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March 28th, 2024

EXCI 263

Final Project: Proposal and Prototype

For my final project, I would like to add onto my previous jam “Game Engine”. I really like the idea of making a strategy game, and my game jam prototype is headed in that direction. I plan on fixing its current bugs and adding more features to it, in order to make it more challenging.

My final vision for my game is to make a 2D platformer game with two playable characters. This will be a single player game, but the player must switch between characters in order to complete the game. The character #1 will be a blob in the colour black, and character #2 will be a white blob. For the character that is currently being played, the background will be its opposite colour with some platform visible. When the characters switch, so does the background colour, revealing new platforms and hiding the previous ones (this is already done in my prototype). The goal is to retrieve the scattered water droplets. I would like a bucket displayed on the side, filling up as each droplet is collected. To navigate, the player must alternate between characters to fully envision the platform. To make this game more challenging, I’ll have one droplet displayed at a time and on a timer before it changes locations. Regarding the artistic vision, I will stick with the simple/cute pixel design I had originally drawn.

Firstly, I will debug the collisions. I have not been able to have the players collide with the ground nor the platforms so this is something I will need help with. They simply fall through, making the game unplayable. I will continue coding my game using Phaser 3, so that in itself is a

big challenge for me as I struggled with the prototype. Secondly, I love storylines so I will include one on the introduction page, and make at least two different ending screens. This will explain why the blobs are trying to get water droplets. To tie my game together, I believe it needs sound design. For example; short water drop sound effect when a droplet is collected, a soft cartoon spring noise when a player jumps, soft and playful background music. If I have extra time, I would like to make my game even more challenging by removing the ground and replacing it with something the player must avoid touching (maybe something like lava?). I also saw on Phaser that it is possible to make a character turn to the direction they are moving, so that would be a nice detail to add as well.

Prototype:

The link to my project code:

<https://github.com/alyssa32/cart263/tree/main/project/final-project>

The link to my project on the web:

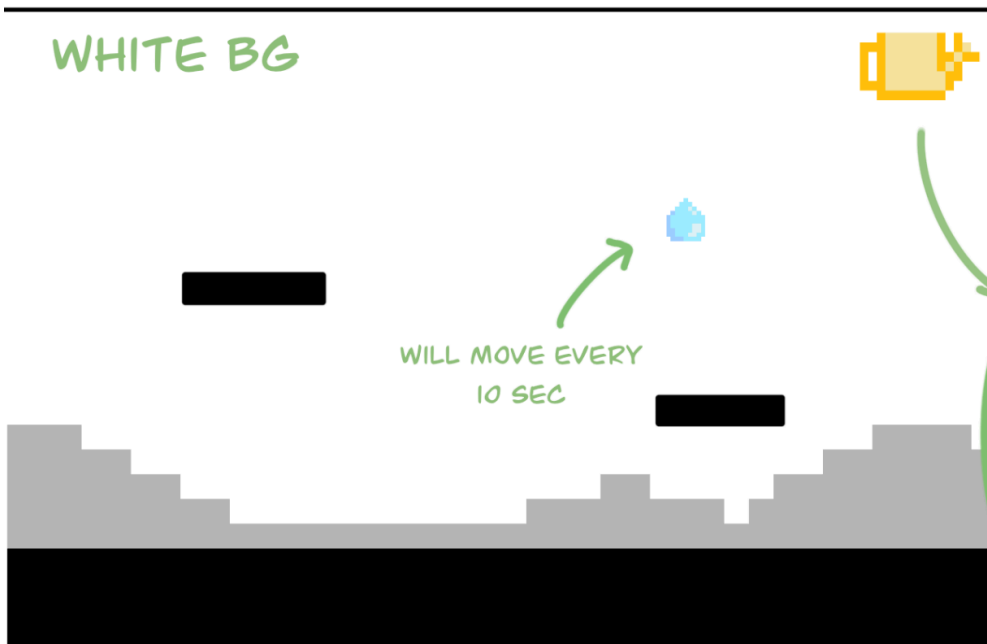
<https://alyssa32.github.io/cart263/project/final-project/>

Visual Sketch:

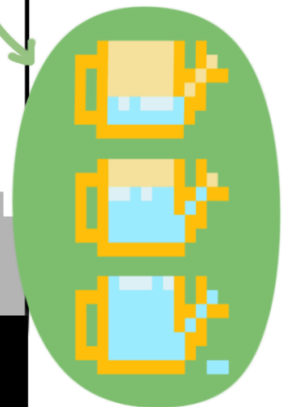
CHARACTERS



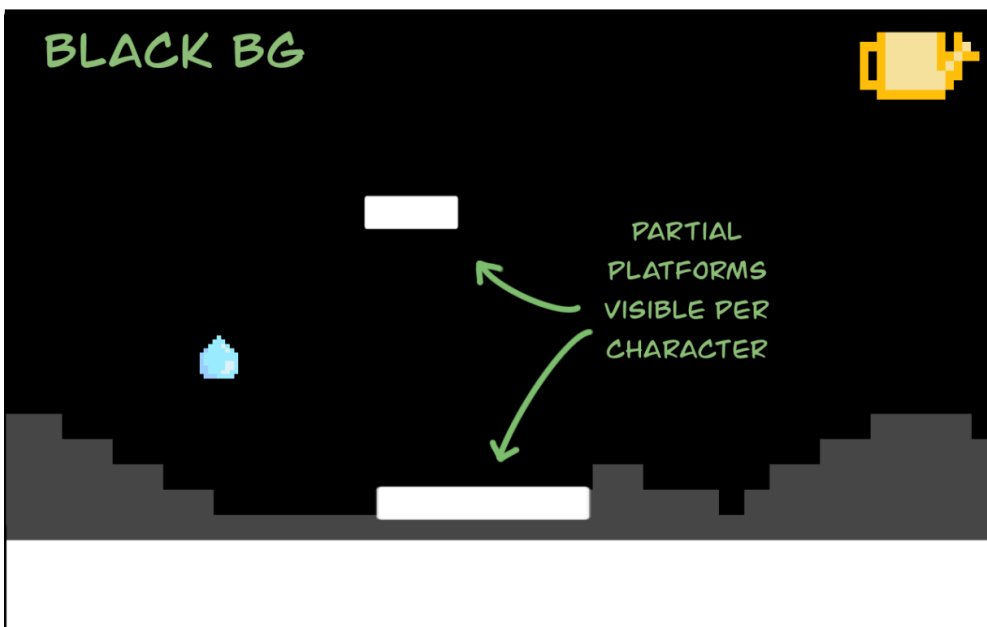
WHITE BG



WATERING CAN
WILL FILL



BLACK BG



PARTIAL
PLATFORMS
VISIBLE PER
CHARACTER