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**Title/Acronym**

Hypnos

**Overview of the defined system. What is the purpose of the system. What are the main features it will provide to the user.**

Hypnos is a platformer game, where the user controls one main character. We are designing a game that is supposed to provide entertainment to the users. The player tries to survive obstacles and enemies while running (the screen scrolls on the x axis). The player starts with one life, but can move up/down while running to collect companions (up to five companions at a time) - these companions can be used as special powers to help defeat enemies or get rid of the obstacles. After a certain running distance, the player faces a boss level (the screen stops scrolling) where they must survive for a set amount of time before defeating the level and proceeding (back to running/screen scrolling). A high score is kept of the longest running distance the player stays alive.

**Stakeholders.**

* 308 project group
* Davide Falessi (Advisor)
* Customers (Gamers)

**Operational settings (where is this supposed to work).**

Hypnos should work on all standard computers that are compatible with Java.

**Related systems (at least 2). How does it differ from them, what are the pros and cons.**

**Yoshi’s Island** - the two are similar in that collected “items” follow the player and can be used for the player’s survival. However the two differ in that each of the “companions” that follow the player in Hypnos have specific, unique effects and can potentially alter game mechanics. The pro is that this feature allows for a more dynamic gameplay environment. However, this requires that the user remember and be mindful of all the effects associated with each companion and may also result in the game screen being “too busy.”

**Touhou** - In the boss fights the player has to avoid the projectiles fired just like in Hypnos but the way that it differs is that we do not defeat the boss but try to survive as long as possible. The pros is that it requires the user to think about how to survive throughout the time limit. The con is that some users might not like the time component depending on how long the user is required to stay.

**Jetpack Joyride** - This game continues forever with the goal of surviving and acquiring as much coins as possible. However, Hypnos differs in that we have an endless running portion that is not simply for a score, but for acquiring power-ups and whatnot to be used directly in the following corresponding boss level. The difference provides pros-and-cons. The pro is that each stage in the game is meaningful. However, if a player simply wants to just run and focus on the score, rather than the overall plot, then the player will not be interested in the Story Mode of Hypnos.