

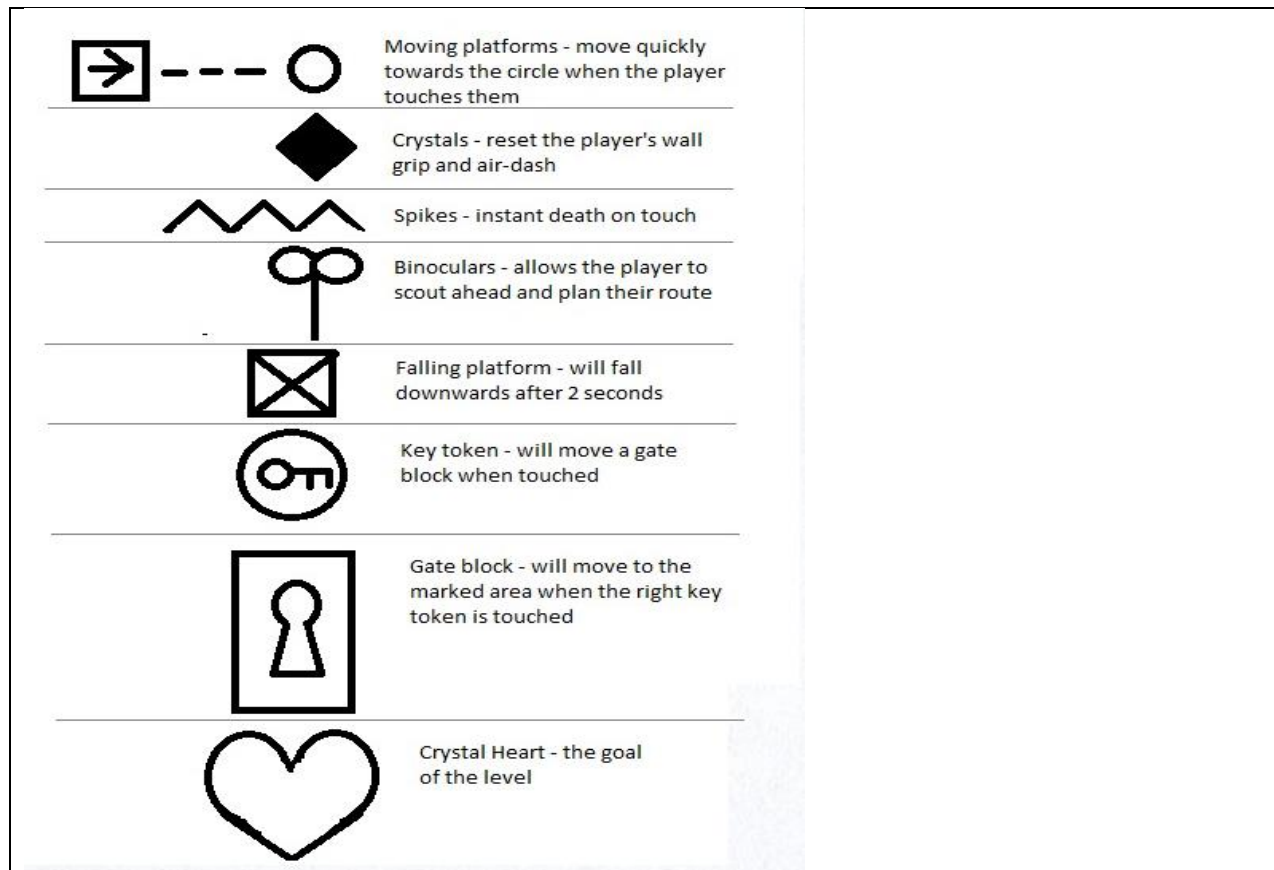
## Assignment 1 – Analysis and Design

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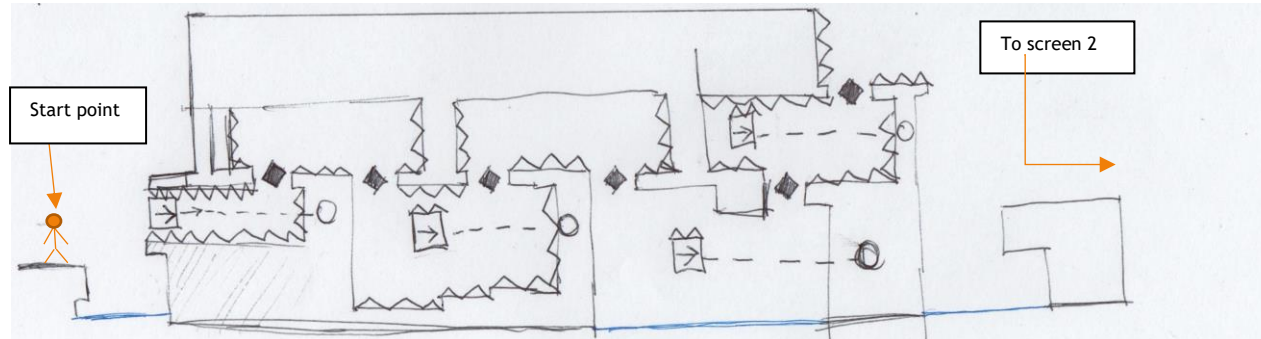
STUDENT NUMBER: 3130069

