GROUP GAME CONCEPT DOCUMENTATION

TEAM:

CATHERINE AUSTRIA

MATTHEW BENSON

COSC 491: STEVEN KENNEDY

Mechanics and Play Concept

Our idea for our group game would be on a side-scroller game about a little penguin who wishes to fly. So he goes on a quest to search for a way to fly while overcoming the snowy landscapes/hurdles. H travels through the levels/landscape using his abilities to tackle hurdles and run through dangerous situations. The little penguin is able to walk via waddling. He also able to "run" by sledding on the ground using his belly. Sledding on the ground also allows the penguin to careen into his enemies and knocking them unconscious, a form of attacking system. The penguin can hop short distances as well. The penguin later on is able to swim and will be able to access routes that isn't necessarily visible while on land. The player's goal is to help the penguin navigate the levels using the skills the penguin has obtained through encounters and reach the end of the level. If the player is not able to guide the penguin through the obstacles before the ice breaks, then it is game over for the player.

Proto Penguin Protagonist

PLAY DYNAMICS

The player must be able to help the penguin reach from one end to another in the fastest way possible because the ice will be breaking from behind the penguin. The player may use the penguin's abilities (waddling, sledding [on belly/ AKA running], swimming and attacking) to navigate. This opens us to device several different level designs to cater to these abilities. These levels also has several hidden shortcuts the player can take to get ahead of the danger. The player may take the long ground route with is clearly visible. The player may notice that some areas of the ground has a gaping hole they can enter and find water which they can swim through and resurface back to the ground level at the end. We also plan to include water physics that will allow the penguin to be propelled easily (sort of in a jump motion) out of the water.
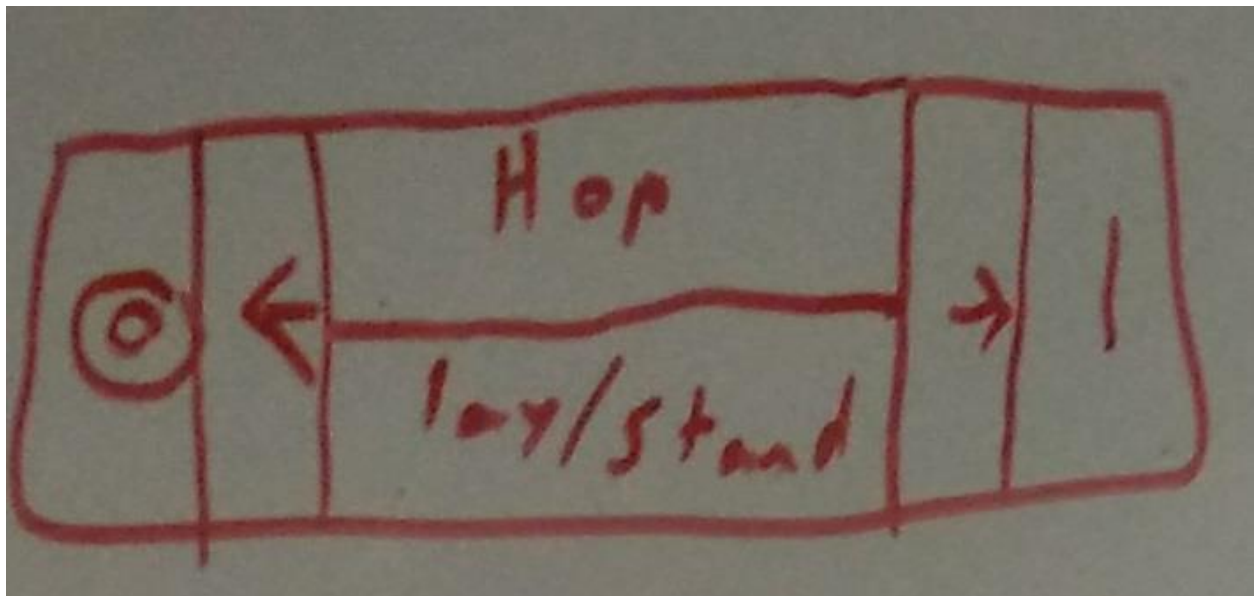
AESTHETICS IDEAS

Since our main protagonist is a penguin, we decided set the game in a snowy theme. We also wanted to put crystallized and pigmented textures to simulate ice and snow. Since ice is nearly transparent in nature, we wanted to make sprites that are able to handle lighting that we will be adding to the scene.

This is a back ground sample of what our team plans to simulate art-wise.

Our team also plan to do at least one working stage and at the max two for this project. We also plan to create a menu option screen for players and a way to terminate the application. This game concept was inspired by one person's Sonic game nostalgia and a certain someone's love for a snow themed concept.