# **MARKED ASSIGNMENT LO2 SUBMISSION DOCUMENT**

Firstly, please fill out your Name & the Date below:

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| **Name** | Callum Stevenson |
| **Date** | 26/11/2021 |

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## **First Proposal**

This proposal should be for a more complex computer game **similar to a contemporary, commercial computer game**. Maximized Games have all the skill & resources needed!

### Narrative

**What is the overall concept/idea for your game? What is the story?**

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| **Narrative** |
| The plot of the game is that you are a Knight or archer, you are tasked to eradicate the undead, by doing so you unlock new tools and weapons. Eventually you will fight the final boss, if you manage to kill the boss then you will win. |

### Game Information

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| **Title:** | Plague of the Undead | **Genre:** | action-adventure |
| **Theme:** | Fantasy game | **Platform:** | PC game with controller support |

### Characters

**What or Who do you play as?**

**Is the game a 2 player? Who is the 2nd player? Is it PvP or CoOp?**

**Does the game have 2 sides? Are you the good or bad side? Which characters are on the other side?**

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| **Characters** |
| **Playable Character 1:** Knight  **Playable Character 2:** Archer  **NPCs:**  Zombies: Spawn randomly throughout the level follow and you to try and kill you.  Goblins: Spawn randomly near bridges in the levels, they try and steal your weapons. |

### Levels

**How can you incorporate multiple levels into your game? What could those levels be that is relevant to the Narrative?**

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| **Levels** |
| You must collect new weapons at the end of each level, eventually   * Graveyard * Free-standing building that houses remains/Mausoleum * Crypt * Cave * Forrest * Underground Maze/Catacomb |

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### Game Mechanics

**How do you win or lose the game?**

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| **How to Win / Lose** |
| You win by killing the boss in the final level, however if you lose against the boss two times you lose. |

**What game mechanics support this? e.g. XP, Timing, Scores, Lives, Loot etc. How do they work? YOU MUST DESCRIBE AT LEAST 3 Game Mechanics for your game**

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| **Game Mechanic** | **Description of how they work** |
| Health | You will have a health bar out of 100, you can purchase regeneration bottles from the shop with in-game currency to fill it up mid-level, your health will carry over to each level. |
| Currency | You can collect chests of coins randomly throughout the map, when killing zombies, there is a chance that they will drop coins for you to collect. Coins can be used to purchase consumables, throwables and shields at the end of each level |
| XP | Killing zombies will give you XP, at the end of a level, you may be able to unlock new tools and weapons depending on your experience level. |

**What controls will be needed to navigate the game?**

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| **Controls** |
| - Left Joystick Or WASD: Player Movement  - Right Joystick Or Mouse: Camera Movement  - X/A (PS/XBOX) Or Space: Jump/Use  - Square/X (PS/XBOX) Or R: Attack 2  - Triangle/Y (PS/XBOX) Or E: Switch Weapon  - Circle/B (PS/XBOX) Or Q: Use consumable  - DPad Up Or I: Inventory  - DPad Down: Null  - DPad Left Or H: Controls/Help  - DPad Right: Null  - L1: Move Menu Left  - L2 Or Right Mouse Button: Target Enemy  - R1: Move Menu Right  - R2 Or Left Mouse Button: Attack 1 (Quick attack)  You can change settings in the main menu |

### User Interface

**How will the user know:**

* **What they are meant to be doing?**
* **If they have been successful or unsuccessful at a level?**
* **What the status of their game is? You will need to think about the game mechanics you have chosen above. For example:**
  + **how many lives do they have left?**
  + **how much time is left?**
  + **what lap they are on? etc**

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| **User Interface** |
| There will be a basic inventory system. 3 items in your HUD, (close combat weapon, range weapon, and consumable) which can be switched out using the larger menu of unlocked weapons. In the top left, there will be a space for a shield, again this can be selected from the larger menu. There will be a health bar and shield health bar, in the top right, it will display how many coins you have when you collect them, and fade away after a few seconds. There will be a permanent XP bar in the top middle. |

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### Real Game Inspiration

Choose **5** features in existing games that exemplify features you have in this proposed game. This must include a **description AND image** for each of the 4 features

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| **Your Game Feature (Description)** | **Existing Game Reference** | **Image of Existing Game Related to Description** |
| Game graphics (low-poly art style). I have decided to use this art style, as it is quicker to create nice looking assets. To top it all off, there are less vertices for the GPU to render, meaning you can play the game on lower end computers. | Equilinox |  |
| UI Style (fantasy game UI style). I have decided to make the UI magical and fantasy looking, this is so it will fit well with the game genre. | MediEvil |  |
| Character Controller (3rd Person Character Controller), I have decided to use a 3rd person character, as this will make the game more complex and gives you more of a feel of controlling a character within the world. | Portal Knights |  |
| Effects during combat. To add to the fantasy feel, I will use particle effects to make the game more visually pleasing. | Portal Knights |  |
| Armour System, however it will be applied to a shield system instead, each shield is made out of a different material, making it stronger and lasting longer, however it will cost more. | Minecraft |  |

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## **Second Proposal**

This proposal should be for a specific game designed for the development Marked Assignment in this course using **Alice**.

This second proposal should be discussed in conjunction with your lecturer to ensure its feasibility.

