

GAME DEVELOPMENT

LA LA LLAMA

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Chapter 1

Introduction

Chapter 2

Game Concept

2.1 Main Idea

This game is a music rhythm game where the player tries to hit as many red apples as possible at the same beat of the music. The player's avatar is a llama that moves only left and right, targeting the apples, while trying to avoid rotten apples.

2.2 Player's Role

The player controls a cute and beautiful pink llama and its role is to collect as many red, fresh and juicy apples as he can. At the same time he has to stay in the rhythm of the music in order to hear the beat correctly and enjoy the song. As the player passes levels he collects stars that could be used to customise the llama and unlock new features.

2.3 Genre

The game falls into six (6) existing genres: music game, action game, educational game, interactive game, rhythm game and reflex game.

2.4 Target Audience

Game's target audience is everyone who have a passion for music or just enjoy it. There is no age limit and is gender inclusive. Each level lasts only 2 or 3 minutes, so there's not long play sessions to make the game boring. The basic characteristic which somebody should have in order to play the game is to enjoy different kinds of music. It is also important to have fast reflex actions. The challenge of the player is to achieve the biggest highscore by collecting the most red apples and avoiding the rotten ones.

2.5 Interaction Model

La la llama is a single player game, providing a "through avatar interaction model". That is, the player interacts with the game world through the llama.

2.6 Camera Model

Camera model is in third person view, thus the player can see the llama. The camera of the game is, also, stable and gives the player the illusion that the apples in every level are moving towards him.

2.7 Hardware Platform

The only hardware that is required for the game is a computer with a mouse. Due to its simplistic controls, the game could also be deployed on devices with a touch screen (smartphones, tablets) in the future.

2.8 Competition/Collaboration mode

It is a single player game with a competitive character as you try to make the biggest high score through the network. Multiple players have access to the game but from their own machine (laptop or PC).

2.9 Compelling Features

Every player will have an enjoyable time by playing the game. He will learn different music genres and rhythms. He could also see it as a way to release his stress or challenge himself, depending on the difficulty of the level.

Chapter 3

Gameplay

3.1 Hierarchy of Challenges

Gameplay consists of challenges and actions. In Action-Music games challenges belong mostly to the following categories:

- staying in the rhythm
- recreating music

In La la llama, the challenges belong only to the first category.

The challenge hierarchy for each level is:

- Avoid rotten apples
- Collect red apples
- Receive stars

The top-level challenge in the hierarchy is to complete all the game levels.

3.2 Actions

The game is based on levels. As far as for the actions, the player can perform only one action:

- Move from left to right and vice versa (to collect red apples and avoid the rotten ones)
Stars are attributed automatically after collecting enough apples in a level. There is no action for grabbing stars. The action is performed by clicking on the llama and dragging it with the help of the mouse (also fingers and touch screen can be used).

Chapter 4

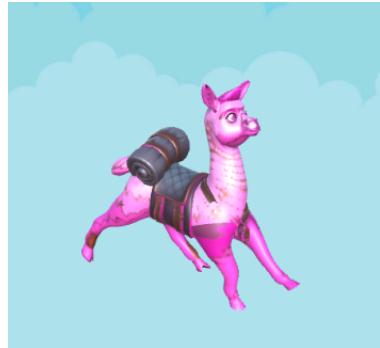
Characters

1. Llama Del Ray

Name: Llama Del Ray

Age: 8 months

Dream: Collect all the apples and make her family proud!



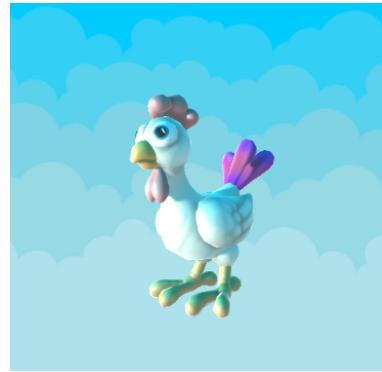
In figure above, there is the main character of the game. Young lady **Llama Del Ray** is just 8 months old and loves color pink. She was living happily, enjoying her carefree months, until her one and a half years' birthday when her adult life begins as well as the making of her own family. One day, at the local festival of the llama community, the bad chicken of the neighboring village, **Mother Clucker** comes from nowhere and destroys the festival, aiming to steal all the apples. Unfortunately, to his great fortune, he manages to do so and this is the time when Llama Del Ray forgets her happy, calm and carefree life and starts the journey to collect all the stolen apples. From this long journey, music can not be missing, as the main character continues to be the most beautiful and cute species in the world.

2. Mother Clucker

Name: Mother Clucker

Age: 24 weeks

Dream: Steal all the apples of the llama community



Mother Clucker comes from a family of criminals and lives in the neighboring village. The day of the Llama community's festival, he decides to show who the boss is. With that being said, he steals all the apples and spreads them all over the **Animalia**. He, also, spreads rotten apples in order to confuse llamas on their journey to collect them back.

Who will finally win?

