Andrew Adriance & Jeffrey Lam

The game:

The game follows an old man who is trying to defend his lawn from critters. These animals keep coming and eating the grass on his law, and he has to use his cane and IRA payouts to ward away critters. The game is a small mix up of button mashers and tower defense where the player can scare away critters by flailing the cane, or by adding defenses to the home. Story board attached to this sheet.

Environment:

The environment is a suburban back yard. There will be a porch on the back side of a house, a wooden fence, and plenty of green lawn. We have an artist interested in the project so hopefully they can help with the assets.

Characters:

At the games core there are two characters. The old man, and the sheep. The old man will be short, bent over with age, grumpy, and cane brandishing. The sheep will be small and fluffy. Hopefully the artist can help with these assets.

Game Goal:

The goal of the game is to prevent your lawn from being destroyed. As critters invade your lawn becomes more brown. If too much becomes brown, you loose.

Animations:

Sheep:

Sheep will have legs that move back and forth, but probably not multiple leg parts, just a single leg. Then they will have an eating animation with their head lowered and bobbing

Old Man:

The old man will have a walk animation, and a ‘attack’ animation for when he waves his cane

Game rules:

The game is wave based. Every wave has an increasing number of sheep you need to scare away, after a round you get an IRA payout and you can use it to improve defenses before the next round starts.

Technology List:

Camera – Andrew

Character movement/Animation – Andrew

Collision Detection – Jeffrey

Shadows – Jeffrey

Culling – Andrew

NPR – Jeffrey

Deferred Shading— Jeffrey

Particles – Andrew