Greed

What is greed?

Greed is a single player game where players try to complete with each other by trying to get the highest score. The game is basically a square box filled with number and the player will start off in a random location, then the player will move in any direction(8 in total by using number pad 8,2,4,6,7,9,1,3) they want and depending on the number the will move to the corresponding number like for an example if the player move up and the number is 4 they will move up by number then they will get + 4 score to their high score, they will continuingly do this until they can’t move and that is when the game is over. After that we will see if get got top score or not, there will be an option at the start of the game to choose how big the box will be this is to get player to choose how long they want to play the game and a difficulty setting, like foe example if they choose the hardest difficulty there will be more higher values compared to the lower difficulty where there will be more lower value number. The game is harder with higher value (max no. 9) as it will be harder to move around and more thinking is needed but since if your good at the game its easier to score very high point in the hardest difficulty setting so for each difficulty will have its own high score this is so it more fair to player who get a good high score. Players will start off at a random point in the box and will start off from there, however player will start off in a location where they will be able to move in any direction for the first move this is to give fairness to the player went they first start off.

(maybe feature)

A feature we can try to put in is progression level where player are to get a certain high score and only after they get equal or higher they will go to the next level where each level get harder and harder and the high score to beat gets higher and higher. We maybe will also have an endless mode where they play until they die or a time base mode where they try to get as many pint as possible in a time frame

Selling point

On paper this may look like a boring game but after you play it for a while it’s actually very addictive as you will get the feeling of wanting to get a better high score or to do better. There is not a lot of game like greed and it’s easier to play hard to master and player tend to play many round of this, it give the fine line of frustration and replay value.

Features list

Level progression

Endless mode

Time mode

Reply value

Level progression

For level progression this is mainly for teaching new player how to play the game and to teach them how hard it will become when they reach the harder stages, the level will start off with a basic 7 x 7 box and as player progress through the level they stage will change to fit the difficultly of the level like for example in stage 5 there will be lot of high value numbers but in a 12 x 12 box or another stage could be one where is a 5 x 5 but low value numbers

Endless mode

For endless mode player can choose the size of the box and how hard they want it to be and lay until they can make any more moves this mode is mainly for high score or to just have fun the box size will go from (changes to be made) 7 x 7 , 12 x 12 , 15 x 15 and the difficulty will range from easy where lots of low value number will show up more than hard where a little more higher values number will show up more and lastly there will be expert where lots of high value number this modes are balance so that new players and try out to see if they got what it take for expert player to get a high score there is unlimited amount of time for this

Time mode

For time mode players are given a set amount of time to try to score as many pint as possible in that short amount of time, the amount of time will vary from what difficulty they chose like for example if they choose easy they (due to change) will get 1.5 min where hard will be 1 min and expert will be 0.5 min the box will be a set value of 15 x 15

Replay value

For replay value, this game will want player to keep play the game cause of the fact it’s easy to start off and understand how to play thus mastering it will be like the next stage where player would want to accomplish but it hard but on a fine balance as we give the player the difficulty to play on (not counting level progression) so if they fail its their fault for choosing a difficulty they can’t master yet.

Task allocation

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| --- | --- | --- | --- | --- |
| Name: | Glance | Jeff | Gary | Sham |
| Week 1 | difficulty | mechanics | Mechanics | mechanics |
| Week 2 | difficulty | mechanics | Mechanics | Level design |
| Week 3 | Debug | Debug | Debug | Debug |