



Game Title:	The Chosen One
Game Platform:	PC
Game Genre:	2D side scrolling Platformer
Target Age:	Ages 4+
Competitive Products:	Super Mario, Unicorn Attack

Game Story

1. David was a toddler when he was sent to Earth in a space-pod by his parents. At the time, David's home planet was facing a catastrophic disaster - an invasion of evil androids who have wreak havoc on the planet and its native species.
2. David's space-pod landed safely on Earth, in the deep Amazon Rain Forest. Here, David live and survive through eating local fruits, nuts, and grass.
3. Throughout his time on Earth, David often dreamt of his earliest memories of his parents. In his mind, David knew he was not from earth, and he wanted to find his home.
4. One day, David found a hidden letter in his spacepod, the letter was written by his parents. His parents explained that he was sent to Earth to avoid the danger from the invasion of the evil androids.
5. David fixed up his space-pod, and gathered fuel (the space-pod can use certain types of element as a fuel source) to leave the Earth.
6. David then travels from the moon to nearby planets, and checking each one by one, to find clues on the whereabouts of his home planet.
7. During David's heroic journey, he will face many tumultuous events. Every planets as its own unique weather patterns and obstacles.
8. Ending: David was able to locate his home planet and found the ruins of his home.

Game Play

In the game, the player will be able to use the arrow keys to move left and right, use space key to jump to dodge obstacles and jump through hazardous objects. In addition, there is also a special move - a laser rainbow beam that shoots out a rainbow colored laser from the character. The laser will be able to break through certain obstacles.

The player will explore through the four levels: Moon, Mars, Asteroids and Pluto. Each level has its own characteristics and layout. The levels are consist of jumping puzzles along with other objectives like gathering elements. After completing the objectives the player will be able to advance to the next level. The difficulty of the level will increase as the game progresses.

- Moon: Tutorial level to help the players get used to the basic controls and the use of double jump. The player will also learn how to jump over hazardous areas.
- Mars: Introduce the laser mechanic to break walls, gather resources and getting to other platforms.
- Asteroids: Challenging jumping/moving puzzle.
- Pluto: Simple maze and an intermediate jumping puzzle.

Game Mechanics

gathering: Player is required to gather a certain amount of elements to fuel to spacepod in order to advance to the next level.

double jump: Once player collected a green gem, the player will be able to perform an extra jump in the air.

laser power: Player will be able to shoot lasers indefinitely in the current level once the pink gem is collected.

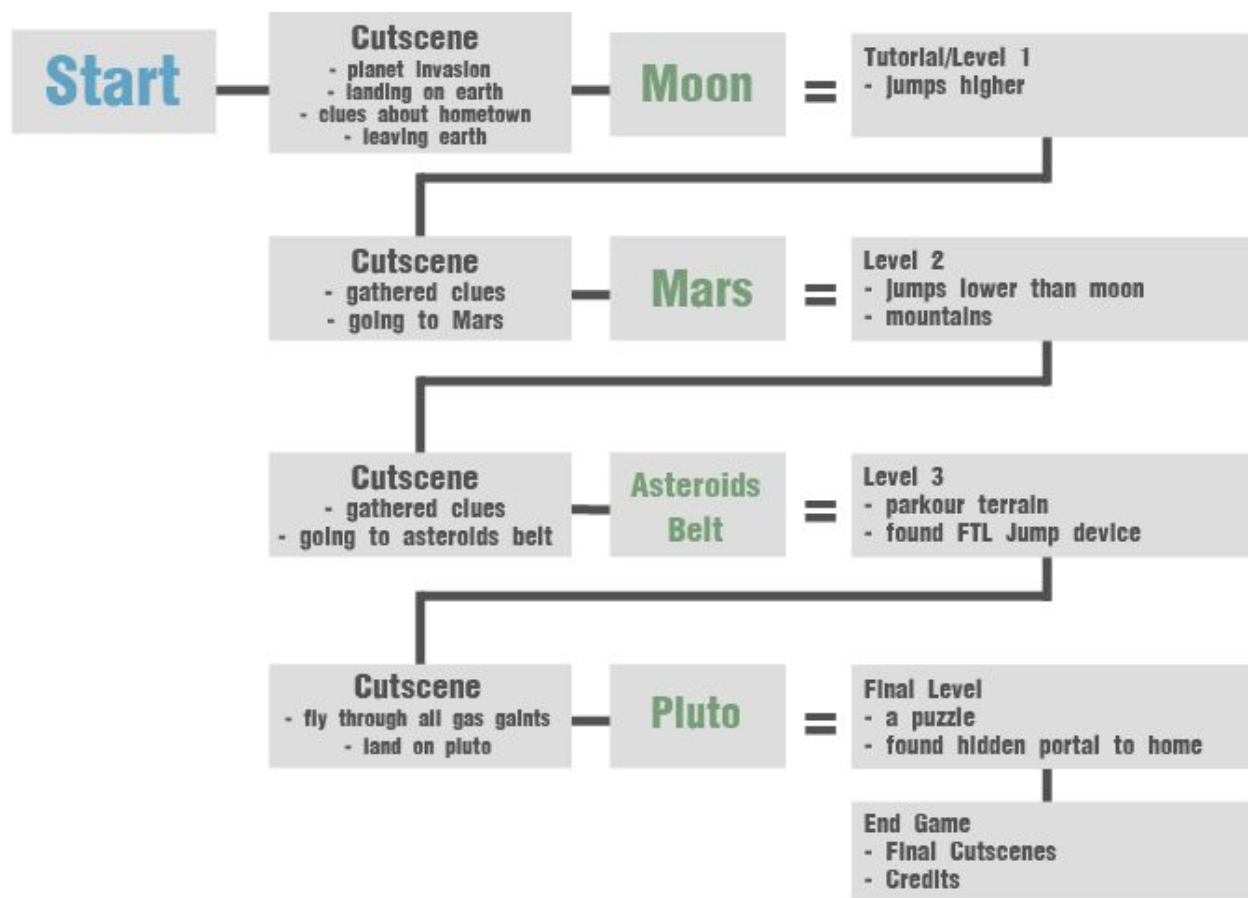
invulnerability: Player will be able to be invulnerable for 5 seconds once the yellow gem is collected.

