

GamePad - Concept Development

Part I: Ideation

1. Describe the overall idea behind your game:

Phoenix! is an adventure game where Phoenix is trying to defeat the iceman. Along with his friend mavis, they navigate through the rooms of the Iceman's castle, eventually finding him on top of a high mountain outside the castle. Along the way, Phoenix and Mavis must fight off all of the knights. There are several things hidden around the castle as well that may help them with their journey.

2. Cite three references for your game and describe the influence they will have on your game concept. Support your descriptions with visuals.



Spyro: Spyro is the main reference of this game. In Spyro, he and his flying friend are defeating enemies. *Phoenix* however will only use the characters, as inspiration and not the gameplay.



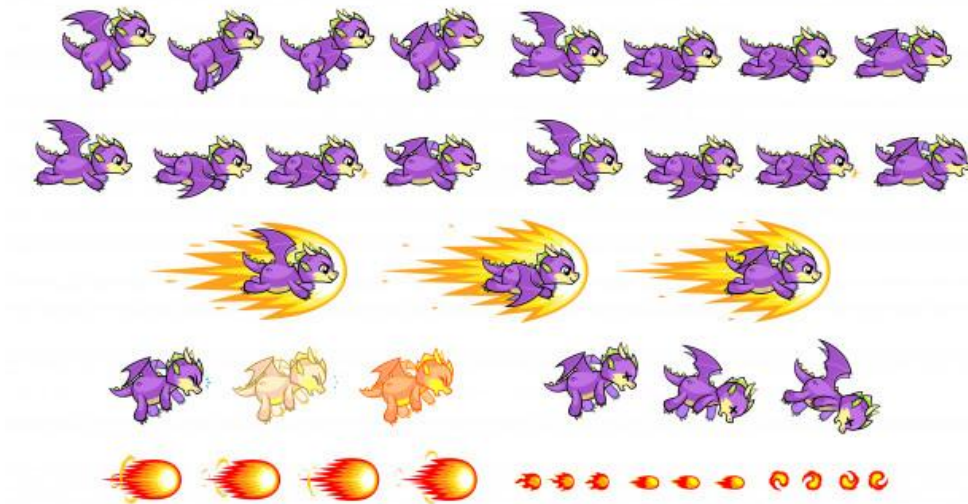
The Legend of Zelda is an adventure game like *Phoenix* will be. It is also a tile graphic game which is how *Phoenix* will be set up. Attacking functions may also be similar, as well as the health bar at the top will be used in my game.



The binding of Issac is a rogue-like- randomly generated shooter game. *Phoenix* will use this style for the Knights spawning into the castle. Instead of shooting bullets Phoenix will breath fire.

3. Create at least 3 characters for your game using reference images and sketching as necessary.

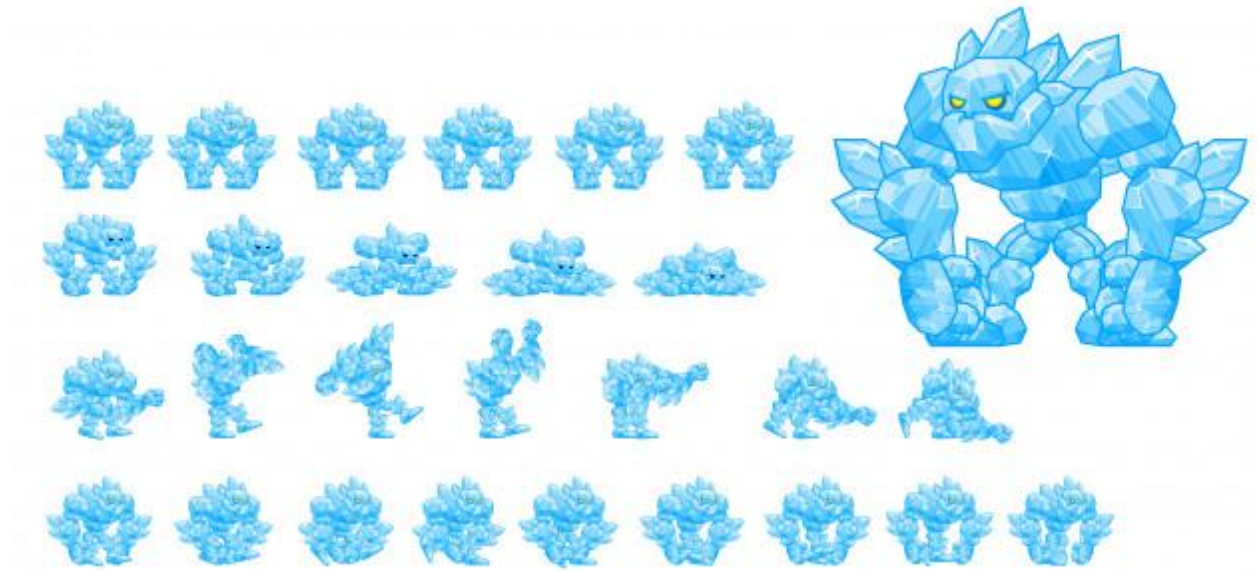
Phoenix- https://www.freepik.com/premium-vector/purple-dragon-game-sprites_1420547.htm



