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Professor Sirazum Tisha

CMS 320

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Game Proposal: *Sweet Harvest Run*

1. Background & Motivation

We took inspiration from Caitlyn's game proposal for Assignment 2 but made some adjustments to simplify the concept and make it more suitable as a 2D game for beginner developers. Our goal is to create a fun, seasonal game that is enjoyable for players to experience.

2. Target Users

Although primarily designed for children aged 8 and up, *Sweet Harvest Run* is meant to be fun and engaging for players of all ages who enjoy lighthearted fantasy and adventure games.

3. Context/Game World

The game is set during the fall season in a large, winding corn maze. This seasonal theme creates a playful and festive atmosphere. Within the maze, players will encounter various obstacles and hidden pieces of candy corn scattered throughout. The objective is to collect all the candy corn and find the exit before time runs out.

4. Rules of the Game

- Collect all the pieces of candy corn in each level. A counter at the top of the screen will show the player's progress.
- Escape each level before time runs out. A timer will be visible at the top of the screen.
- Players must avoid or overcome obstacles within the maze that may slow them down or block their path.
- Levels increase in difficulty as the game progresses, with more complex mazes and harder-to-find candy corn.

5. Controls

- Arrow keys: Move the Scarecrow in the respective direction.
- Space bar: Jump over obstacles.
- "C" key: Collect pieces of candy corn.

6. Characters & Plot

Main Character – The Scarecrow (Player):

The player controls a friendly Scarecrow whose mission is to collect candy corn and escape each level of the maze before time runs out.

Antagonist – Time:

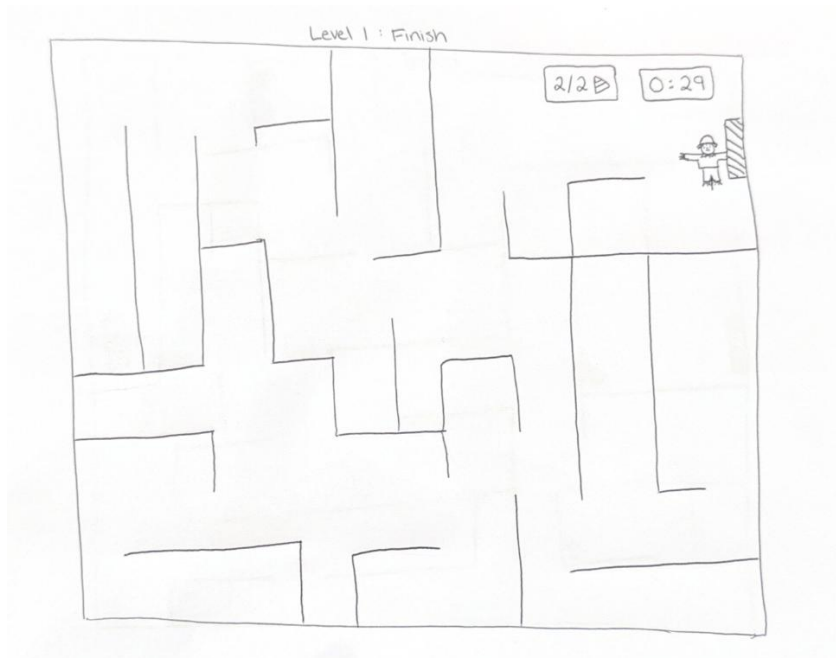
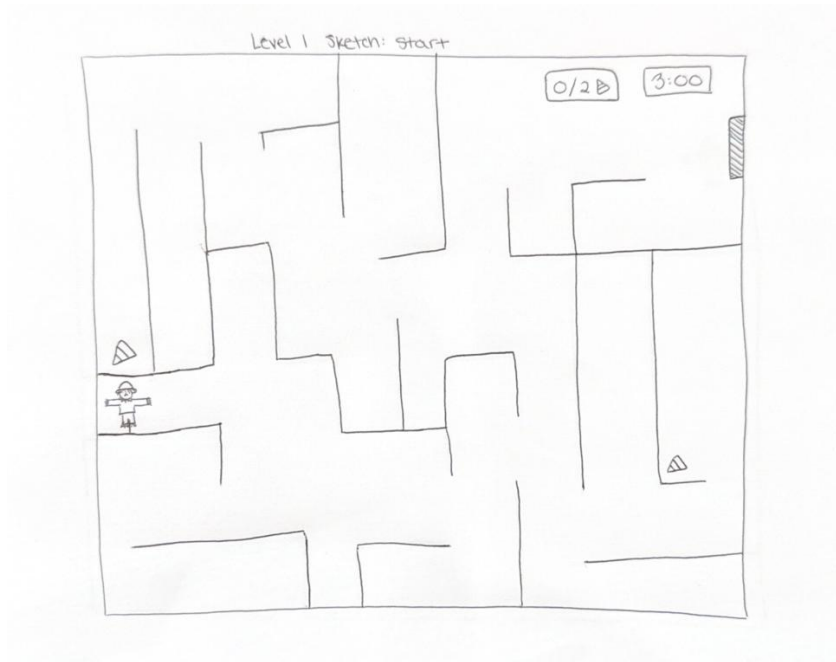
There is no physical enemy in the game; instead the challenge comes from racing against the clock.