### Part 1 – Analysis (30 Marks)

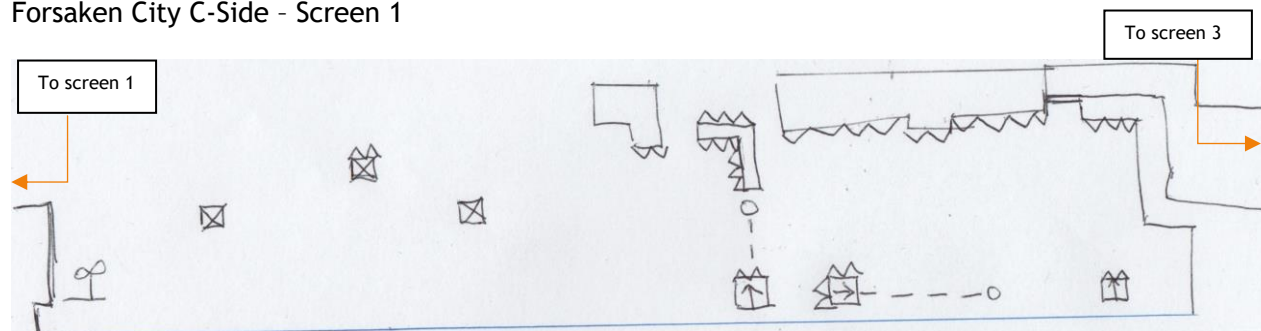
1. (5 marks) Choose a 2 dimensional platformer game to analyse (2.5D games such as Little Big Planet are also acceptable).		
a. (3 marks) Name the game, when it was made, the developer and the platform it was played on.	name	<i>Celeste</i>
	when	Released January 2018
	developer	<i>Matt Makes Games</i>
	platform	Windows, Mac, Linux, PS4, Xbox One, Switch, Stadia
b. (2 marks) In three sentences describe what the game is about. A young woman named Madeline, feeling she lacks a sense of accomplishment, decides to climb the perilous Celeste Mountain. She meets an array of characters along the way, including a fellow traveller, a neurotic ghost and a kindly old woman. Madeline is challenged in equal measures by the landscape and her own personal demons - represented by a dark hostile reflection of herself.		
2. (7 marks) For your chosen game try to play at least one level.		
a. (2 marks) Summarise the goal of the level  <b>Forsaken City C-Side</b> is a much harder but much shorter “remix” of the first level <b>Forsaken City</b> . The player needs to travel through the ruins of an extremely dangerous abandoned city on their way up the mountain. The level is over when the player collects the yellow Crystal Heart at the end.		
b. (5 marks) Sketch the level including start point, end point and any pickups, obstacles and puzzles the player has to negotiate.		



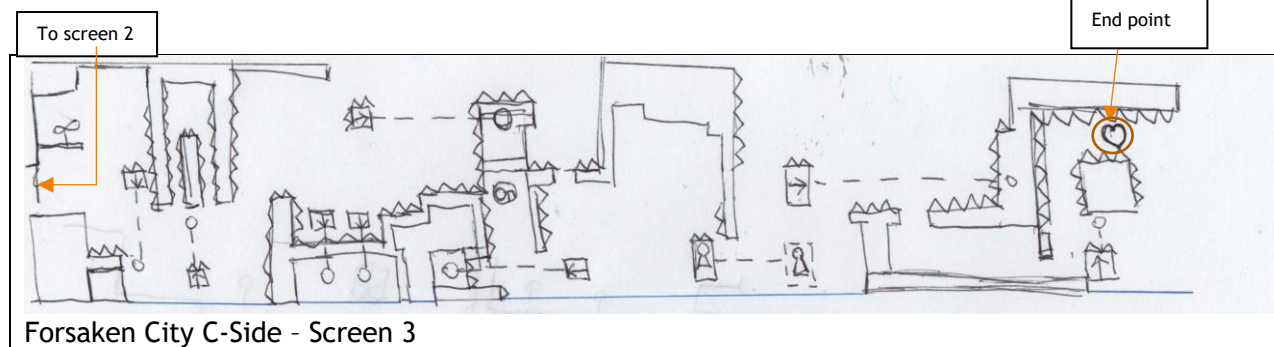
## List of elements for Forsaken City C-Side



