Part 1: Ideation

1. Describe the overall idea behind your game:

Vipor's Annihilation is a game that involves the main character, Vipor the dragon, who goes around reigning terror on villages and castles. Vipor will be confronted by different types of knights who aim to slay Vipor, while moving through villages. Vipor will be able to utilize different powerups that will make him breathe fire and pick up armor to protect him from the knight's projectiles and melee attacks. The final boss will be Dak, the Ogre. Dak has a vendetta against Vipor from a previous engagement.

2. Cite three references for your game and describe the influence they will have on your game concept. Support your descriptions with visuals.

Dig Dug is a game I played a lot during my childhood. The main thing about this game I would design in my own game would be the way the main character shoots out his projectile to pump up the monsters with air. Instead of a pump, Vipor would use his fire breath ability to interact with the knights and other "enemies".

Although "Enter the Gungeon" is a two-player co-op game I would not implement that aspect in my own. The elements that I would use to construct my own game is the side-to-side areas to enter to and from, as well as if I can add the fire projectile element that one of the characters is using above.

Call of Duty: Dead Ops Arcade Zombies is a game that introduces waves on waves of enemies depending how long you have been surviving. This would be the same with my game, having waves of knights coming to "slay" you. While having Vipor using his claws and teeth to eliminate the threats.

3. Create at least 3 characters for your game using reference images and sketching as necessary.
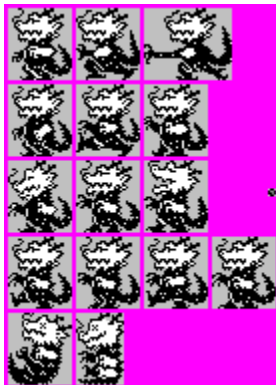
[Supervision - Journey to the West - Dragon King (Wansheng Dragon King) - The Spriters Resource (spriters-resource.com)](#)
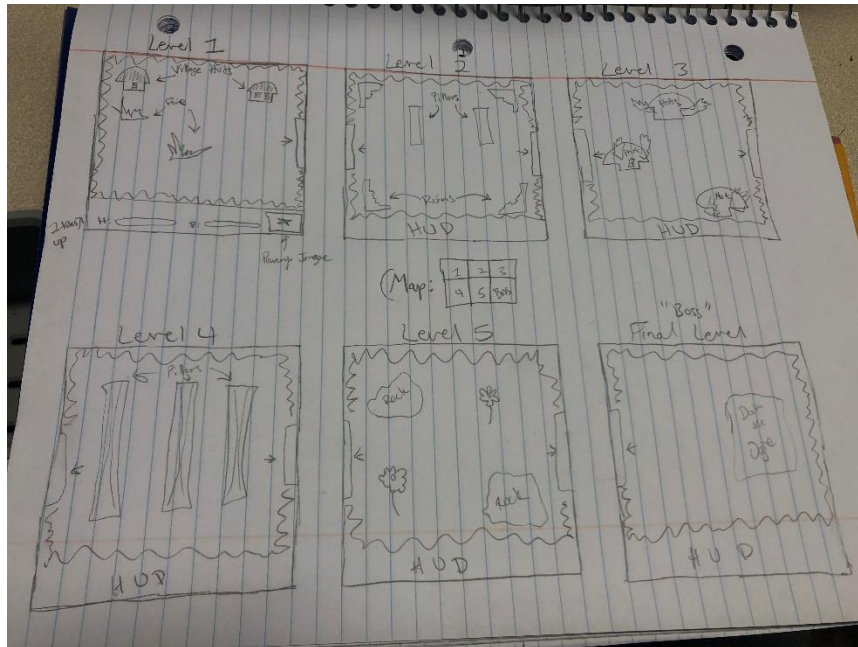
[PC / Computer - Shovel Knight: Treasure Trove - Knight - The Spriters Resource (spriters-](#)

[PlayStation - Tales of Eternia - Beast Ogre - The Spriters Resource (spriters-resource.com)](#)

4. Create at least 6 playing areas for your game and include the scans below. You can use the level designer template here to help: GamePad Level Template

4. Describe the controls that will help the user interact with the game (the GamePad includes 1 analog joystick and 4 push button controls)

Controller Interactions	
Joystick X	Move up on screen
Joystick Y	Move down on screen
Button 1	Claw enemies
Button 2	Open next door/pick up item
Button 3	Uses Power-up
Button 4	Change through power-ups