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| Project Group Members (Student ID & Name): | 1. 1730210 Alp Arslan  2. 1731920 Aylin Görgün |
| Project Title: | Beatinator |
| Summary:  (minimum 400 words, should include the summary and outline of the project as well as your study plans) | Our game will be the [endless running](https://en.wikipedia.org/wiki/Platform_game#Endless_running_game) type but additionally, it will also require instant planning skills. It will be a simplistic spin on the larger "platform" genre where a player has limited control over a character that is constantly moving forward. And it’s target audience is people who love a challenge and can feel the beat enough to move accordingly. As our game flow we will depend on the immersion.  For our mechanics there will be four types of navigation. Forward, backward, to the right and left. We will also use randomizers to spawn our enemies. The focus of the game is to travel the longest distance possible and to collect the collectibles that can be used to customize the character in the future. Players will try to attain high scores, both for self-satisfaction and to get a better position in the  scoreboard.  In our game world there will be a player, spawn enemies, beat indicator and collectibles. Our character can move in all four dimensions per beat. We are planning to divide Unity’s delta time function over four. This will give us for beats per minute and we will offer these beats as movement dynamic on our grid system. If you choose not to move than your position will remain the same. There will be five spawn enemies. First one is a chaser who can move only one square per four beats and its purpose to make sure that you move forward. Second and third spawns are walls and pits. If you hit a wall your position will remain the same but if you fall into a pit your game will be over. Fourth one moves one square per beat and will come from forward. It will try to block your way on the X axis. Fifth one also moves one square per beat and will come from the sides. It will push you to move on the Y axis. We will constantly display the beat per minute using the beat indicator and if you don’t obey it you won’t be able to move until the next beat. Game’s beat per minute will also increase over time. In order to be more fun, we will decorate our beats as music. This will also require additional designing rather than in Unity. Also, for being compatible our music we will make static changes on our background.  We will also include a splash screen and a pause menu. Splash screen will be shown in the start. It will have start and quit buttons. Pause menu will have quit and setting options.  We are planning to design our game for mobile platforms. And use touchscreen for the movement. |