AstroFrog

EDG-220-06, Team 1 Project 3 - Isaac Eddy

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Intent:

AstroFrog is a top-down adventure collectathon game where the player takes the role of a space frog who uses their tongue to grapple around a zero-gravity environment to capture the collectibles scattered across the level. Our intent with AstroFrog was to create a fast-paced collectathon that creates a high-octane and exciting atmosphere that incentivizes repetition and practice to master the game's levels and to collect everything within them.

The games speed is incentivized through the usage of an oxygen meter that slowly goes down over the course of the level incentivizing the player to complete the levels as quickly as possible, as not only will losing oxygen eventually result in a game over, the oxygen level remaining will be shown to the player at the end of the level, pushing them to complete the level faster to beat their previous time. The game's focus on repetition and mastery can be seen through the levels in AstroFrog, as they are intended to be played over and over again so the player can master their layout and complete them in the most efficient manner possible.

Audience:

AstroFrog's core audience is focused on young teens between the ages of 10 - 15, as teens around or in this age range tend to enjoy games with high-intensity gameplay that require fast reflexes and practice to become proficient at them. The size of AstroFrog's core audience is very strong, as kids around 10 - 15 are a large percentage of the video game market. AstroFrog appeals to creators on online video platforms, such as Twitch or Youtube, as the game's unique controls and high challenge could appeal to content creators trying to make content based around AstroFrog. AstroFrog's appeal to online video platforms helps strengthen its appeal to its core audience, as kids around this age range are usually fans of creators or Twitch or Youtube further bolstering the strength of an already strong core audience.

AstroFrog's core gameplay is based around collecting a host of collectibles scattered across a level using the player's mastery over the game's unique controls while a timer slowly ticks down. Because of this core gameplay structure, AstroFrog best fits under the Challenge and Completion

Quantic Foundry motivations. Additionally, the games focus on high-intensity gameplay that requires repetition and practice to fully complete the game making the acrobat archetype the best fit for the gameplay style of AstroFrog.

Context/Environment:

AstroFrog takes place in the depths of space where the player takes the role of the titular AstroFrog, a space frog bounty hunter who has been tasked with capturing an evil group of space pirate flies known as the Fly Guys. During their hunt, however, they are suddenly attacked by the Fly Guys, who fire upon AstroFrog's ship, damaging it and leaving AstroFrog floating in zero gravity while The Fly Guys invade AstroFrog's ship. AstroFrog, now set upon by hordes of evil space pirate flies, has to use their powerful bionic tongue to make their way through both their own and the Fly Guys' spaceship to capture these evil flies all the while avoiding whatever the Fly Guys can throw at them.

Gameplay:

Core Gameplay: The core gameplay of AstroFrog revolves around navigation through a zero-gravity environment through the usage of the player character's tongue as a grappling hook. The player must navigate through this zero gravity environment all the while trying to capture the rogue fly space bandits who are causing mischief on the spaceship and avoid any hazards and obstacles that these flies send their way. The player also must be wary of their oxygen, as their oxygen meter will slowly tick down until it reaches 0, resulting in a game over. The way the player controls the game is through the usage of the "DJ Hero" controller which holds a circular palette and a button that the player can use to turn their character and fire their tongue grapple.

Controls: The game has two major actions that the player can perform. This first is turning where the player, by moving the palette left and right, can rotate the player can rotate their character to the left or right, allowing the player to readjust where they are facing. The second ability is the tongue grapple, where the player launches out their tongue toward whatever's in front of them and retracts after it either hits its maximum length or if it hits an object. The tongue grapple has two main capabilities, the first is that it can latch onto certain objects, after which it drags the player character towards that object. The second ability is fly capture as if the tongue hits one of the flies scattered about the level, it will latch onto it and drag it back to the player to be collected.

Oxygen: The player's oxygen meter acts as both the game timer and health system. The oxygen meter will slowly tick down as the player plays the game until it eventually reaches zero when the oxygen meter hits zero the game ends and a game-over screen appears prompting the player to either restart the level or quit back to the title screen. Additionally, if the player gets hit by one of the hazards within the game's level then the oxygen meter loses a chunk of its remaining oxygen, costing the player precious time.