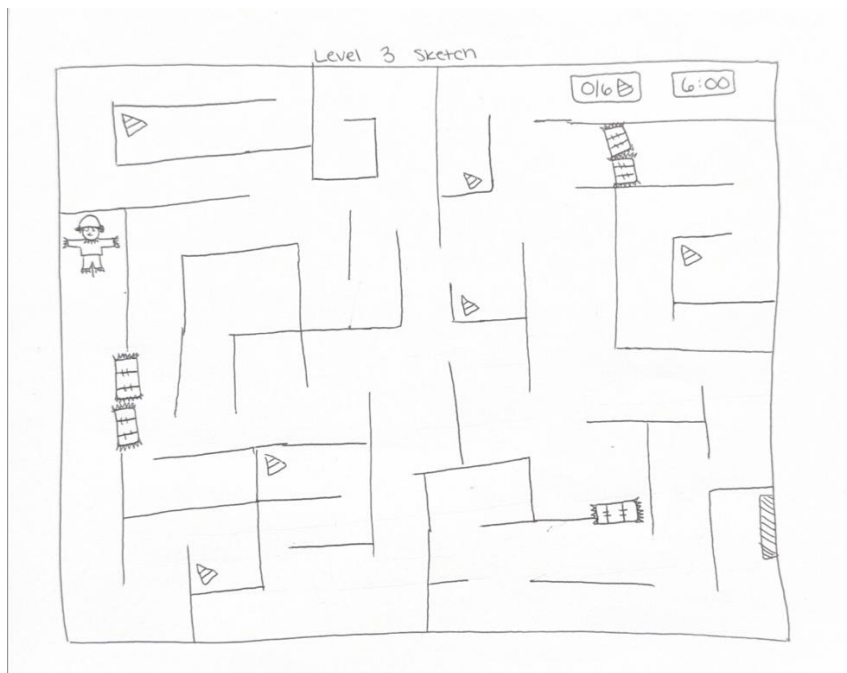
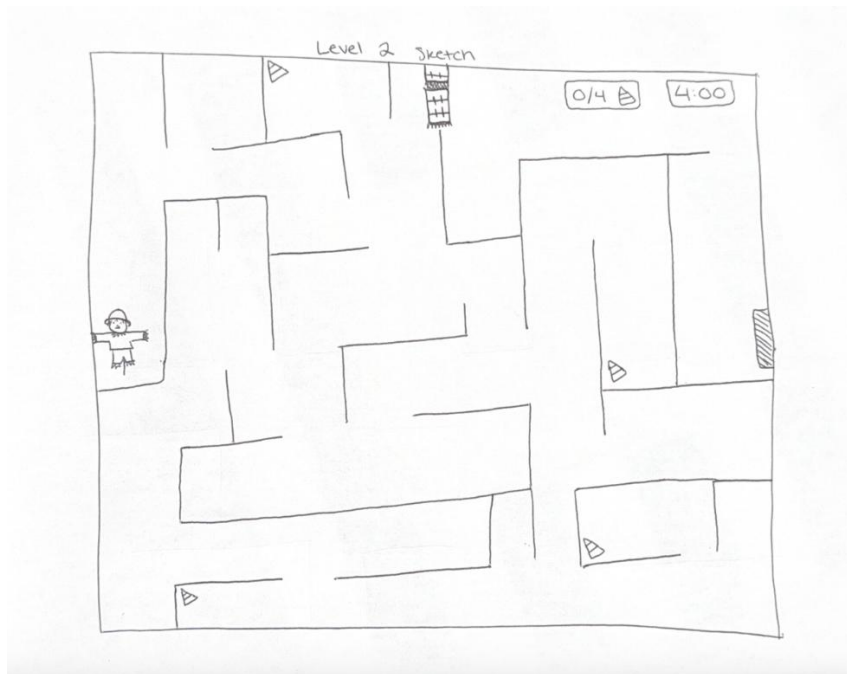
Narrative Arc:

At the start of the game, a short dialogue introduces the player to their role as the Scarecrow and the challenge that lies ahead: collect all the candy corn and escape the corn maze. As the player progresses through each level, the maze becomes more difficult.

The game concludes when the Scarecrow collects all candy corn and escapes the final level, rewarding them with the chance to enjoy the rest of fall.

7. Rough Sketch





8. Distribution

- Caitlyn will serve as the story writer and programmer, responsible for developing the narrative elements (plot, dialogue, conflict, etc.) and assisting in programming tasks.

- Isabella will be the artist and programmer, creating all the visual assets for the game and also contributing to the programming and implementation.