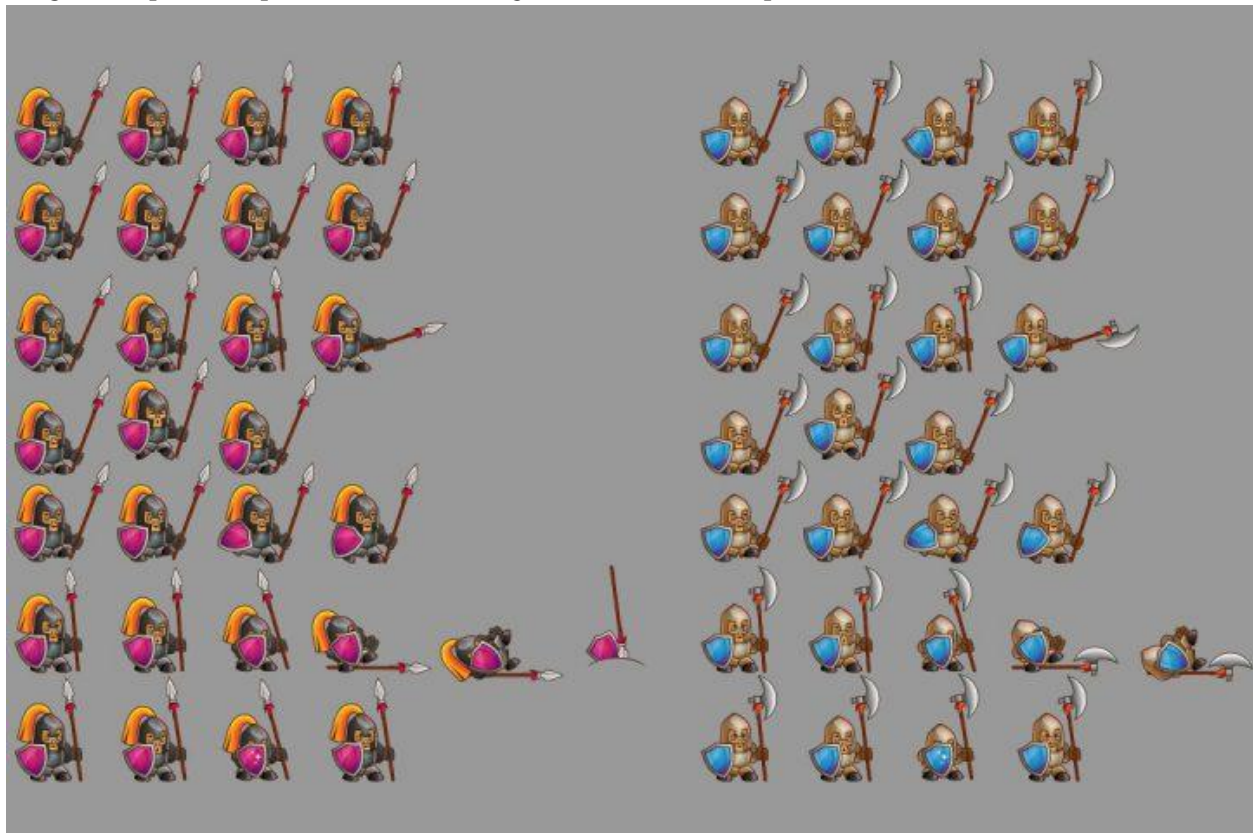
Mavis-



Iceman-



Knights-<https://craftpix.net/freebies/knight-character-free-sprite/>



4. Create at least 6 playing areas for your game and include the scans below. You can use the level designer template here to help: [GamePad Level Template](#)

Level is 320 x 240 pixels in total. Each tile is 20 x 20 pixels. There are 16 x 12 tiles per level.

