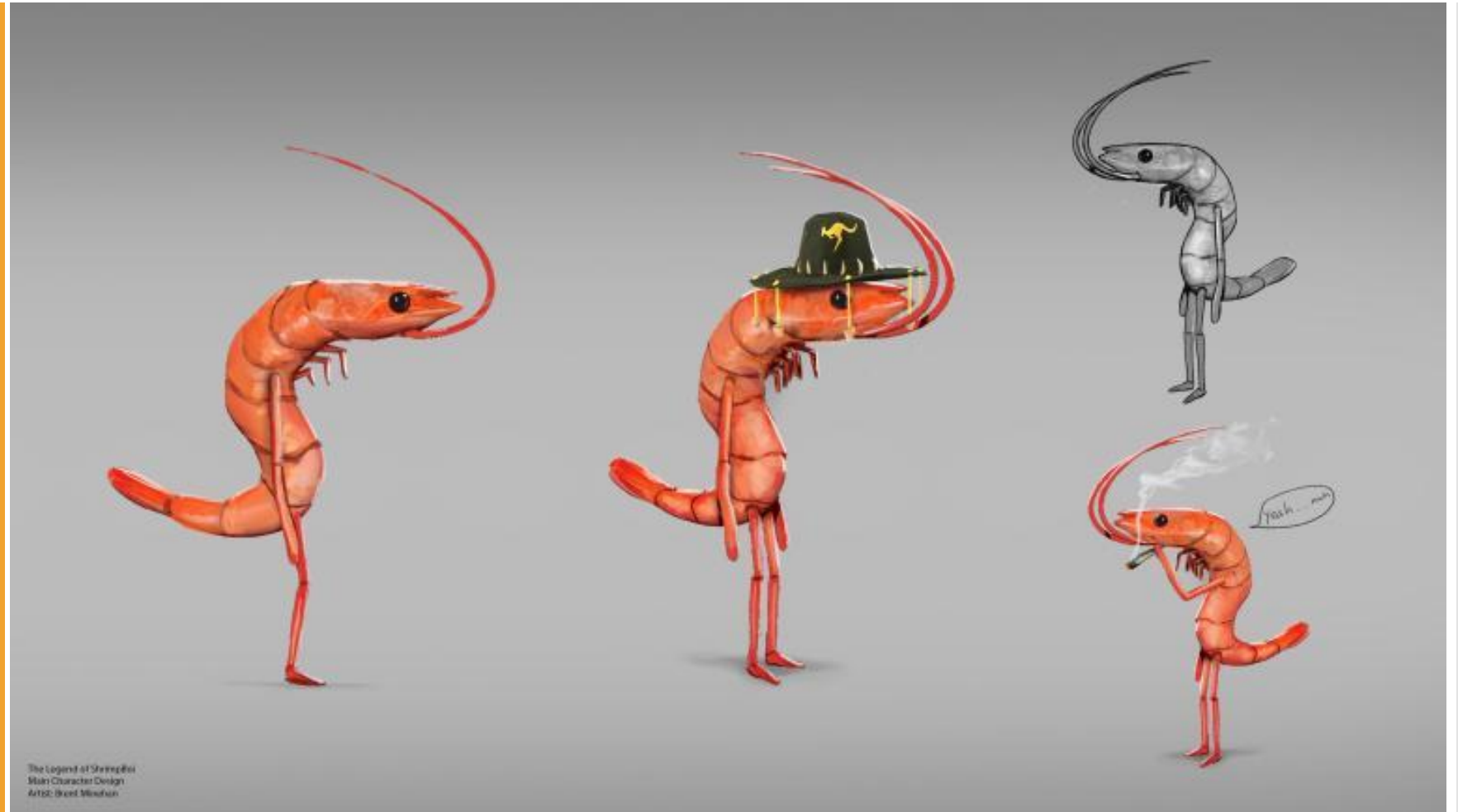


THE LEGEND OF SHRIMPBOI



Concept Art



For our game the main focus is on the character of shrimp boi. Therefore, he was conceptual first. We also created the minor background characters of the Slav crabs who will appear in the sewer level of the game (who are on the next slide). Other element will be done at a further date which will be based around classic Australian household objects.

Concept Art



Mechanics, Goals and Playstyles

- As a 2.5d action adventure platformer with some light puzzle elements, The Legend of Shrimp Boi is going to need to have a few of the following mechanics to make it feel enjoyable. We want the movement in the game to drive the level progression and keep the player hooked so it is key that the movement is crisp. The movement will consist of classic platformer mechanics such as running, jumping, wall jumping and sliding/crouching to get through smaller areas. It is important that the jumping in this game feels great because the levels will be having many vertical elements to them (especially later in the game).
- (Depending on how much time we have and how easy it is, there might be some water sections that the player can swim in such as the esky.)
- We don't want the game to be too demanding on the player, but we still want there to be a rewarding and fun element of challenge, because of this, the player will have lives that can be gained and diminished as the player makes mistakes or completes tasks.