Hazards: Within the game world, the player will have to avoid losing the game. When the player comes into contact with a hazard the player's oxygen meter loses a chunk of its remaining oxygen. Different hazards can have different aspects about them that make them harder to avoid, for instance, some are stationary while others move.

Flies: The player's main goal in the game is to capture all the flies scattered around the game's levels. These flies are part of a dangerous group of space fly pirates who cause trouble for all those they come across. The player can collect these flies by either touching them with their body or grappling them using their grapple tongue which will grab the flies and bring them back to the player. At the end of a level is the captain fly, the captain flies are bigger flies which signify the end of a level. Collecting this fly ends the current level. Collecting all the flies aren't required to beat a level, only the captain fly is. At the end of each level, the game will show you how many flies you collected in the level and how many the player missed.

Win State: The win state of AstroFrog occurs when the player reaches the large fly at the end of any of the game's levels. Upon reaching the fly the level ends and the player is taken to a victory screen. On the victory scene, the player will be shown some information about their performance in the level, how much oxygen they had remaining, and how many flies they captured out of how many flies are in the

level. At the bottom of the screen will be a button the player can press to transition to the next level. Upon pressing the button a small comic will be shown, giving a story explanation for the context of how the player ended up in the next level's environment, then the next level begins.

Lose State: The lose state of AstroFrog occurs when the player's oxygen meter hits zero. When this happens a small animation plays and the game over the screen is shown. On the game over the screen, the player will have two options, one to restart their current level and another to return to the title screen.

Art Direction:

