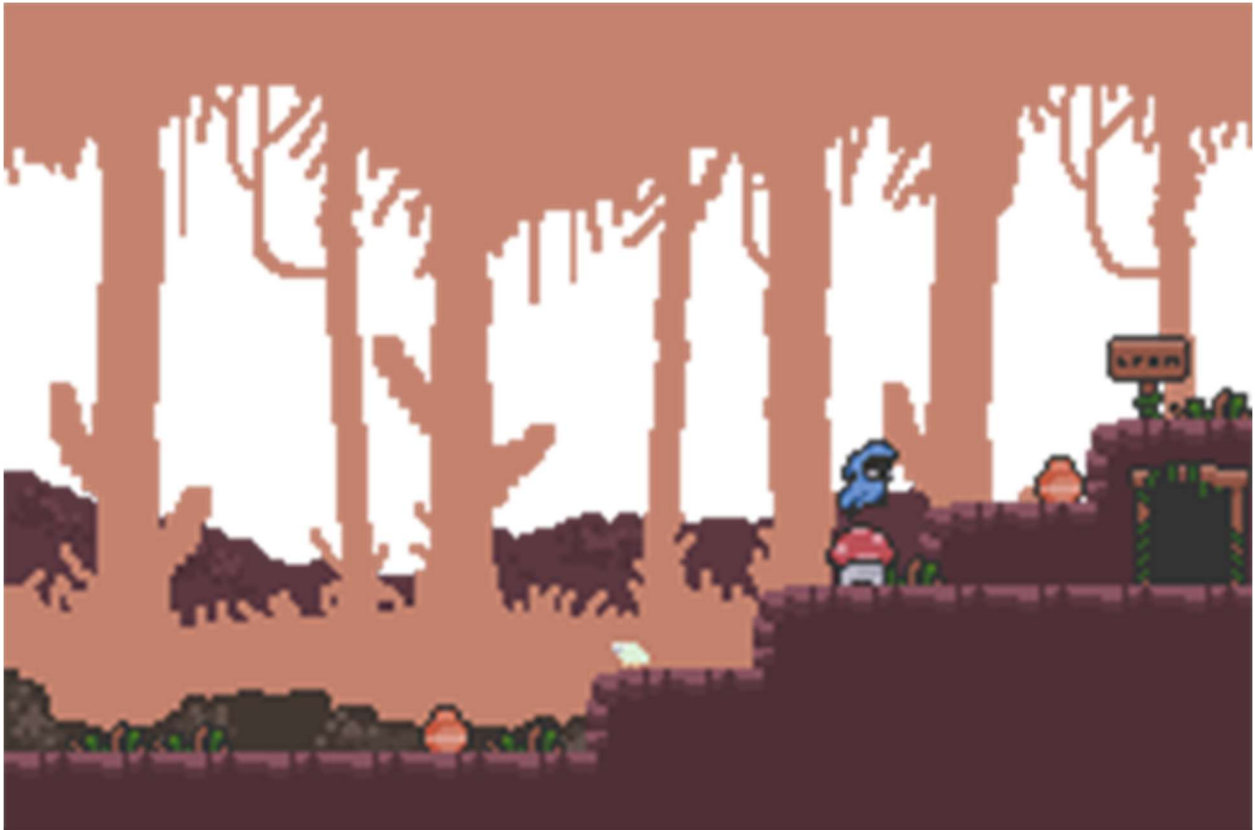
Marco Busselli
Programmer

The Collector

Genre	Platform	Team Size
Platformer	PC	3

Key Points

- A light-hearted 8-bit platformer
- Solo ninja in a world trying to make it to the final level
- Fight monsters while collecting coins to unlock the next area
- Do not let your hearts drop to zero or you die and lose a life. If your lives drop to zero you lose and must restart
- Find hidden hearts and special items for extra health and lives throughout each level
- Watch out for traps hiding around the level or risk losing health or dying



The Sitting Ducks

Cameron Deering – Producer

I have been playing video games for almost my whole life. So, I have a good idea on what makes a game enjoyable and what does not. I have played many games like the one we are working on and I plan to make sure to only include the best from this genre of game. I will be able to design wonderful and intricate levels for our game. I am looking forward to working on this game and creating something amazing.