Level Name
Short Saven (Level 0)

Notes
grass lawn, fence, fountain in the middle, door to castle on ri

Level is 320 x 240 pixels in total. Each tile is 20 x 20 pixels. There are 16 x 12 tiles per level.

Level Name
Level 1 - entrance Room

Notes
Multiple walls, couch and Table

Level is 320 x 240 pixels in total. Each tile is 20 x 20 pixels. There are 16 x 12 tiles per level.

Level Name

Notes

Level is 320 x 240 pixels in total. Each tile is 20 x 20 pixels. There are 16 x 12 tiles per level.

Level Name
Level 3

Notes
Hidden Door, magic rug

GamePad Level Template

Level is 320 x 240 pixels in total. Each tile is 20 x 20 pixels. There are 16 x 12 tiles per level.

Level Name
Magic Level 4

Notes
Only unlocks if you ride magic carpet

GamePad Level Template

Level is 320 x 240 pixels in total. Each tile is 20 x 20 pixels. There are 16 x 12 tiles per level.

Level Name
Level 5 Mountain Brian

Notes
Finally Boss level

4. Describe the controls that will help the user interact with the game (the GamePad includes 1 analog joystick and 4 push button controls)

Controller Interactions	
Joystick X	Moves the hero horizontally across the screen.
Joystick Y	Moves the hero vertically across the screen.
Button A	Interacts with objects in the room (doors, items, etc.)
Button B	Breathes Fire
Button C	Uses a weapon/power up


Button D	Changes weapons/power ups
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Part II: Game Resources


1. Create an image resource library including all tiles and sprites necessary for the game. Include hex addresses for each sprite for reference (e.g. 0x04). Background tiles should be 20x20 pixels and any tiles that use transparent backgrounds should have a width that is a multiple of 8.

Background Tiles (20 x 20 px)				
Gravel 0x00	Weeds 0x01	Trash 0x02	Floor 0x03	
U-Wall 0x04	U-Door 0x05	R-Wall 0x06	R-Door 0x07	
D-Wall 0x08	D-Door 0x09	L-Wall 0x0A	L-Door 0x0B	
UR-Corner 0x0C	DR-Corner 0x0D	DL-Corner 0x0E	UL-Corner 0x0F	
U-Table 0x10	R-Table 0x11	D-Table 0x12	L-Table 0x13	
UR-Table 0x14	DR-Table 0x15	DL-Table 0x16	UL-Table 0x17	
Scatterfield 0x18	Scatterfield 0x19	Scatterfield 0x1A	Scatterfield 0x1B	
Cars 1 0x1C	Cars 2 0x1D	Cars 3 0x1E	Cars 4 0x1F	
Mt Dew 0x20	Solder Iron 0x21	Saw Blades 0x22	Laser 0x23	

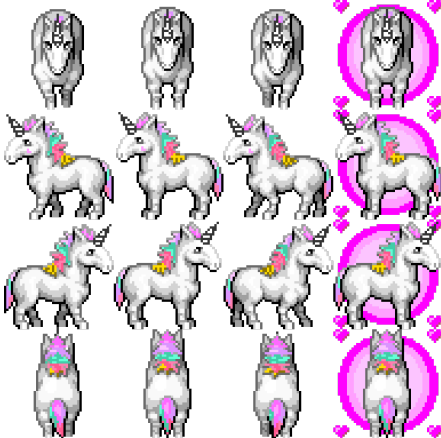
Dr. Duino (32 x 32 px)

L-Stand 0x00	L-Run 1 0x01	L-Run 2 0x02	L-Run 3 0x03	L-Attack 0x04	
R-Stand 0x05	R-Run 1 0x06	R-Run 2 0x07	R-Run 3 0x08	R-Attack 0x09	


Zombie (32 x 32 px)

L-Stand 0x00	L-Run 1 0x01	L-Run 2 0x02	L-Run 3 0x03	L-Attack 0x04	
R-Stand 0x05	R-Run 1 0x06	R-Run 2 0x07	R-Run 3 0x08	R-Attack 0x09	

Destructicorn (48 x 48 px)

D-1 0x00	D-2 0x01	D-3 0x02	D-Attack 0x03	
L-1 0x04	L-2 0x05	L-3 0x06	L-Attack 0x07	
R-1 0x08	R-2 0x09	R-3 0x0A	R-Attack 0x0B	
U-1 0x0C	U-2 0x0D	U-3 0x0E	U-Attack 0x0F	

Heads Up Display (48 x 48 px)

Normal 0x00	Attack 0x01	Damage 0x02	Power Up 0x03	
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