GREETINGS

INSPIRATIONS

Gameplay & Aesthetic Inspirations

- Donkey Kong 1, 2, & 3
- Chimp Chomp (Fanboy & Chum Chum)
- Donut Dodo

Other inspirations

- The use of Rotoscoping Meme Gifs today
- The comedy of Looney Tunes & Hanna Barbera
- The emulation of past comedy through Ed Edd n' Eddy and Spongebob

WHAT IS BRO ON ABOUT?

- Unity Powered 2D Arcade Styled Video Game
- Animation Focus

- Modernize the charm of 1980 video games, 90s saturday morning cartoons, & 2000s Flash Games
- Make arcade games more appealing to a new audience

SAFARI SHAKEDOWN

By Reginald Fairley

A small monkey, Fuss, wants all the food that the black bear, Major, is hoarding on top of a tree. Fuss is trying to find ways to get the food without Major falling out of the tree when coincidentally, drones carrying packages over the area begin falling out the sky due to low service. This gives Fuss an idea. He will use whatever he can find within the packages to shake the tree enough for food to come out

THIS IS FUSS

- Loud
- Stupid
- The energy of a 5 year old cousin who has an ipad

THIS IS MAJOR

- Silent
- Lazy
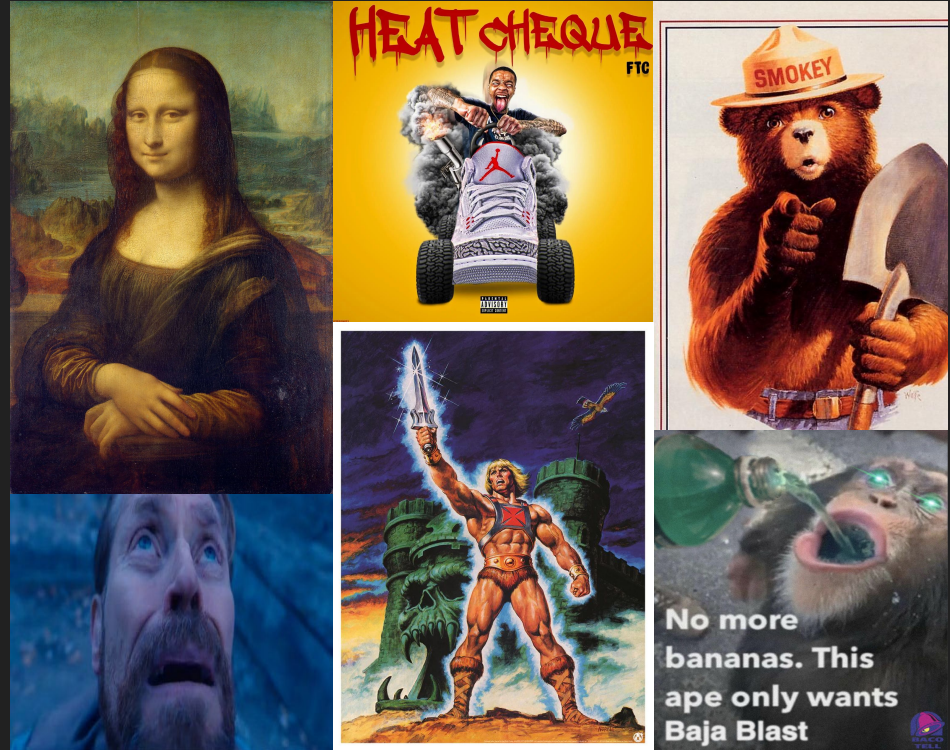- A calm individual before a monkey triggered his anger issues

ROTOSCOPING Gifs

(Game Over Screens will feature art like this)
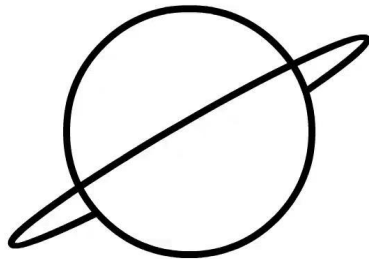

ART REFERENCES

(Pictures / Gifs that could appear depending on an item you got or event that you trigger)
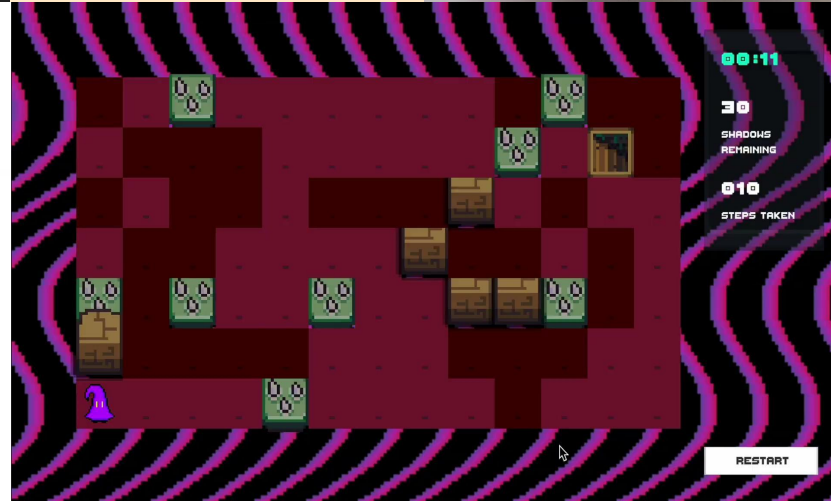
WHAT IS NEEDED

TECHNICALS & PRECEDENTS

- Pixel Art
- Digital Art
- Rotoscoping
- Unity Engine
- C# Coding

THE MASTER PLAN

CLIMAX VERSION

- Table-top Arcade Cabinet Case / Custom Game Controller for game
- Much more items, enemies, and levels
- Random Element & Seed Generation
- More emphasis on the story behind the game (Yes there actually is one)

PROTOTYPE VERSION

- Endless one screen demo of what the idea is for the full game
- Technical requirements & tools needed
  - Aseprite
  - Unity Launcher
  - Adobe Animate
  - Any Drawing App like Ibis Paint X
  - Music Program
  - Pencil & Paper
- Expected challenges or uncertainties
  - Time Crunch
  - Troubleshooting Code
  - Heavy focus on art
  - Finding Audio for Background Music
  - Focus

MILESTONES & FEASIBILITY

1. **Unity (1 Month)**
   a. Player Movement
   b. Obstacle Implementation
   c. Item Implementation
2. **Art (1 Month / Same Month as Animation)**
   a. Player Design
   b. Enemy Design
   c. Background Art
   d. At least one art picture to show randomly

3. Animation (1 Month / Same Month as Art)

   a. Player Action
   b. Enemy Action
   c. At least one death animation

4. Audio (In Between other months)

   d. Background Music
   e. Sound Effects

5. Troubleshooting (1 Month)

QUESTIONS &
FEEDBACK

Thank you for your time