Forsaken City C-Side - Screen 1

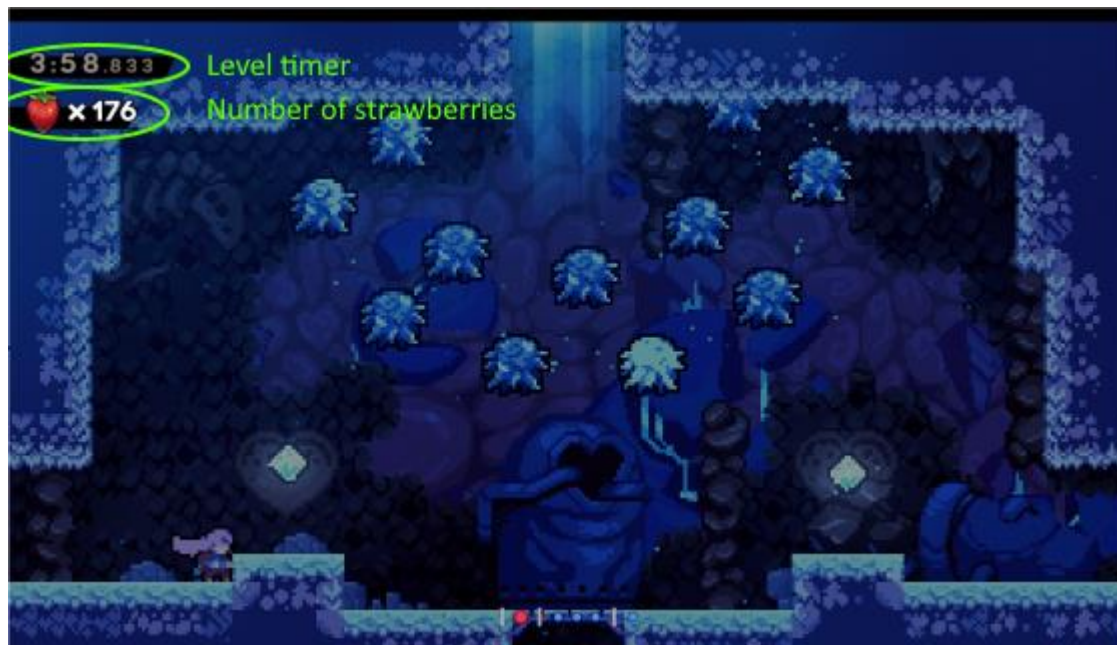


Forsaken City C-Side - Screen 2



3. (6 marks) Take/Find a screenshot of the game in progress.

a. (2 marks) Circle all of the HUD elements in the screenshot (for instance score, coins, health etc.)



b. (4 marks) For at least two HUD elements describe In point form:	What is its purpose?	The purpose of the level timer is to time how long it takes the player to finish the level. The timer is completely optional and can be toggled off.
	When is it updated?	The timer is constantly moving, even while the game is paused. Although the timer can be toggled off, it will still update - it will just be invisible.
b. (4 marks) For at least two HUD elements describe In point form:	What is its purpose?	The purpose of the strawberry counter is to show how many strawberries the player has collected. Strawberries are intended to be an optional challenge, but they will affect which ending the player gets.
	When is it updated?	The strawberry counter is updated when the player collects a strawberry. The counter will otherwise only appear when the game is paused.

4. For the main character: (12 marks)
<p>a. (2 marks) In three sentences describe the main character.</p> <p>The main character is a young red-haired woman. She is wearing a heavy light-blue coat, thick purple pants and hiking boots, and is carrying a tan backpack. Personality-wise, she is highly determined and focused, if prone to anxiety.</p>
<p>b. (2 marks) How does its appearance fit in with the setting and goal of the game?</p> <p>The overall appearance of the main character is that of a perfectly ordinary mountain climber. Considering the goal of the game is to reach the peak of Celeste Mountain, this is unsurprisingly appropriate.</p>
<p>c. (3 marks) How does the character move? How does the player control the character?</p> <p>Moving the character is straightforward - assuming the PC version, the player uses the arrow keys to run, Z to climb, X to jump and C to dash in a certain direction. The character can</p>
<p>d. (3 marks) What abilities does the character possess? How does the player trigger those abilities? How does each ability affect the world around the character?</p> <p>The character initially has the ability to <b>climb walls</b> for a few seconds (hold Z), <b>dash forward</b> (press C), <b>wall-jump</b> (press X while touching a wall) and <b>air-dash</b> once in any direction (hold arrow keys and press C while airborne). The wall-climb and air-dash abilities are reset if the character touches a floating green crystal.</p> <p>During the final level, the character can air-dash twice. During the two bonus levels, while retaining the double air-dash, its use is heavily restricted.</p> <p>The effects of these abilities on the environment are minimal and very situational based on the level. Climbing certain walls will piston the wall out (level 1: Forsaken City) or cause the wall to crumble (level 8: Core). Some platforms only move when the character dashes at any time (level 5: Mirror Temple) or dashes into them (level 6: Reflection).</p>
<p>e. (2 marks) List at least two animations the main character does and when they occur.</p> <ul style="list-style-type: none"> <li>• Falling: the character either jumps or falls from a platform.</li> <li>• Dashing: the character performs a ground-dash or air-dash.</li> </ul>