Chapter 5

Story

Once upon a time in the city of **Animalia**, everything was peaceful and calm. All species, sheeps, goats, cows, llamas, chickens, horses, rabbits and donkeys were living happily, taking care of each other and appreciating good food, music and wine. Every night in Animalia was a new party, a new adventure, until the night of the 25th of May. No one was expecting something like this to happen...

The night of the 25th of May was devoted to the llama community and their annual tradition of the well known **Apple Festival**. Every single one was looking forward to this event, as it was well known for the good music, food and wine, 3 top things appreciated the most. Everything seemed normal, the night was passing by and everyone was having fun until the music stopped. Everyone suddenly froze. They looked automatically on the stage and they finally saw what was happening. The most evil of all, the fear and the dread himself, the bad chicken of Animalia, **Mother Clucker** was laughing satanically, holding a big black bag.

Everyone was shocked! How could they not be?! The big black bag Mother Clucker was holding, was full of apples. Each apple the llamas had, so respectfully and with love, cultivated and picked exclusively for this festival, was stolen. He wanted so bad to show disrespect to the llama community that not only he stole the apples and destroyed the festival, but he spread them all over Animalia. Everyone in the festival and especially the llamas were in shock. Suddenly, out of the blue, the youngest among all, Llama Del Ray, decides not to let this happen! With that being said, she goes after him on a long journey to collect back all the apples and restore happiness and honor in the valley. Will she make it?

Chapter 6

Core Mechanics

6.1 Structure of the game

The physics of the game are quite simple. The llama runs forward with a constant speed. Its movement from left to right and vice versa is rather non-realistic, since it is done with the speed that the player can move his/her mouse. As for the progression mechanisms, the player feels the progress in the game through time. As time passes, the player can collect more apples. Moreover, the game is based on levels, so passing levels and unlocking new ones is also a means of progression. There is no internal economy in the game. The player gains stars as he/she passes levels, which are needed to unlock new levels and character customization items. However, stars cannot be spent on buying something, they are just indicative of a player's progress. Although the game is not strategic, a few tactics could be followed by players. A nice example is that the player could intentionally avoid getting some apples that are close to rotten apples, since it would be risky to go near them. In that way, he/she would pass the level more easily, but of course with less score points. The player finishes the game victorious when he/she completes all the levels.

Chapter 7

Game World

The game is taking place in an imaginary place, where the trees are pink and the llamas hunt bouncing apples. The physical surroundings of the game, like trees, hills and mountains, are only for aesthetic reasons, since they don't affect the game play. Time, or more accurate timing, is essential for this game. The game world spawns apples in llama's path, in a way that it makes sense with the melody and rhythm of the playing music.



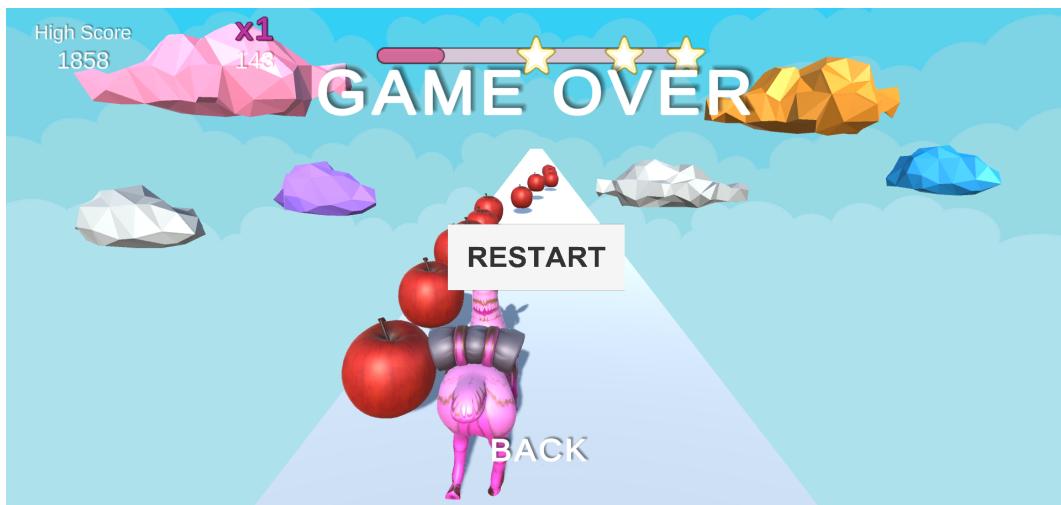
So, time is crucial, since if the llama does not manage to grab an apple on time, the apple will be lost forever and the llama will not be able to grab it later. Even if the player does nothing, the game scene evolves as apples continue to be generated over time. In the imaginary world implemented in the game, the characters (llamas) are living happily and

give value to apples and good music. They are making a competition on who will gather the most apples to make the biggest apple pie. The size of the apple pie that a llama family can make, represents how much it is recognised by their community. Big apple pies bring honor to llama families.