The aesthetic direction around AstroFrog's art is about making the player feel the fast nature of the game's challenges and the campiness of the game's story. So, the art style of our game is focused on making the player feel in an action-heavy and campy environment, much like the Saturday cartoons of the 90s to 00s, so the art style is going to be slick, simple, and have a wide variety of colors. Additionally, the game's animations will follow a similar format, with movements being quick and each action being distinct. The artstyle we chose to best fit the aesthetic direction of the game is a mix of a cel shaded comic artstyle for the assets and a flat color style for the environment. The cel shaded comic style utilizes dynamic linework with flat colors and cell shading to create very dynamic and interesting characters and environments. The flat color art style features clean, open space, crisp edges, bright colors and two-dimensional illustrations. It displays Characters and environments without shadows and the illusion of volume. Using the cel shaded art for the character and other assets and the flat color for the environments allows us to create a game where important elements like the player, collectibles, and hazards pop in comparison to the background as the hard black lines of the cel shaded art style contrasts the less distinct flat environment art.
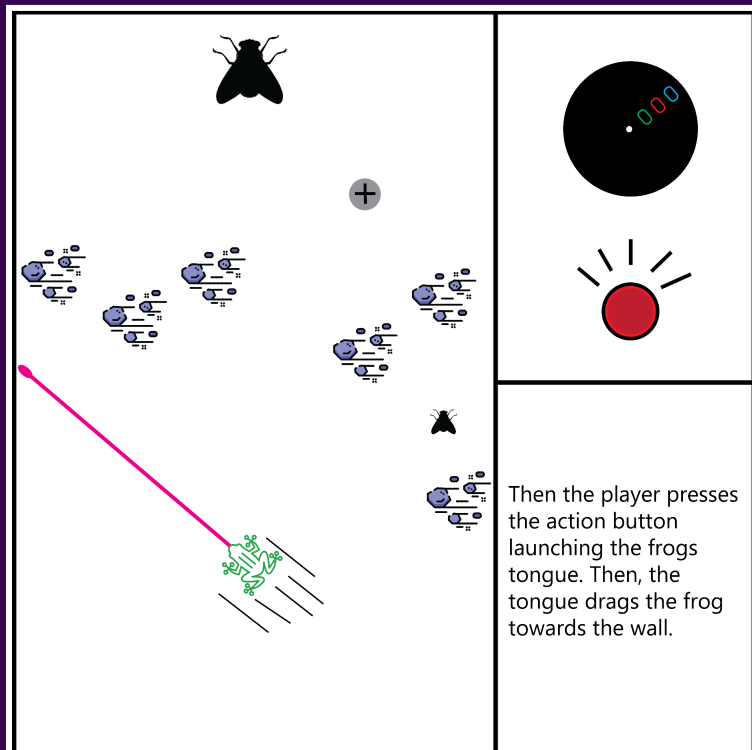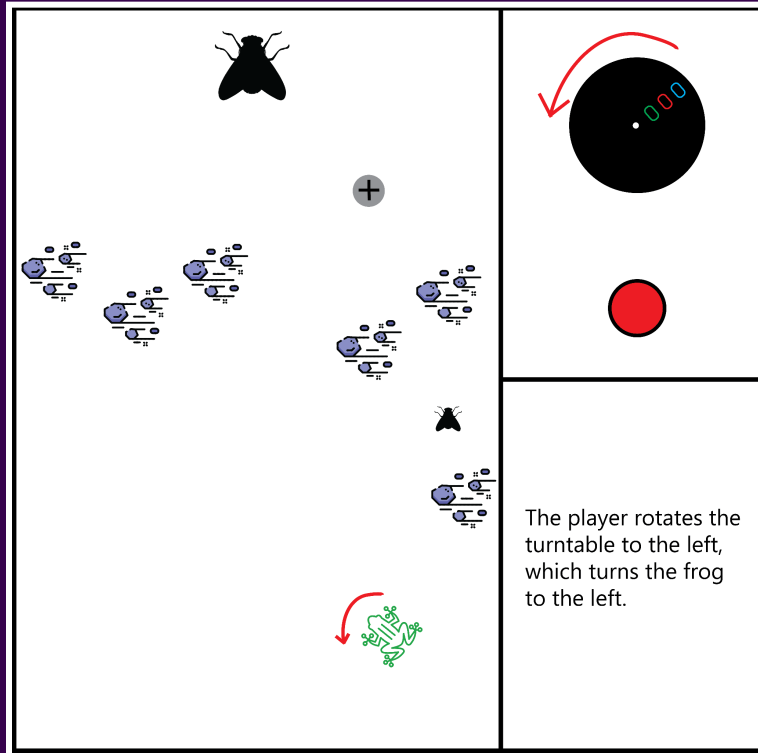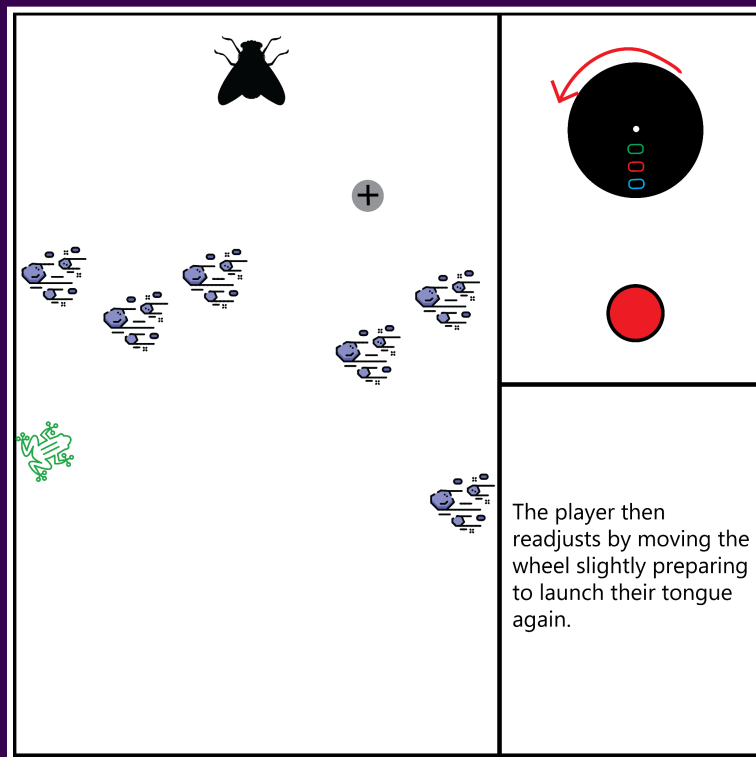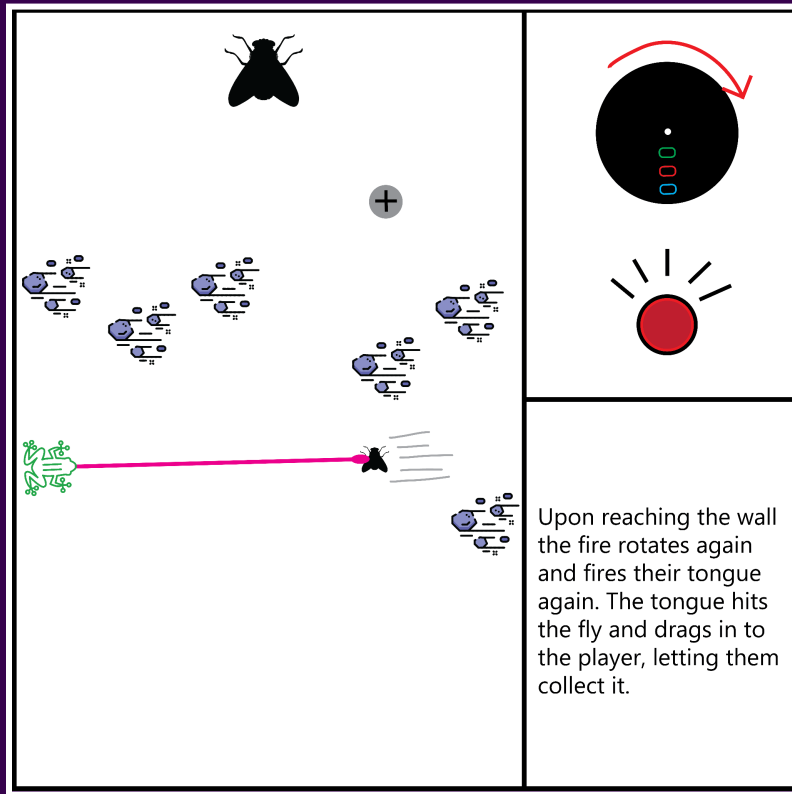
Sound Direction:

