**Kingdom Clean-up**

**Game 334**

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Your kingdom has survived war, disease, natural disasters, and even dragons, but after everything it has overcome, the kingdom has finally fallen…t..to the slimes? It is now up to you to take your kingdom back and restore its glory, even if you are just the cleaner.

**Genre:**

2D Action Adventure.

**Core Experience**:

Become the unlikely hero as you “clean-up” each stage as the kingdoms cleaner.

**Design Challenges**:

Cleaning Mechanic - The cleaning mechanic needs to be simple to use and satisfying to the player as to make it seem less of a hassle and more of a goal to strive for.

Level Design - The levels need to be designed with the cleaning mechanic in mind.

Unique Items - The Items in this game need to be made with a focus on how they will clean things.

Enemy Design - The enemies in this game are to be challenging and diverse with unique effects, while still simple to represent the weak nature of the slimes.

**Design Pillars:**

Enemy Design- Looking into swarm and 'split' enemies could allow us to create a system that allows weak enemies to seem challenging for the players.

Level Design- A suitable design template should be found through viewing the level design of popular games of similar design and continual paper prototyping.

Unique Items- Brainstorming cleaning supplies and their similarity to items in traditional games should help to find an effective balance to create unique items for the player to enjoy.

Cleaning Mechanic- Looking at what makes cleaning and other similar acts so satisfying should allow for effective and satisfactory gameplay.

**Conventions:**

Breaking- The conventions of slimes being weak monsters as they have taken over the kingdom and are the main antagonist of the game.

Keeping- The traditional feel of a 2D Action Adventure along with the convention of bosses and mini-bosses.

**Mechanics:**

The player will use items to "clean" the levels while also using special environmental slimes to produce special effects like "high bounce" or "wall jump".

**Aesthetics**:

Retro 8-bit influenced music with an adventurous tone paired with a colorful, pixelated art style should help the game to feel adventurous like older games of similar genre.

**Narrative:**

The world of the game is a medieval kingdom covered in slime allowing the player to traverse its lands and clean the slime as you continue on your heroic quest.

**Technology:**

Through the use of Unity's ability to easily import assets, building the games levels should be no hard task. The controller's ease of use will allow players to quickly learn how to use the environment and items in the game to give them a full gameplay experience.

**Unique Feature**:

The game's use of unique environmental effects created through different colors of slime will allow unique level design and advancement along with a wide variety of items that will help clean-up in many different ways as well.