

Project: Escape from the Wild

“Escape from the Wild” will be a top-down 2D arcade-style game in which the main objective of the game is to collect the necessary rewards and reach the exit cell. The player will start on a random tile at the edge of a board and will move around the board to collect rewards while avoiding enemies. The board will have barriers on its edges and on the inside that will restrict the players' movement. The players' vision is limited to a radius of a set number of tiles and will not receive visual updates beyond the vision area. To further increase the suspense and encourage exploration the map may be covered in fog and the player has to move around and remove the fog. We decided to call the game “Escape from the wild” because it gives the player a sense of dread and claustrophobia by creating an environment that puts the player in a jungle maze and he/she must escape to civilization to survive.

To create urgency and simulate danger one might face in the wild, the board will be populated by moving enemies that will be represented by wild animals, animal traps, rewards in the form of food rations/survival kits, and bonus rewards. Moving enemies actively chase the player down while traps are activated upon collision. If the player comes in contact with a trap it decreases the player's overall score, but colliding with a moving enemy ends the game and flashes a game over screen. Unlike the player, the enemy is not limited by vision radius and receives updates of the players' location from any point of the map. However, to encourage stealth, the enemy will not actively chase the player until they venture too close to them. This will give the player to sneak past enemies.

Rewards will be spawned at random tiles at the beginning of the level, while bonus rewards will be spawned at random intervals and stay alive on the map for a set amount of time before it disappears. All regular rewards must be collected by the player to finish the level and move to the next level but bonus rewards are not needed to complete the level but they will improve your score significantly and might give you a buff. Upon collection of all the rewards, an exit on the edge of the map will be revealed that takes the player to the next level.

At new levels, the board will be reset with a different layout. Each level will be harder than the previous one. The increase in difficulty will be implemented by adding barriers with a more complex layout, increasing the number of enemies, or giving enemies higher movement speed. The game will be a sandbox arcade game style, the player keeps collecting rewards until he dies. The goal for the player is to collect as much reward before eventually dying. Upon death, if the player scores high enough points his/her score will be saved in the game data, only the top ten scores will be saved.