

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.



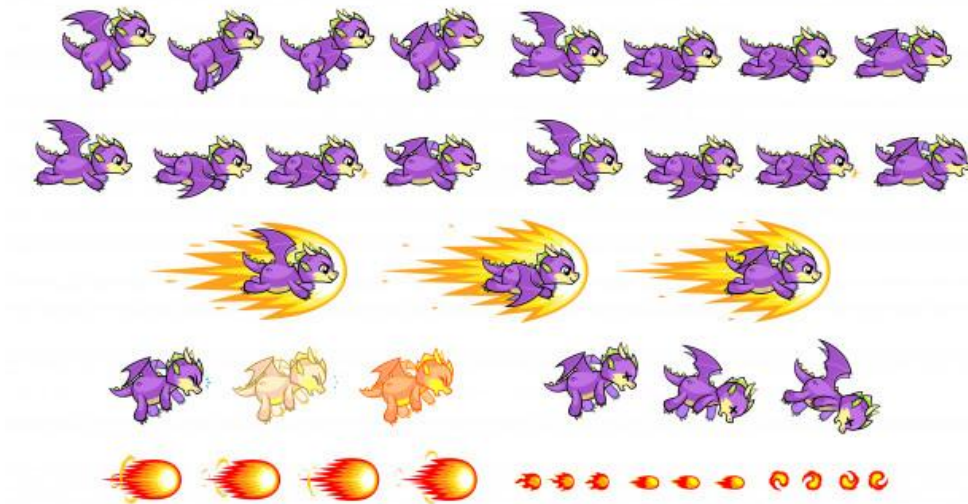
The Legend of Zelda is an adventure game like *Phoenix* will be. It is also a tile graphic game which is how *Phoenix* will be set up. Attacking functions may also be similar, as well as the health bar at the top will be used in my game.



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.

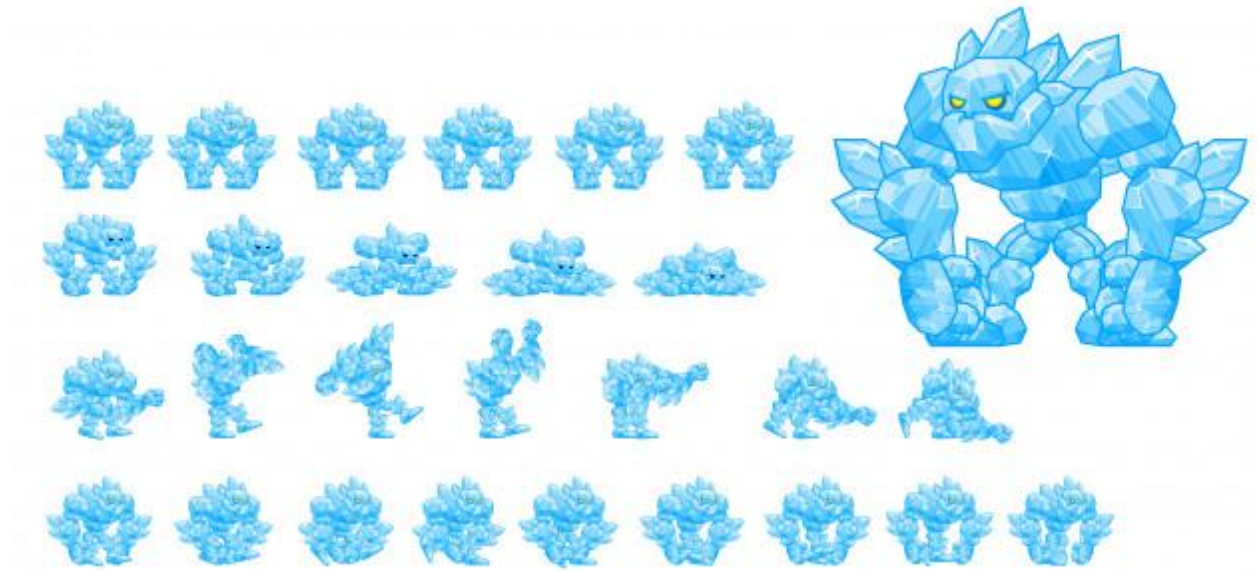
Phoenix- https://www.freepik.com/premium-vector/purple-dragon-game-sprites_1420547.htm



