Project Proposal

[**Game Title pending**]

**Game Title:** [Game Title Pending]

**Game Genre:** 2D Platformer, Scroller

**Target Audience:** 2D Platformer Fans, Scroller Fans, Quick Gamers

**Platform:** PC (Windows)

**System Requirements: ●** OS - Windows 7/8/10

**●** Processor - Core 2 Duo

**●** Graphics - DirectX 9.0c compliant video card 256MB

**Story:**

Deep within the depths of space, within a bizarre cloud of matter where many dimensions meet, an uncharted planet covered in lush jungles and open field’s lies. Deep within one of the jungles of this planet, rests a creature known as ‘Jelblob’, a slime-jelly like monster which spends its days jumping around and fleeing from predators.

One day it was resting like usual amongst a herd of animals when suddenly a giant spaceship appeared out of nowhere in the sky; and fired an abduction beam which pulled in all the animals, and Jelblob too! There was a bright light, and then suddenly Jelblob found himself within another, new jungle; however this one was within a giant glass dome surrounded by machinery. Little did he know that he had been abducted by Dr Magmin, an infamous evil genius who made his fortune by capturing and selling exotic creatures from planets across the universe.

While it might’ve not been bad for Jelblob which considered itself a lazy creature, Dr Magmin however viewed the creature as an unwanted, disgusting virus which risks contaminating his bio-dome and his collection of creatures. So he planned to release a special gas which would chase after and only disintegrate the slime creature and leave the rest of his collection unharmed, the plan was foolproof!... except he had a bad habit of leaving doors open everywhere (with the domes being no exception), and Jelblob had a talent of being able to escape anywhere.

So take control of the Jelblob, and help him escape the bio-domes (and ultimately the spaceship) of Dr Magmin as he attempts to gas, flood, burn, bury, freeze, shred, bury again and blast away Jelblob.

**Game Walkthrough:**

The game is a 2D Scroller Platformer, were the player must escort a character named ‘Jelblob’ through varies scrolling levels, in which every level a deadly hazard will always be behind the player (meaning the camera will always have a fix on the hazard from behind) chasing the player.

Like every 2D platformer game out there, in this game the player has the abilities of moving left and right, jumping and an action button that performs an action of some kind (in this games case, its makes the player shoot a projectile forward). This game has the player moving almost all the time, as always behind them is a deadly environment hazard that is different per level; if the player lets the hazard catch up to them, it will instantly KO the player. Of course in every level there are enemies too to worry about, as they will approach the player from ahead of them; which each enemy being different from each other. For example, the most basic enemy the player will encounter at the beginning of the game, known as a navigator, will always move in 1 direction (with a random chance of turning away from a ledge) and can usually be easy to dispose of by simply jumping on their head or shooting them; while another enemy, known as a Stickler, will always stay in one place however will from time to time will unleash an electric field that harms the player if they get too close, and repels projectiles.

[Bio for every enemy below]

* **Navigator**: These simple creations lead the charge against the player with dangerously pointy spikes on their side!... However due to Dr Magmin using cheap materials for their development, their top heads are rather fragile to anything and with their gyroscopes out of whack, they are most likely to roll off to their demise.
* **Navigator with Bounce Helm**: Due to the amount of complaints from the Navigators department about the failure rate of Navigator missions, a new solution to the problem was to give every Navigator a bounce helm to stop their fragile heads from being cracked open, and improve of their gyroscopes so that they now don’t roll off ledges to their doom! (Of course, it doesn’t solve the problem of them being so useless.)
* **\\Stickler:** Traps they are, as well as robots too (and nuisances), introducing the Stickler, a robot capable of sticking onto any surface and not moving for long periods of time (in fact, not moving at all forever); whenever an enemy walks into its reach, it will admit a healthy controlled shock which will subdue in no time! However due to their battery life, they are known to enter sleep mode for random periods of time, activating their shock functions upon wakening before going back into sleep mode…
* **\\Stickler gone Haywire:** “…okay, it has been noted recently that Sticklers tend to be in sleep mode more often than being active, so we attempted to increase their battery life and adjust some wiring so that they are able to stay awake forever. However, we can’t get close to turn off their functions and it seems at random intervals their shock function intensifies beyond the norm, so the safety distance for being near a Stickler has increased. So, all employee’s/workers are to just leave them alone and keep a safe distance always. Thank you.” – *Announcement from Dr Magmin.*
* **Patroller:** They are the eyes in the skies and enough fuel to make it past the moon, the patroller joins the chase! Built with latest (but cheapest) materials, they glide through the air, hoping to by chance to bump into their targets with their rockets; letting them feel the burn of their air superiority! (note, this series is still in its prototype phase, so they can break as easily as Navigators)
* **//Sky Patroller:** Not enough data from the prototype patrollers could be extracted before they fell victim to their fragile bodies, so for the next version of Patrollers we equipped them with the very same bounce helms used for Navigators and improved their flight capabilities; so now their survivability has greatly increased in any environment! (still not suited for actual combat, but we’ll see about that in the final version of this series…)
* **Heavy Mag Patroller:** The true kings of the airfield and terror from above, the final version of the Patroller series comes equipped with the best air artillery at Dr Magmins disposal; proving to be an enemy none would want to come up against. Their AI has greatly improved so their smart enough to keep their height advantage, and their weapon has great spread across the field making this one enemy to always watch out for.
* **//Enforcer:** Every leader needs his soldiers, and the Enforcer fits this bill nicely enough. A slow moving robotic tank-a-like that hovers, they lock-on to their targets firing 3 energy bullets in rapid succession that can go through objects and walls. However due to how much power their weapons take, this puts a lot of strain on the Enforcers body, causing them to explode to the slightest force that may collide with their body… hey, at least they are smart enough to turn away from ledges…
* **//Cold Enforcer:** With much more time spent of their development and covering their flaws, the Cold Enforcer is the ideal soldier for Dr Magmin; Bounce Helm to protect them from projectiles above them, improved hover tech to allow them to keep their height when moving across ledges into the air, and of course their new stronger weapon at their disposal. This weapons projectiles, while losing the ability from previous models projectiles of going through walls, is a strong single projectile that if it collides with any surface, it will split into 3 smaller projectiles, which 2 of them move along the hit surface going opposite directions from each other, and the 3rd moving away from the surface in a straight line.
* **//Final Enforcer:** Out of all his current creations he’s created thus far, Dr Magmin considers the Final Enforcer to be his crowning jewel; a robot that has no need for rockets or hover tech to fly, possesses a miniature energy reactor that causes no strain of the robot at all, and harnesses powerful energy into weaponized forms. The final Enforcer, due to being able to achieve a perfect balance between the intense energy with it and itself, appears to all with a zen-like appearance; being able to leave afterimages of itself as it moves from place to place, and using 2 different forms of attack. The first attack is can use is a giant laser beam, which is fires down to those below it, and the second attack fires 3 energy pellets which ricochet off any surface; it is clear to all who go up against a Final Enforcer that it will be a challenging fight.

[End of Enemy Bios]

**Analysis:**

**Approach:**

**Hardware Required:**

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| [PC Windows] |

**Software Required:**

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| Unity [The Engine for creating the game]  Visual Studio 2016/17 [For coding the Game with C#]  Microsoft Word [For creating Documentation]  Aseprite [For images/graphics]  Audacity [For recorded audio] |

**Peripherals Required:**

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| Keyboard |

**Mood Board:**

**References:**