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| Dodge the Ducks! |

Aisha M, Prototype Project Proposal, CSS 385 A, Aut 2024, Due 11/10

**Color Key:** Idea is not yet/may not be implemented by the end of the quarter

Genre: Action / Arcade

Platform: PC (Windows, Mac), Web (Browser)

Target Audience: Casual gamers

**Pitch:**

It’s all gone quakers! Take on the role of a small duck who must survive waves of bigger ducks that are determined to take them down. Dive into a fast-paced, reflex-testing arcade experience where survival is key! Armed with just your reflexes and the power to “slow down time”, you must dodge incoming flocks of ducks that fly in from all sides.

Your agility and quick reactions will be put to the ultimate test. Navigate through swarms of unpredictable ducks and aim for the highest score. With simple controls, increasing difficulty, and endless replayability, *Dodge the Ducks!* offers an addictive challenge that’s easy to pick up but tough to master. Will you have the speed and skill to outlast the flock?

**Project Synopsis:**

Dodge the Ducks! is a fast-paced action game where players control a character on a simple 2D plane, trying to avoid obstacles, dodge flying ducks, and rack up a high score. Each level introduces more obstacles and more ducks, increasing the challenge. The core gameplay revolves around dodging and reacting quickly to avoid collisions. The player must stay alive as long as possible, earning points based on how long they can survive. With its simple yet addictive mechanics, Dodge the Ducks! is easy to pick up but hard to master, encouraging players to improve their skills over time.

**Objective:**

The objective of Dodge the Ducks! is to survive as long as possible by avoiding flying ducks and other environmental hazards, while scoring points. The player’s score increases the longer they survive, and their goal is to achieve the highest score possible. Players must navigate the stages, dodge incoming ducks, and collect collectibles/avoid traps to stay alive.

**Core Mechanics:**

**1. Player Movement:**

- Player Character: The player controls a character that moves within a 2D environment using the keyboard arrow keys or WASD keys. The character can move in a straight line left, right, up, and down.

- Movement Speed: The player's movement is slightly adjustable. By holding down the "speed\_up" button (e.g., spacebar), the player can increase their movement speed.

- Collision with Ducks: If the player comes into contact with a flying duck, they lose a life, and their collision shape is temporarily disabled to avoid multiple hits from the same duck.

**2. Duck Behavior:**

- Spawning: Ducks are randomly spawned at different points on the screen and move in a straight line towards the player.

- Movement Patterns: Ducks fly in from the top of the screen and may change direction slightly mid-flight.

- Difficulty: As the game progresses, the number and speed of ducks increase, making it more difficult to dodge them.

**3. Score System:**

- Survival Points: Players earn points by surviving for longer periods. Each second the player survives contributes to the score.

- High score is recorded at the top of the screen.

- Point Bonus: Players earn additional points by dodging multiple ducks in quick succession, rewarding skilled play/ by collecting collectables/???.

**4. Obstacles:**

- Environmental Hazards: Various obstacles (e.g., trees, rocks) are scattered throughout the environment, which the player must avoid to prevent taking damage.

- Duck Traps: Some ducks may drop bombs or create traps that the player must avoid.

- Some obstacles may lower score instead of subtract life/game over.

**5. Player Interaction with the Environment:**

- Speed Boost: The player can temporarily speed up by pressing the "speed\_up" button (e.g., spacebar) to help dodge more difficult patterns of ducks.

- Collision Logic: When the player collides with a duck, they temporarily disappear and lose a life. The collision shape is disabled for a brief period to avoid repeated collisions.

- Player may click info screen for guide. Click info again to close guide.

**6. Game Modes:**

- Endless Mode: The player tries to survive for as long as possible, with increasing difficulty. There are no set levels; the challenge keeps ramping up.

- Challenge Mode: The player faces set levels with specific objectives, such as dodging a certain number of ducks or surviving a set amount of time to complete the level.

**Gameplay Loop:**

1. Start: The player begins the game with a set number of lives.

2. Dodge the Ducks: Ducks start to appear from various directions, and the player must dodge them while avoiding environmental obstacles.

3. Survival: The longer the player survives, the higher their score becomes. Ducks increase in speed and frequency.

4. Game Over: The game ends when the player collides with a duck or fails to avoid environmental hazards. The player’s score is recorded.

5. Restart or Challenge Completion: Players can restart to attempt a higher score, or they can progress to the next level in Challenge Mode.

**Visual and Audio Design:**

- Visuals: The game features a simple 2D art style, with cartoonish characters and ducks. The background changes as the game progresses, creating a dynamic environment. Ducks and obstacles are easily distinguishable from the smaller different colored player duck, and the player’s character and mobs have animated movement.

- Audio: The game features upbeat, catchy music to keep the player engaged and add a funny element. Sound effects include duck quacking, player movements, and impact noises when the player collides with an obstacle or duck.

**Conclusion**:

Dodge the Ducks! is an exciting, fast-paced arcade game that combines quick reflexes with strategic movement. It’s easy to pick up, hard to master, and provides a fun and competitive experience for players of all ages. Whether players are trying to beat their high score or just survive as long as they can, Dodge the Ducks! offers endless hours of fun.

**Mockups demonstrating the Mechanics**:

A screen shot of a phone

Description automatically generated A screen shot of a game

Description automatically generated

A screenshot of a cell phone

Description automatically generated A screen shot of a video game

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