Splash!

Luke, Benton, Diego

Background & Motivation

2D pixel art swimming game
- Training up to be the world champion

Arcade style game
Wanted to make a competitive game where users can compare their results

Create a simple but fun and addictive competitive experience

Target Users

Any Ages

People who like competitive/skill-based games

Appeals to users who like arcade challenge games

Context/Game World

You are a retired champion swimmer who has decided to return to the pool for one last chance at winning it all for your country, however you must train back up to reach the world championship. You will progress through levels until the final race.

1.

Takes place in present day

2.

The world is realistic, only with minor "unrealistic" elements to make the game engaging, but no supernatural elements

3.

Progress through multiple levels of different difficulty to reach the world championship
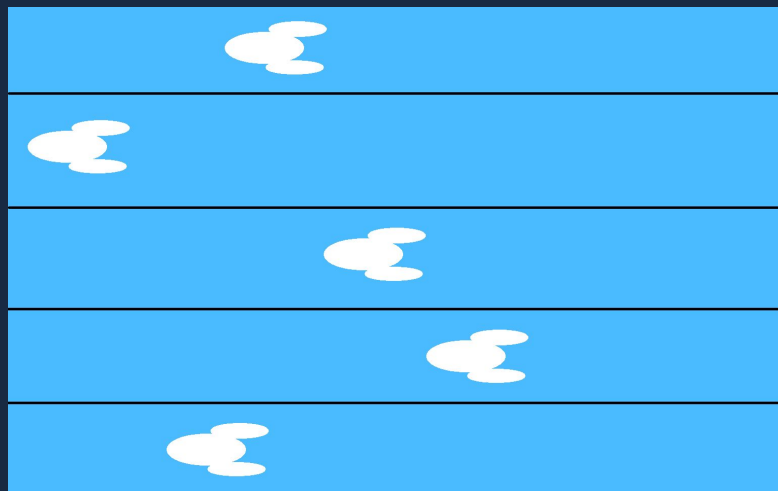
Mechanics/Rules

Rhythm-based Movement

Scoreboard

Multiple Characters

Keyboard

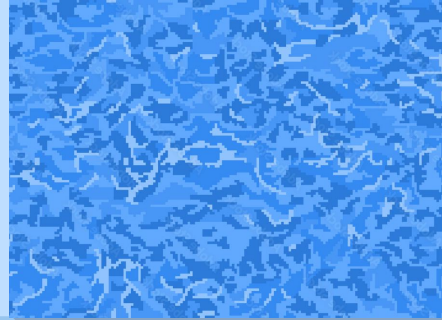Missed inputs slows you down

Win and move to next level

Sketch

How tasks will be distributed
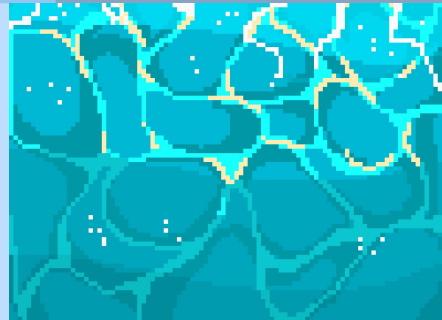
Diego

Programmer, Story Design

Benton

Programmer, Playtesting/Game Balance

Luke

Programmer, Art/Visual Design

Thank you