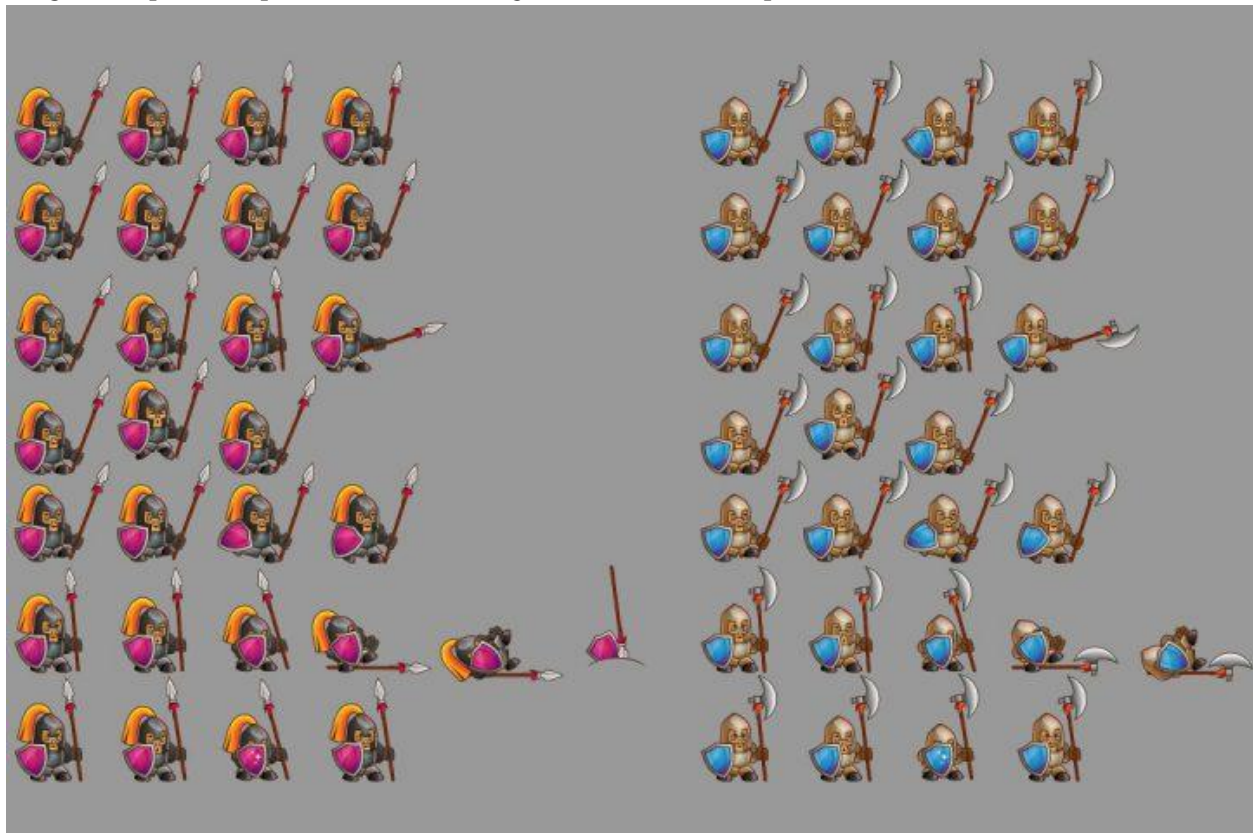
Mavis-



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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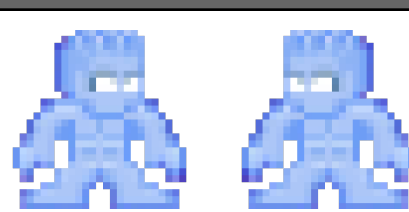
Part II: Game Resources


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)			
Grass 0x00	LeftTop Corner 0x01	Right Top Corner 0x02	
Top Wall 0x03	Bottom Wall 0x04	Right Bottom Corner 0x05	
Left Bottom Corner 0x06	Left Wall 0x07	Right Wall 0x08	
Ground 0x09	Trophy 0x0A	Water 0x0B	
Rug 0xC	Chest 0xD	Egg 0xE	
Sword 0xF	Fire Right 0x10	Fire Left 0x11	

Phoenix (40 x 32 px)

R-Stand 0x00	R-UP 0x01	R-Fire 0x02	
L-Fire 0x03	L-Up 0x04	L-Stand 0x07	

Iceman (32 x 32 px)		
L-Stand 0x00	R-Stand 0x01	

Knight (40 x 24 px)				
L-Stand 0x00	L-Walk 0x01	L-Attack 0x02	L-Swing 0x03	
L-Down 0x04	L-Die 0x05	L-Die2 0x06	L-Dead 0x07	
R-Stand 0x08	R-Walk 0x09	R-Attack 0x0A	R-Swing 0x0B	
R-Die 0x0C	R-Die2 0x0D	R-Dead 0x0E		

Heads Up Display (48 x 48 px)				
Normal 0x00	Power Up 0x01	Damage 0x02	Attack 0x03	