

Milestone 01: Concept

Title: River Drifter

- A game about a boy's camping items that fell in the river, and now must go collect them!

Gameplay Description:

- Your character will be in a boat drifting in a river at night. They cannot move forward or backwards, only side-to-side to avoid hitting branches or other obstacles. You can throw a rock at branches in order to "sink" them and clear the river ahead
- Top screen displays lives remaining, how far the player has progressed in the river, number of items collected
- How to win: reach the end of the river with at least 5 of the following items
 - Shirts (5)
 - Shorts (3)
 - Boots (2)
 - Blanket (2)
 - Hat (2)
 - Sleeping Bag (1)
- How to lose: get hit by 3 rocks (lose 3 lives) or reach the end with less than 5 of the above items

Controls:

Up Arrow: move up


Down Arrow: move down

A/X: throw rock

Start/enter: pause/un-pause game

Features:

- Simultaneous backgrounds (parallax movement): River in the background, foreground is clouds/moon
- River background possibly uses mosaic effect to create wave effect ?
- Animation:
 - o Player: catching an item (triggered by collision with it), throwing rocks, paddling in river when idle
 - o Shirt floating in river
- Progress bar of how far you've made it in the river, lives, items collected on top of screen (create as a function of hOff and add a sprite every time it increases by 20 ?):

Lives: 3 **Progress in river**  **Items: 6**

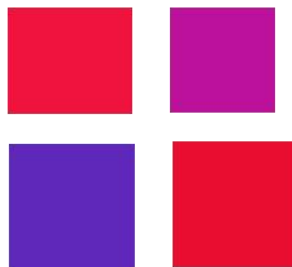
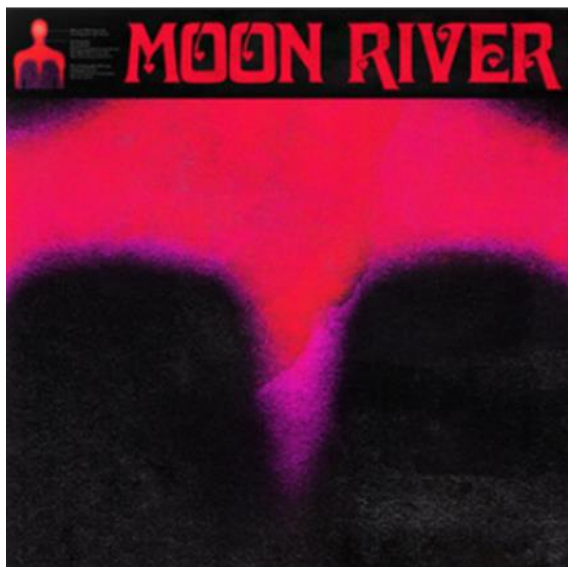
- Selection on menu of start or instructions will be indicated through an arrow (controlled by up or down arrow):

▶ **Start**

Instructions

- Sound:
 - o Main Menu: Pink + White by Frank Ocean instrumentals loop (<https://youtu.be/-AsYAjvpLZI>)
 - o Pause: same as Main Menu
 - o Instructions: Same as Main Menu
 - o Game: Moon River by Frank Ocean (inspired this game)
 - o Win: happy, upbeat instrumentals (<https://youtu.be/9t1nGNKdIgE>)
 - o Lose: lo-fi music slowed down (<https://youtu.be/LCa3gRKydHY>)
 - o Collect item: Arcade-type sound effect
 - o Hit by rock: Power-down sound
- Cheat: player is invincible (different color) and is unaffected by rocks

Inspiration/Ideas:



River Map with cloud foreground:

