

Team Name: would you love me if i were a worm?

Team Members: Allen (CS), Moses (CS), Tristan (CS), Peter (CA)

Intro to Game Dev, CMSC 391 / COAR 463, 2023 Fall

Project Name: would you love me if i were a worm?

Genre & # of players: Horror, Puzzle Solving - 1 player

Summary: You are turning into a worm monster, have been kidnapped and put into a mysterious laboratory, and now you need to escape. Dodge scientists, security, and potentially even other experiments while grappling with your mortality and the impermanence of human connection.

Unique Selling Point: Combines the replayability of a roguelike with the story discovery of a more traditional horror game, and come on, who doesn't want to turn into a worm?

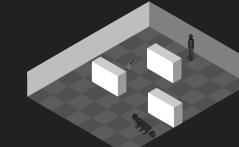
Platform and Input Type: PC & keyboard

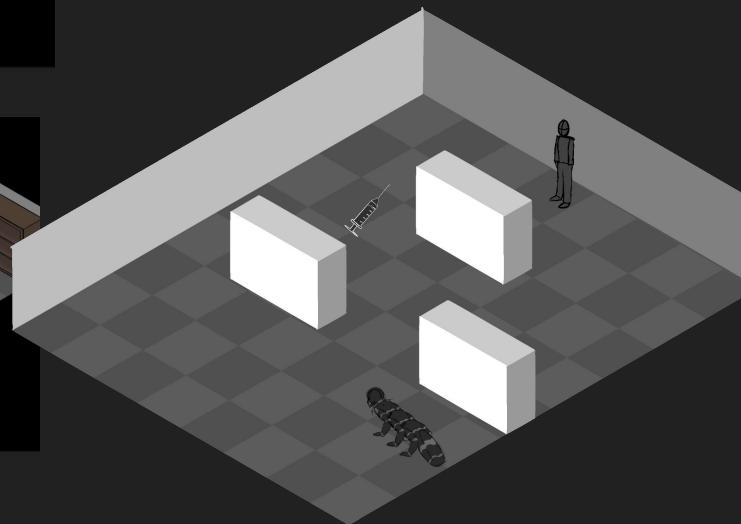
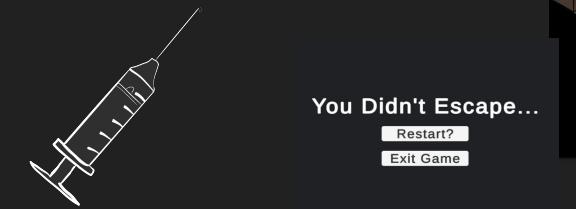
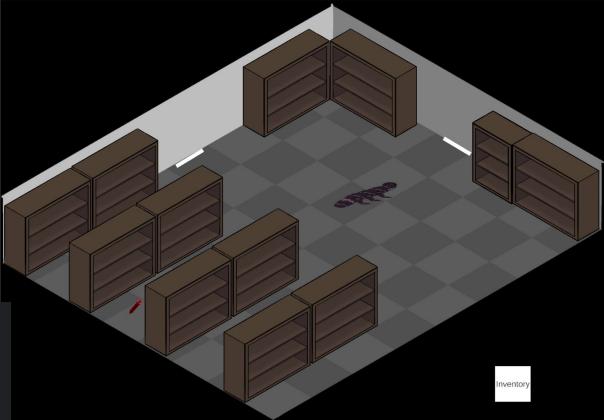
Age range / Audience: 13 and up or 18 and up / Body horror and roguelike enthusiasts

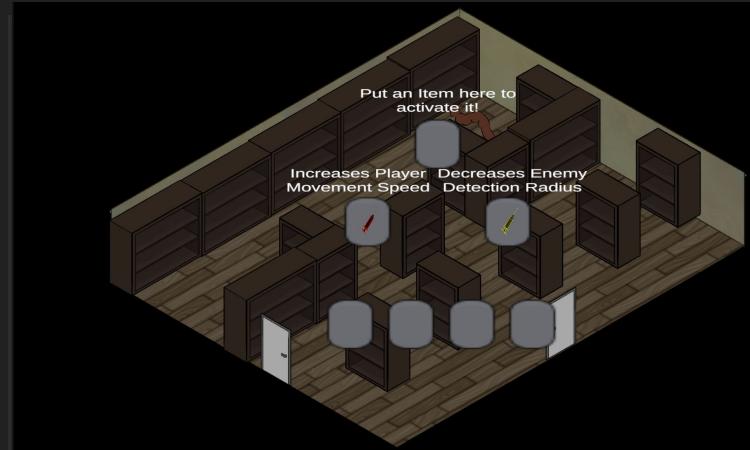
MVP Game Loops: Spawn, pick up item, equip item, avoid enemies, win or lose, restart

Monetization: Undecided - will depend on product, but most likely free

Visual Style (Mood Board & Concept Art):







Cut Assets :(



Major (custom) assets:

- UI (health bar, mutation screen, etc)
- Player sprites (animations)
- Enemy sprites (animations)
- Environment (rooms/hallways/obstacles)

Filler (may be from libraries):

- Still story artwork (not library)
- Pickups
- Dialogue System
- Sound effects

[Key]

- Complete
- In progress
- On pace for completion
- Low priority - may be cut
- Cut from plan

Script assets:

- Inventory system
 - Pickups
 - Item Interactions
 - Items affect player parameters
- Player Controls/Behavior
 - Attack
 - Stealth
- Enemies
 - Behavior
 - Stats
- Camera change
- Start Screen
- End Screen
- Reactive Environment
 - Alarm levels
 - Enemies able to move between rooms if alert

References Used:

Each tutorial used is linked in the script it was used in

- [Inventory tutorial -](#) for mutagen screen
- [Full UI tutorial and Integrating inventory into game](#)
- [Very basic enemy behavior](#)

Copyright

All art is hand drawn, when we add music it will go here.

Individual Credits

Inventory System & Pickups - Allen
Enemy Behavior - Allen
Room System - Allen & Tristan
Player Controls - Tristan & Moses
Level Design - Tristan
Concept Design - Everyone
Start & Death Screens - Allen
All Visual Assets - Peter (Our only artist <3)