Game World

The setting of this game takes place in the Solar System. David will travel from Moon - Pluto. The environment of each level will be corresponding to the actual characteristics of the planets/minor planets.

- Moon: Gray tone terrains like the terrains on the Moon. With a little bit of blue color to indicate the reflection of light of the Earth.
- Mars: Orange tone with mountain-like layouts just like its orange atmosphere and terrain of the actual Mars.
- Asteroids: Scattered asteroids in the background and scattered platforms to simulate the asteroids.
- Pluto: gray and yellow tone color background and grounds to reflect the colors of the pluto.

Level Flow Chart



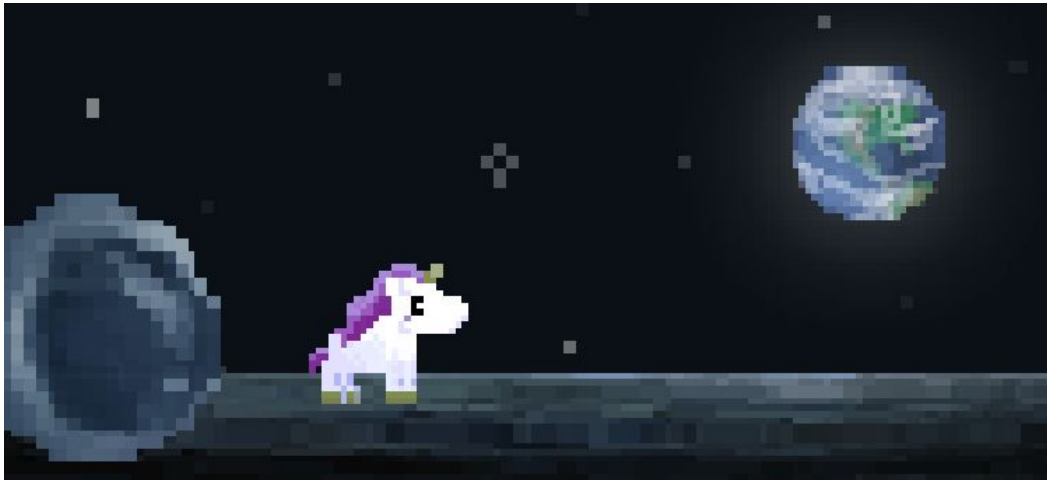
Game Experience

The game is designed to be an educational game that follows the theme of “play, exploration and mystery”. Therefore, the levels in the game are designed to be slightly challenging. The game will only provide basic hints for controls, the player is required to figure out how to advance to the next level in order to beat the game. Ultimately, the game is looking to help build up the decision making skills and dexterity of the players.

The overall theme of the game should be relaxing. The player might feel a little tensed up at certain levels. The player will be introduced to the game with cutscenes, which will briefly introduce the backstory of the character. Since most of the target audience will be kids during the presentation, we decided to make the first level of the game similar to a tutorial level that guides the player through the basic controls. There are two background music in this game: a slow piano song for the title menu, first cutscenes and final cutscenes; a more lively pixel/retro style song for the entire game play.

Character

David is a unicorn with fabulous hot pink fur. He is about 10 years old and his favorite food is apples. He has a golden horn on top of his head. David's signature move is a rainbow laser. David appears to be a very happy and cute unicorn but he is actually secretly missing his family and home planet.



Cutscenes

The main narrative of the game will be demonstrated through some cutscenes. The game will be introduced with cutscenes explaining the invasion, arrival on Earth and why David left Earth. There is also a cutscene between levels to show David advancing to the next terrain. After finishing the game, there will also be some cutscenes showing what happened after David arrived to his home planet.