CGRA151 Project Plan

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Name of game/artwork: Mario Style Platform Game

Vision
1. Game concept:
    a. This is a simple platform game where the user must jump between platforms, and not touch the ground. The player must stay on the platforms for a certain period of time. As the levels increase the platforms become smaller, spaced further apart and move faster. The user will also have to fire some sort of weapon to remove obstacles that are placed on some platforms.
2. Game play:
    a. This game will primarily involve the use of the up arrow key (Jump) and a mouse click to fire the weapon. The game starts of easily with long platforms, spaced only a short distance apart. The obstacles that the user must face are uncommon and the game moves very slowly. As the levels get harder, the speed of the game increases, the platforms get shorter and further apart and the obstacles become more common.
    b.
3. Visual design:
    a. The graphical style of the game is similar to the original Mario game, but much simpler. General colour scheme will be a blue background (similar to the sky), white platforms (similar to white clouds) with black obstacles. *See appendix for more information.*

Timetable
1. A core working program (done by two weeks before deadline):
    a. Platforms generate and move correctly. The sprite (controlled by the user) is able to move between the platforms with fairly realistic physics. The user is able to complete levels, and the game will automatically reset and move on to the next level.
2. A reasonable submission (done by one week before deadline):
    a. Obstacles are loaded into the game. The user is able to fire at and destroy the obstacles. Background, platforms and obstacles are colour relatively realistically. Physics look accurate.
3. A well-polished submission (done by project deadline):
    a. A reasonable submission is would include multiple, autogenerated levels, obstacles and the ability to destroy them. Gameplay should be smooth with no 'weird' behaviour when the objects interact with each other.
    b. Visual elements of the game such as platform, background and obstacles are textured to look relatively realistic. The obstacle 'explodes' when it has been destroyed. The sprite does a winning routine when the user completes a level.

Appendices

Sprite

Obstacle

Firing at Obstacle

Platforms