As the producer of the project I have been keeping a solid track of our current status and have many plans in progress moving forward. I have been making sure we stick to our weekly meetings to ensure smooth progress. My video game background is second only to my dedication to this project and making a wonderful game.

Anthony Frock – Designer

I have a unique experience compared to my team members. I spent 8 years in the Air Force before coming to college so I can offer different perspectives and ideas for the project. Before all that I've also played video games as long as I was able to. I'll never forget that my very first hand held system was the SEGA Game Gear. I have grown up with the constantly evolving game design world from the old school 8-bit games to virtual reality today.

The design aspect of the game does fall on the shoulders of all of us in The Sitting Ducks but I have been keen on the specifics of the design. My military experience has taught me how to be very detail oriented so nothing seems too small when it comes to the design of our game. I want to create an experience for others that is reminiscent of my own.

Marco Busselli – Programmer

I would always image up game stories and gameplay mechanics when I was a kid. Entering Highschool, I would join a special program called the Game Art and Design Academy where I would participate in classes that would teach the basics of game design and gave me access to programming classes that would inspire me to program professionally.

In the Academy GameMaker was one of the programs used to teach me programing since the drag and drop feature was intuitive. It wasn't long before I discovered GML and begin to teach myself to create my own simple games fully in GML. Being able to bring my past GameMaker experience into focus for us will definitely give a solid backbone to our game.

The Collector: Description

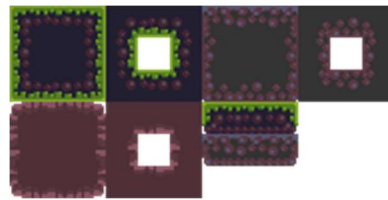
You are Vaccinium The Ninja. The Warrior. The Collector. You were once an expensive assassin capable of taking on the toughest of targets. While you are no longer being hired by others as a contract killer, you never lost the greed for money and the bloodlust of the kill. You have traveled far and wide before coming across Divitiae Terra. An area of the world filled with money and riches but protected by violent monsters. What better way to satiate both desires!

Your goal is a simple one, in theory. You want to make it to the final level to collect the rarest treasure of them all, a ruby. However, you cannot progress through each level without collecting enough coins. While traversing the platforms and searching for coins, you must face off against monsters that only have one thought. Attack! You will fight against enemies such as flies, worms, slimes, mushrooms and even goblins. Be wary because you don't truly know what you'll face in the final level near the ruby. There is a reason it has yet to be collected.

Each level will offer ways to restore health as well as gain lives because if you run out of both you lose and must restart. You must have a keen eye and sharp reactions if you want to survive. I want you to keep in mind you must not only keep an eye on the monsters, but you must watch out for traps designed to keep out coin collectors like yourself. Using the keyboard, you will traverse the levels dodging traps, fighting monsters, and collecting beautiful coins.

This game is designed to just be a fun hack and slash platformer. Barring minor violence against the monsters in your way, the world is set to be quite enjoyable for teens and up. I'm quite sure any absent-minded professor would enjoy some relaxing monster killing and coin collecting too.

Artwork ❤️❤️❤️❤️



Licensing

Bundle Pack of Resources

- Bundle for Racial Justice and Equality (<https://itch.io/b/520/bundle-for-racial-justice-and-equality>)

Specific Resource from Bundle

- PIXEL ART METROIDVANIA ASSET PACK (<https://o-lobster.itch.io/platformmetroidvania-pixel-art-asset-pack>)
- Author & Website: o_lobster (<https://o-lobster.itch.io/>)
- Author authorization: "DON'T RE-SELL THIS PACK! But you can download and use on a commercial game (put a link on the comment). If you want to credit me, just put: o_lobster or my link page"