## Part 2 - Design (30 Marks)

Pitch your own game design. The game prototype you make over this semester will be based on these ideas. If you reference outside material (such as external sketches etc.), you must clearly reference the source in your document.

**5.(5 marks)** In 200 words or less describe a high concept for your own 2 dimensional platformer game, including the main goal of the game.

My game idea is that of a non-linear puzzle game/platformer where the main character is a modern-day wizard. Although he is physically lacking - weak, frail and somewhat clumsy - he will be able to navigate the world using his command over simple elements of the environment.

At the start of the game, the main character will only have a small number of elements at his control. This is limited further by being unable to conjure these elements - they must be present in the environment. His journey will make his powers stronger and more versatile.

The goal of the game will be to track down the main character's mother. After 4 years without contact, a woman matching her description suddenly appeared one day and levelled part of a major city. The power used was magnitudes beyond what was ever thought possible by one person. The main character discovers a clue that leads him on her trail.

**6. (5 marks)** In 200 words or less describe your game setting. You may include concept art (You must reference any material that you don't create).

The game is set on the world of Graff. It is like a modern-day Earth and has a similar level of technological progress, although some limitations of technology have been overcome with Geomancy. Despite this, the general décor of the world is not at all "modern" - due to a severe lack of iron and oil, cities are a sea of glass, brick and wood. This gives even the largest population centres a very organic feel.

The game begins in the hostile **Attar Jungle** before moving to the mostly-abandoned city of **Wembley** and finally the corrupted **Hayden-Yurt Desert**.

There is a corruption spreading through the world from some unknown source, likely linked to the intense power shown by the mysterious woman. Each area that the player visits will be more corrupted than the last. Local organic life will have turned feral, mutating and growing out of control. The landscape itself will begin to tear apart - deep chasms will be a common sight even in the middle of city roads.

7. (5 marks) Describe your main character. Include art if you wish. How does your character move? What abilities do they possess?

The main character is a man named Oscar who appears to be around 35 years old. He is wearing long brown trousers, a black belt with a silver buckle, a light cream-coloured shirt and black boots. His outfit is intended for a jungle environment.

Oscar is short and thin with a pale complexion, physically weak and frail. He relies on his magic skills derived from his control over the environment, called geomancy. Initially, he has control over fire/water and wind/lightning, although he may learn more types as his journey goes on.

He can control elements of the environment by drawing power from a source, such as a lake, gas lantern or a bolt of lightning. He can only draw a certain amount of power at a time and must manually recharge it at a source. While outside, wind power will charge and thus lightning power will drain over time.

For example:

While channelling water, Oscar can shoot jets of water, propelling himself upwards (aiming down), raining water around him (aiming up) or pushing objects away (aiming left or right).

While channelling fire, Oscar can shoot fireballs. This serves as Oscar's most reliable attack.

While channelling wind, Oscar can dash in one of 8 directions.

While channelling lightning, Oscar can super-dash over a much larger distance.

8. (6 marks) Design a creature/non-player character for your game level. Include:

a. (1 mark) A name

Poison Rose

b. (3 marks) A sketch (preferably your own sketch. You can use but outside imagery if it helps. You must reference any material that you don't create).





c.(2 marks) How does the creature interact with the player?

The Poison Rose is a highly-aggressive flower that will spray the player with poisonous nectar when they get close. Some particularly large examples are also capable of swatting the player with their thorny tendrils.

However, they tend to serve as more of an environmental hazard, spreading noxious thorny vines a great distance apart from the rose itself. The flower can only be destroyed with fire, disintegrating the vines. Finding a source of fire may be the tricky part.

9. (9 marks) Sketch out a simple level, including (at least) start point, end point, and one instance of your creature/NPC.