The player controls a llama trying to gather as many apples as it can, and he/she gets passionate about achieving a score greater than other players. The game at its current form does not have an ethical dimension. From an ethical perspective, the llama greedily gathers all the apples in its way, leaving no apples for others. And the game rewards the player for gathering apples, not for leaving them behind. This could be a possible ethical issue for the player, because he acts selflessly, without concerning the community. However, in the game, it is assumed that every llama will get an equal chance to apples, independently of other llamas (players).

The game scene consists of a llama (player), apples, rotten apples and some background cosmetic objects. The main events are when the llama hits an apple and when it hits a rotten apple. In the first occasion, the player receives an immediate positive feedback, because the score is increased, while in the latter case, he/she receives negative feedback, since the llama loses one “life”.

If the llama does not have remaining “lives”, the player will need to restart the level.



Another positive feedback is that when the llama does not miss any apples for some time, the score multiplier increases, meaning that the value of each apple is multiplied.



Finally, if the player succeeds on passing the level without losing all his lives he succeeds and the number of stars collected is displayed on the screen.



Chapter 8

User Interface

8.1 Menu

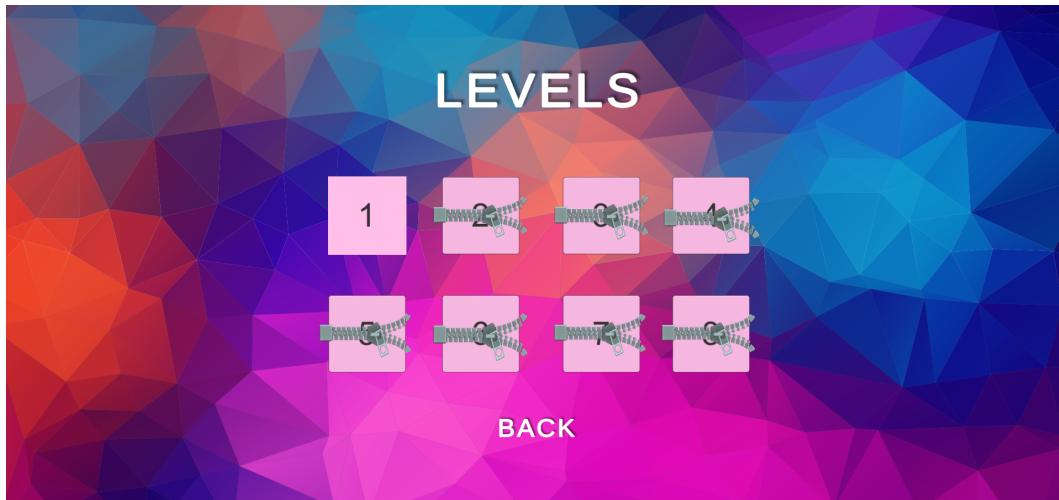
The main menu of the game consists of three buttons, as we can see below.



- PLAY: Loads first level.
- LEVELS: Displays levels menu.
- QUIT: Quits application.

8.2 Levels

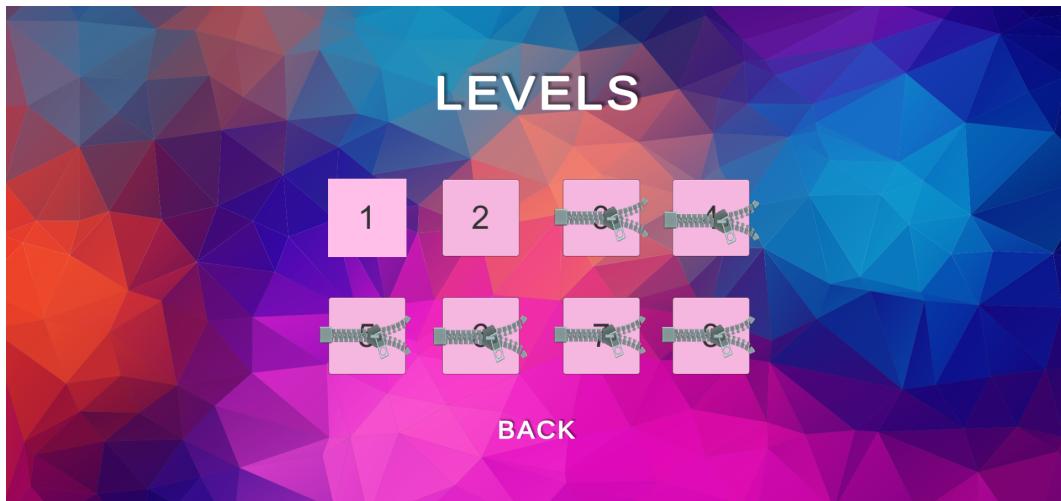
This is the levels menu.



La la llama consists of 8 levels. Every level will have one base terrain environment, with trees and other objects to embellish the terrain. The levels will differ from one another. The overall aesthetic is cute and colorful and combined with the music it is aimed at making the player feel excited and happy. Technically, every level except the first one is locked. In order to unlock a level, the player has to collect certain amount of stars. For example, to unlock level 2, 2 or more stars are required.



So, as we can see here, after passing level 1 with 2 or more stars, in main menu level 2 is unlocked.



Chapter 9

Credits

Chapter 10

Conclusion