

FACULTAD DE INFORMÁTICA



UNIVERSIDAD
COMPLUTENSE
MADRID

Memoria DVI

Authors: Samuel Santos Hernán, Tyson Mendes y Daniel Prieto Remacha

March 28, 2023

Tabla de contenidos

0	Introduction	1
1	Hito 1	2
1.1	Game Concept	2
1.2	Game experience	2
1.3	Game Mechanics	3
1.3.1	Planet-to-Planet (PtP)	3
1.3.2	Overworld Levels (OwL)	3
2	Hito 2	4
3	Hito 3	5

0 Introduction

The goal of this project relies on specifying and implementing a videogame for the **Web-based Videogames Development** subject. For that sake, it shall be iterated in three cumulative stages or milestones, which will increasingly add more features and functionality to the project.

1 Hito 1

1.1 Game Concept

Lunar Legend: A journey Beyond is 3rd person experience for web browsers. The goal of the game relies on getting the main character, called Alonso Quijano, from Earth to Neptuno, retrieving a space probe, the “Voyager 3”, and getting back. The main problem is our protagonist is not an actual astronaut.

This game is based on the popular book called ‘Don Quijote de la Mancha’, wrote by Miguel de Cervantes in 1605. The main character will have the same personality as Don Quijote. He has read a lot of books about space travels, so his dream is to go on a journey. Although, he will lose his mind in the middle of it.

The game would two main types of levels: one of which would consist on a vertical-ascending platform system, for going from a planet to the next one; and the other one, also a platformer but in this case with lateral scroll and Zelda-styled puzzles, for when being in the planets.

On the other hand, there would be spacelogs around the Overworld levels that on one hand gives the player a hint towards what to do next, and on the other one, either a power-up/reward or some negative effect.

1.2 Game experience

The main goal consists on making the player experience intense and emotional feelings. The game achieves this objective by immersing the player in a world where they must not only overcome physical objects, but also face the mental deterioration of the protagonist. The atmosphere will be created by the narrative and the soundtrack working together to keep the player engaged to the game, but not only restricted to these, since throughout the game, the player would eventually experience a few jumpscare justified by the aforementioned mental deterioration.

To sum up, the game will create a range of emotions in the player, including frustration, satisfaction, excitement and engagement. The balance of these feelings will make the overall experience memorable for the player.

1.3 Game Mechanics

1.3.1 Planet-to-Planet (PtP)

In these levels, there would be no gravity, hence forces applied to the ship will make it move until a force in the opposite way is applied. The player will also have a limited amount of fuel, thus a limited amount of lateral movement. If the fuel gets down to zero the player will lose all control over the ship and it will keep with the current trajectory either collides with an obstacle or reaches the planet.

Movement:

- Right
- Left
- Accelerate
- Decelerate/back

1.3.2 Overworld Levels (OwL)

In these levels, there would be small differences with a Super Mario level, but for the setting, the gravity, the enemies and the puzzles. The player will have to reach the right side of the screen in order to proceed to the next level, and for these they will not only need to jump between platforms but also interact with objects, activate mechanisms or even solving some logic puzzles.

Movement:

- Right
- Left
- Jump
- Crawl
- Pick up objects / activate mechanisms
- rise up in the ship

2 Hito 2

3 Hito 3