Mechanics, Goals and Playstyles

- Combat in The Legend of Shrimp Boi will be sparse and tied heavily to movement and outsmarting the enemy. Players will often not be able to defeat their enemies by themselves because they are a small shrimp, but with the help of the environment they player could trick their enemy into hurting themselves (this is just an example), this would add a layer of light puzzle play to the game. When it comes to smaller enemies, Shrimp Boi will be able to defeat them by jumping on their heads (think super Mario).
- While on the topic of puzzles, The Legend of Shrimp Boi will have some light puzzle gameplay to help keep the player engaged and entertained. For example, the Shrimp Boi might need to lure a rat away from an area in the sewer stage, so he can pass to the next area. The player might have to drag some cheese into the rat's gaze to distract the rat from the player long enough for the player to pass the rat. The puzzle elements of the game will often consist of the Shrimp Boi dragging larger items around to get to the next area.
- To add a factor of re-playability to the game we will have a time on the in-game UI to track how long a player has taken to beat the level, at the end of the level segment the final time will be presented to the player and the player will have the option to try to beat their time. Depending on time and how fun it is, there might also be a score mechanic where Shrimp Boi can pick up beer caps to gain a score throughout the levels. This would add a nice level of progression to the game for players.

Design Pillars

- **Simple:** We want the gameplay to be simple enough that players can just pick the game up when a friend offers them a go of the controller, without having the friend or game have to explain how the game works. This will help broaden our audience from the purely hardcore gamers.
- **Intuitive:** The gameplay and level design must be intuitive with a great flow to it. We do not want players wondering what to do next or how to beat an enemy or obstacle. They should be able to pause for a moment and then see the clear way to solve their problem pretty much straight away.
- **Humorous:** The game must be fun! If this game isn't funny or entertaining does it really capture the true-blue Australian spirit? The game must have tasteful but truly Australian jokes/ references in it and people should feel happily educated about Australian culture after playing it.

Target Audience

- We want this game to be for all ages. This game mainly focuses around the very typical culture in Australia hence, our target audience will be people who are very familiar with the culture. Some of the jokes will not be understood by a younger audience however, this not an issue as these jokes will be targeting an older population.

Mood board



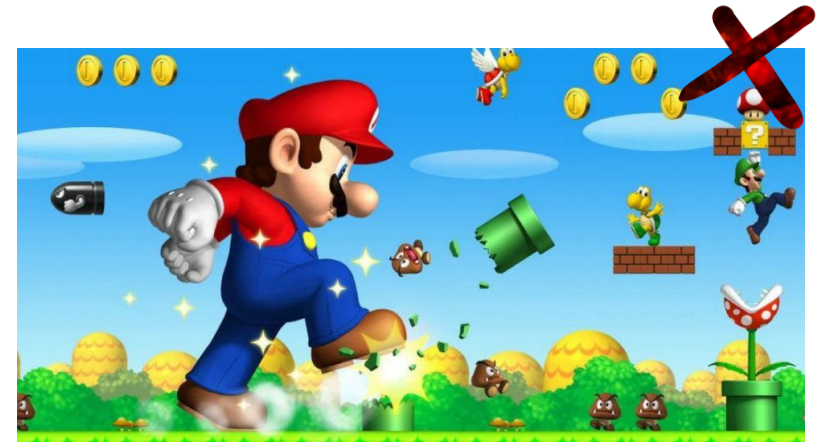
The mood board focuses around our general mood for the game with the iconic Australian items. There are also references for the character using real life creatures and cartoon ones to show how he might look and animate. Lastly we have included other games we will use as inspiration for our gameplay and our level design.

Style Guide

- ShrimpBoi is a 3d side scrolling game with stylized semi realistic visuals. The game is set in a stereotypical Australia with an emphasis on “Aussie” iconography and cultural jokes. The visuals of the game should aim for a style similar to that of Unravel developed by coldwood interactive (below).



- This is an example of a 3d visuals in a sidescroller we are trying to avoid.
- Environment ground should not be flat like Mario.



Style Guide

- ShrimpBoi will visually be very similar but the models and textures are not as high detail. The backgrounds should be simple, very low detail with an emphasis on colour and shape. They are to be blurry with a depth of Field effect so the imagery must be visual through the blur to give an idea of place.
- Character and creature models look cartoony compared to environments and props. Humans to be inspired by characters from Michael Cusack shorts (example below)



Style Guide

- Models should strive for realistic proportions but not overly detailed. A tad wonky and doesn't have to be 100% square or round all the time. Texture and proportions of environmental elements in Little Nightmares (below) are a good example just taken a bit further, take note of the shape of objects:



Miscellaneous Sample assets



- Sample title screen (above)
- UI samples (right)
- Animation test (below)

