AGS GROUP 3 PROJECT  
  
Game Name  
SpeedTimeUnlockThingy S.T.U.T.

Advanced Game studies Group 3  
Theme can change the objects the player needs to go through, this can be mythological figures, colours, light and dark objects or even sci-fi related objects, broad range of themes effect the overall look of the game, game mechanics are not theme specific  
  
Game play style

* Audiosurf to collect objects corresponding to theme.
* Objects allow you to proceed to next part of level
* Correct object is displayed on the floor, purple gateway purple floor etc
* Only counts last three objects towards the gateways (walls)
* More points are gained the more you collect the correct object.
* Constantly moving forwards?
* Level based with padding between levels to give player a short break
* Each chunk of the games is five seconds long, this is a small quick puzzle the player needs to navigate through
* fail states is failure to collect the correct colour(object) to proceed to next chunk 3 lives to do so
* pass state is to continue through the levels
* end level?
* Continues play for how long you can stay on the tracks?
* 5 seconds or time limits are not fixed, like everything in here it will change over time.

Level design  
Object passes through a single chunk in five seconds

Each level has 3mins therefore 36 chunks to a level +10 second padding zones  
Handled by CGP students

Power ups available such as extra lives, later CGP or GC students come up with their own.  
  
3d environment fixed at a third person viewpoint so that models and skins can be cheap in effort file size

Move left to right in between “lanes” as keyboard is limited in terms of movement ranges  
Object design  
Can be done as if 2D, fixed viewpoint means you only have to do one side and texture one side, this makes things very easy, game requires speed of reaction and skill of player so big complicated objects will slow the game down creating frustration at the game, so small basic objects that look very good are important.  
Objects to collide into, do shapes need to be different?

Lanes, do they need obvious 3d models or just texture.

Track as a model or plane with texture

Outside of track objects, planer textures or 3d models, 5 second loop so does this matter?

Character design  
Each game design student will design a player character to show off their skills in 3d modelling.

Complete freedom of creativity, make it whatever you want.  
  
Sound Design