

GAME 108 Interactive Media Design- Launch Digital Game Team Project

Fill out brief answers to the questions below. Upload the document to Canvas-

1. What game ideas did your team come up with?

Maze Game

2. What are your favorite games?

- Halo
- Call of Duty
- Fallout New Vegas
- Max Curse of Brotherhood
- Ori

3. Which idea is the strongest one that you can do in the time you have?

Dog Reggie comes to save his owner who is trapped. Dog has to fight the enemies in the maze.

4. What role do you see yourself doing on the team? Design, Art, Programming , Audio, Project Management?

Bryden - Audio Director/Whatever else is needed

Mariya - Programming

Alex - Programming, Project Management

Elise - Design, Art Director

5. What software tools are you using to communicate and share files?

Discord, Github

6. What game engine are you using?

GameMaker Studio 2

7. What art tools are you using to create graphics?

Photoshop + Sprite

8. What are some challenges you see to completing the game?

Enemies chasing the dog, creating point system

Extra notes:

Dog name - Reggie

Dog Type - Corgi

Storyline - dog was left behind and is in search of its owner

Style of Game or Interactive Experience

- maze

Target Audience

- 4+

Target platform(s)

- PC

Main Game Play Mechanics(s)

- Running, (Concept) power-ups, point system (maybe timed?)

General Game Flow

- Visual cues and landmarks

Level of Difficulty

- Normal

Moment to Moment Goals

- Get the owner's objects to keep going next

Overall Goal

- Find owner (get to end of maze)

Technology- Game Engine

- GameMaker Studio 2

Product Comparison

- Pac-man

Plot/Story-line (keep it simple)

- dog was left behind and is in search of its owner

General Visual style/Aesthetic

- Overhead, spooky

Art style & process

- Bird's eye perspective

Animation process

- Moving around, enemies moving around, score increase, hints around map, messages

Main Character(s)

- Corgi named Reggie, owner

Enemies

- Eagles, Coyotes, Squirrels, Vacuum cleaners, brooms, toddlers

Bosses

- Cats

Objects

- Power-ups (concept), clothing/ owner objects

In-Game Controls

- Arrow keys, spacebar (if we include use of power-ups)

UI/UX HUD

- Health bar, score, timer

Stages of game play

- Storyline intro, first level mission, attacking enemies, being attacked by enemies

Screen Progressions and descriptions

- Moving to next level and message on what is happening

Asset Management and Storage/Transfer

- Git

Minimum Goals

- Stay alive

Nice to Have Features

- Being a Corgi, power-ups (concept), goal oriented, fun design

Why will it be fun?

- You are a Corgi, humor. Easy to play positive game where dog Reggie searches for the owner's objects to keep going further to save the owner who is trapped by Cats bosses while escaping from enemies such as Eagles, Coyotes, Squirrels, Vacuum cleaners, brooms, toddlers.

Level Ideas:

- Bird's Eye View
- Woods
- neighborhood