The sound direction of AstroFrog is meant to further emphasize the campy and exciting gameplay of the game as well as fitting the game's aesthetic. The sound and music should go to enhance this aesthetic as well to add more impact to the fast gameplay. The impact of the sound should resemble that of a Saturday morning cartoon, with the sounds being loud and fast. The sounds shouldn't linger for any longer than a second as the gameplay will quickly move on from whatever action made that sound. Additionally, the sounds should be played in repetition without getting grating or annoying to listen to, as each sound will most likely be played a plethora of times over the course of a level. This problem can also be alleviated by having multiple sound effects for a single action. The music of the game should be upbeat and lively, it shouldn't leave much downtime and should instill only more positive emotions like feelings of joy, excitement, or relief. The music should also go to instill a sense of speed in the player making the games already high speed feel even more intense, all the while having a small sense of urgency, forcing the player to want to move forward as the clock ticks down.
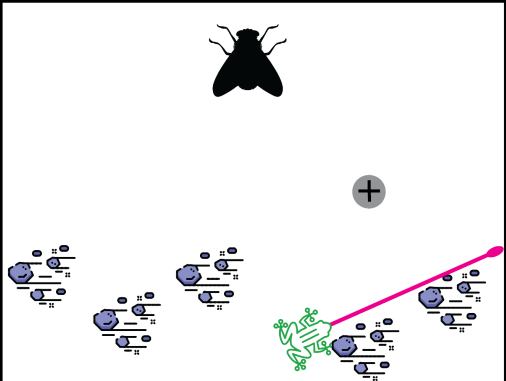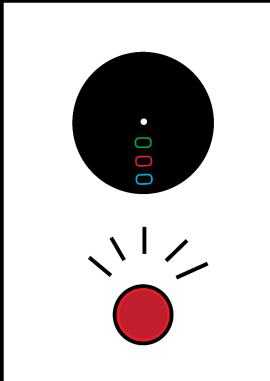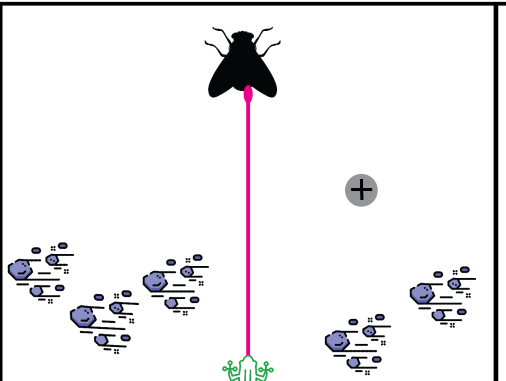
Example:

The player rotates the turntable to the left, which turns the frog to the left.

