AGS GROUP 3 PROJECT  
  
Game Name  
SpeedTimeUnlockThingy S.T.U.T.

Abstract  
The game is an Audiosurf clone with the 9 circles of Christian hell as seen in Dante’s inferno instead of music with Wipeout influences. The player starts in Limbo, the highest level of hell, and descends to the lowest levels of hell.   
  
Game play style

* Audiosurf to collect objects corresponding to the level.
* Objects allow you to proceed to next part of level
* Correct object is displayed on the floor, level specific gateway/level specific items etc.
* “Sin gauge mechanic” player has to collect a number of level specific items to be deemed sinful enough to progress down the circles of hell.
* Points are deducted for collecting wrong item.
* More points are gained the more you collect the correct object.
* Constantly moving forwards along 3 lanes.
* Level based with padding between levels/pause at start of level to give player a short break
* Fail states is failure to collect the correct item to proceed to next chunk, 3 lives to do so

pass state is to continue through the levels

* There are 9 levels.

Level design

Each level with be increasingly difficult and longer than the last to provide a more challenging experience as the game progresses. The length increase of each level is also to compensate the player’s speed increasing as the game progresses. Each level will have a distinct look to match the level of hell that level represents. The items that the player collects/avoids are relevant to the level of hell. Each level of hell will be discussed in further detail. Style of levels goes from cartoony style in the vein of fable/medieval/borderlands to more serious such as dead space/god of war/Dante’s inferno.

Limbo

Limbo represents the unbelievers, unbaptized and virtuous (nice) pagans.

Item to collect: Pagan iconography? Dead souls?

Item to avoid: Christian iconography

Look: (tbc..)

Lust

Souls are blown in a violent storm/tornado because of their debaucherous ways. Giant stripper legs statue (see Talos at Rhodes).

Item to collect: “Distasteful items”, Natural Aphrodisiacs (tb researched)? Whip?

Item to avoid: Chastity belts?

Look: (tbc..) Think red light district and BREAST MOUNTAIN.

Gluttony

File, freezing slush. Obesity. AMERICA.

Item to collect: Fast-food.

Item to avoid: Healthy foods.

Look: (tbc..) Fast food chains,

Greed

Great heavy weights being pushed. Cheap people. Banks.

Item to collect: Money/gold bars

Item to avoid: Buskers? Charity boxes/bins

Look: (tbc..)

Wrath

Fighting pits under the river styx.

Item to collect: Mixed Martial Arts gear.

Item to avoid: White flags?

Look: (tbc..)

Heresy

Flaming tombs of wickedness!

Item to collect: Burning Christian gear

Item to avoid: Burning pagan gear

Look: (tbc..)

Violence

Vandalism, suicide

Item to collect: Noose, Molotov cocktails, spray paint

Item to avoid: Smiley faces/bunnies/rainbows and cleaning supplies

Look: (tbc..)

Fraud

Politicians.

Item to collect: Political party logos.

Item to avoid: Wikileaks logo, Anonymous? APPLE LOGO

Look: (tbc..) London

Treachery

Betrayers of personal relationships.

Item to collect: Famous adulters,

Item to avoid: SUPERINJUNCTIONS

Look: (tbc..)

Object design  
Can be done as if 2D, fixed viewpoint means you only have to do one side and texture one side, this makes things very easy, game requires speed of reaction and skill of player so big complicated objects will slow the game down creating frustration at the game, so small basic objects that look very good are important.  
Objects to collide into, do shapes need to be different?

Lanes, do they need obvious 3d models or just texture.

Track as a model or plane with texture

Outside of track objects, planer textures or 3d models.

Character design - TBC  
Each game design student will design a player character to show off their skills in 3d modelling.

Complete freedom of creativity, make it whatever you want.  
  
Sound Design- TBC

Originally, a three minute song was requested with increasing tempo to match the increase of speed from level to level. However, after reviewing this, a one minute song with varying tempo would work.

Research into possible procedurally generated music is needed, which would then be called along with the level section within the game.

Recording individual instruments will be needed so that the tempo can increase with each instrument individually, and by adding more instruments create a more "hectic" sense.