### Narrative

**What is the overall concept/idea for your game? What is the story?**

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| **Narrative** |
| The aim of the game is to build a functional city, you will be able to build roads, buildings, housing and much more, there will be many factors that will decide if the city is functional, such as if every building has a sufficient water, electricity and if it will withstand different levels of weather. Your city will be rated out of 10 with how functional it is, the economic state of the city, how safe it is (building structure, fire hydrants ect.) as well as crime rates. |

### Game Information

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| **Title:** |  | **Genre:** | Simulation, Strategy |
| **Theme:** | City’s | **Platform:** | PC |

### Characters

**What or Who do you play as?**

**Is the game a 2 player? Who is the 2nd player? Is it PvP or CoOp?**

**Does the game have 2 sides? Are you the good or bad side? Which characters are on the other side?**

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| **Characters** |
| This game is single player, there will be no physical player, you are just a camera that can move around freely within the constraints of the map. |

### Levels

**How can you incorporate multiple levels into your game? What could those levels be that is relevant to the Narrative?**

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| **Levels** |
| There will be one level, however there are many cities you can build on, each with it’s own unique building style and map style. |

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### Game Mechanics

**How do you win or lose the game?**

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| **How to Win / Lose** |
| To win, you must build a function city that sits within the green area of the ratings. However, if you go into the red section, you will lose. |

**What game mechanics support this? e.g. XP, Timing, Scores, Lives, Loot etc. How do they work? YOU MUST DESCRIBE AT LEAST 3 Game Mechanics for your game**

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| **Game Mechanic** | **Description of how they work** |
| Building | You will be able to place roads and buildings around the map. You will be able to pick where buildings and roads are placed, you will be able to delete and moving existing buildings. |
| Water & Electricity | You will be able to place underground water pipes and electricity lines, this will connect up to buildings as well as traffic control systems such as traffic lights and speed cameras. |
| Crime rate | Crime rate will be measured by how many police stations there are within your city and how much space is between them. Crime will be limited within the radius of police stations, however outside of that radius, crime will be more common. |
| Economy | Having shops will allow the economy to grow, however if there isn’t anyone living in the city, then the economy will crash. Poorer areas of the city will have higher crime rates. |

**What controls will be needed to navigate the game?**

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| **Controls** |
| - WASD: Movement  - E: Move up  - Q: Move down  - I: Item menu  - Shift: Increase player speed  - Left mouse click: Insert object  - Right mouse click: Open object menu  - Delete: Delete object  - Esc: Open pause menu |

### User Interface

**How will the user know:**

* **What they are meant to be doing?**
* **If they have been successful or unsuccessful at a level?**
* **What the status of their game is? You will need to think about the game mechanics you have chosen above. For example:**
  + **how many lives do they have left?**
  + **how much time is left?**
  + **what lap they are on? Etc**

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| **User Interface** |
| In the top right there will be information about the cities ratings. As well as information about how you can improve those ratings. When you open the item menu, you will be able to interact with the nested UI by clicking on buttons and icons. When clicking on an object you will be able to open an item object menu, this will allow you to move select what action you would like to take with an object. |

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### Real Game Inspiration

Choose **5** features in existing games that exemplify features you have in this proposed gam. This must include a **description AND image** for each of the 4 features

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| --- | --- | --- |
| **Your Game Feature (Description)** | **Existing Game Reference** | **Image of Existing Game Related to Description** |
| Item Inventory UI. As there will be lots of different items, I need a basic and easy to understand UI. | Sims 4 |  |
| Road building. A road network will be key for the game. To allow the maximum about of flexibility and control, you will be allowed to place roads freely around the world, very similar to the road system in Simcity. | Simcity |  |
| Power system. The power lines will be underground and will have a source, after a certain length of wire, there will need to be a transformer to extend the reach of the power. Very similar to how Minecraft’s red stone works. | Minecraft |  |
| Crime rate system. When you place a police station within an area of the city, the crime rate will go down within a radius of the station, building more and placing them away from each other will reduce the crime rate. This will work similar to how archer tower in Clash of clans have a radius that if you enter your troops will be attacked. | Clash of Clans |  |
| To make the game more interesting, I will have NPCs that walk around, enter and exit buildings, drive around and create reviews for the city. Similar to how Planet Coasters NPCs work. | Planet Coaster |  |

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## Audience Feedback

You need to present **1** of your proposals to others in order to receive feedback. You will then record the feedback from your proposal. Based on that feedback you MUST make **at least 1** proposed change to that proposal and record it.

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| **Proposal #** | *First* | **Title of Game** | Plague of the Undead |

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| **What feedback were you given?** | |
| **Feedback Point 1** | Goblins stealing currency instead of weapons |
| **Feedback Point 2** | Chests dropping more than just coins |
| **Feedback Point 3** | New weapon type of halberd (slower weapon big area of effect) |

Based on that feedback you MUST make **at least 1** proposed change to that proposal and record it.

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| **Feedback Point** | **Changes you could make based on that feedback** |
| **2** | Chests will have a chance of dropping shields, regeneration bottles and coins |

# SUBMISSION

When you have completed the above you are ready to submit your Marked Assignment.

## What you should be submitting to Brightspace:

* Your LO2 Cover Sheet with the details **completed**
* Your LO2 Submission Document with your answers **completed**

Well done if you have completed your Marked Assignment! Good luck if you are just starting!