Then the player presses the action button launching the frogs tongue. Then, the tongue drags the frog towards the wall.

Upon reaching the wall the fire rotates again and fires their tongue again. The tongue hits the fly and drags in to the player, letting them collect it.

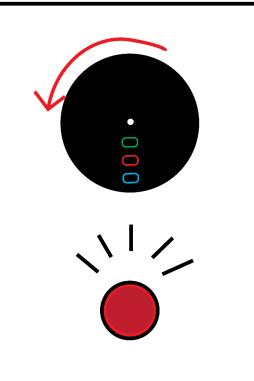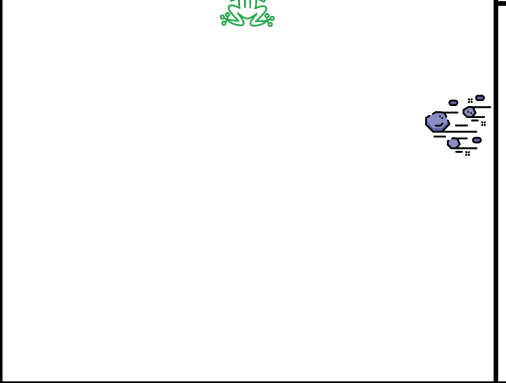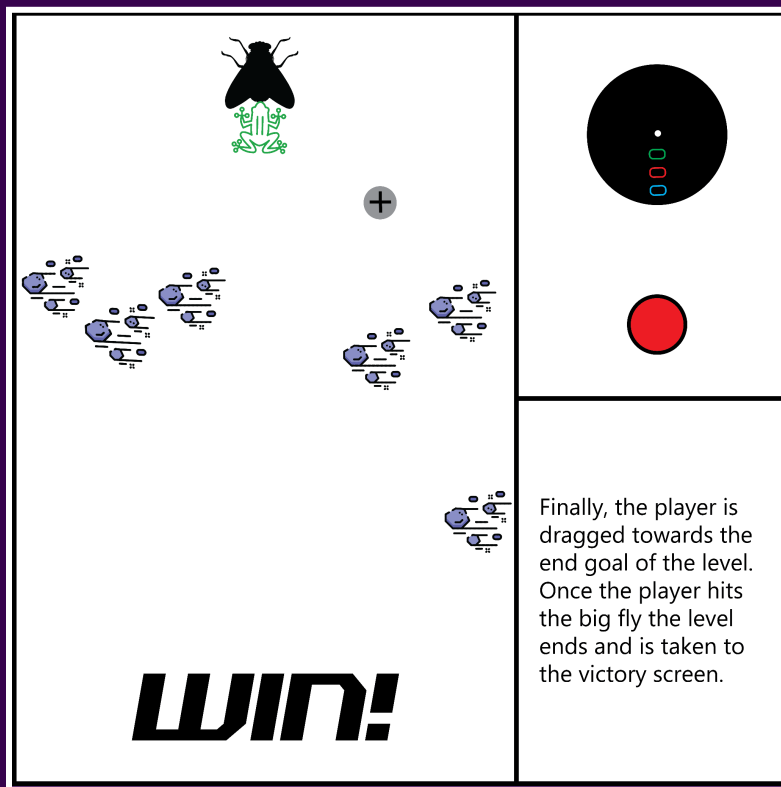The player then readjusts by moving the wheel slightly preparing to launch their tongue again.

The players fire their tongue and drags themselves forwards. However, they hit a hazard which takes a chunk of the players O2 meter and knocks them back.

O2

After getting knocked back the player readjusts and fires their tongue. Their tongue hits the big fly and latches on and drags the player towards the end goal.

Finally, the player is dragged towards the end goal of the level. Once the player hits the big fly the level ends and is taken to the victory screen.

Sources:

Frog Icon: https://www.flaticon.com/free-icons/frog" title="frog icons">Frog icons created by Freepik - Flaticon

Yee, Nick, and Nicolas Ducheneaut. *Quantic Foundry*, 2015 https://quanticfoundry.com/