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Project 2: Proposal

Once the fall 2021 semester ends, Christmas will be right around the corner therefore, I decided to create a game surrounding the theme of the holidays. The title is undecided, but for now it is 'The Missing Present'. The story is that Santa thinks that all of the gifts have been distributed successfully and is satisfied with the outcome of this Christmas. As he is celebrating with the elves, one elf approaches him and proceeds to announce that a certain gift seems to have not been delivered, but they only know the recipient's name and location, not what the gift was. The user is a new elf that is put in charge of this last-minute mission in order to earn Santa's trust. The user faces a variety of obstacles and must overcome each of them to successfully figure out what the missing gift is as well as to deliver the present to the child and save Christmas.

The primary aesthetic I wish to achieve is bringing out the magic of Christmas that we feel when we are kids. I will use bright colours whenever I can and I will add plenty of sparkles when a night sky is in the scene. I will also include festive sound effects such as bells jingling and Christmas music heard in the distance or nearby depending on the scene.

The primary technical challenge I will face while completing this game is time. I am slightly concerned about creating all of the assets I need such as the backgrounds and the characters, but as I have improved on remaining organized throughout the time I have had my classes online, I am certain that I will be able to manage and I will successfully create the game that I have in mind. One other challenge is that I have a lot of sound arrangements to create for this game therefore, that will lead to some bumps, but I will do all the research I can to find the

sounds I need and I will take all the time necessary in order for the sounds to come together

properly. Finally, there is a lot of animation required in my game, but as I have experience using

Adobe After Effects, Illustrator, Animate and Photoshop, I believe that I will use all of that

knowledge while creating my animations and make them in the most efficient way possible

with a perfect animation by the end of the process.
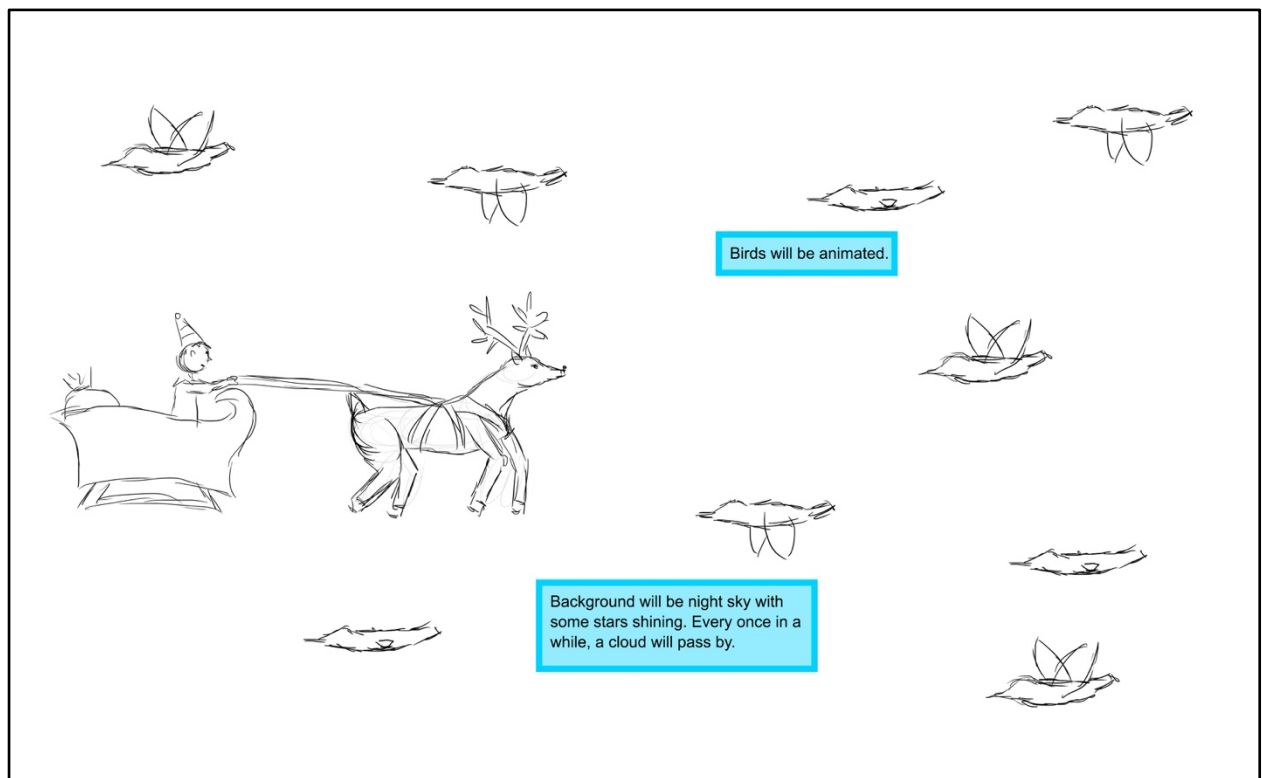
Intro

At the beginning of the game, there will be a dialogue box at the bottom left corner

where Santa and the elves dialogue will be written out. In this scene, Santa will discover the

error that has been made and assign the task to you, the user, and the game will begin.
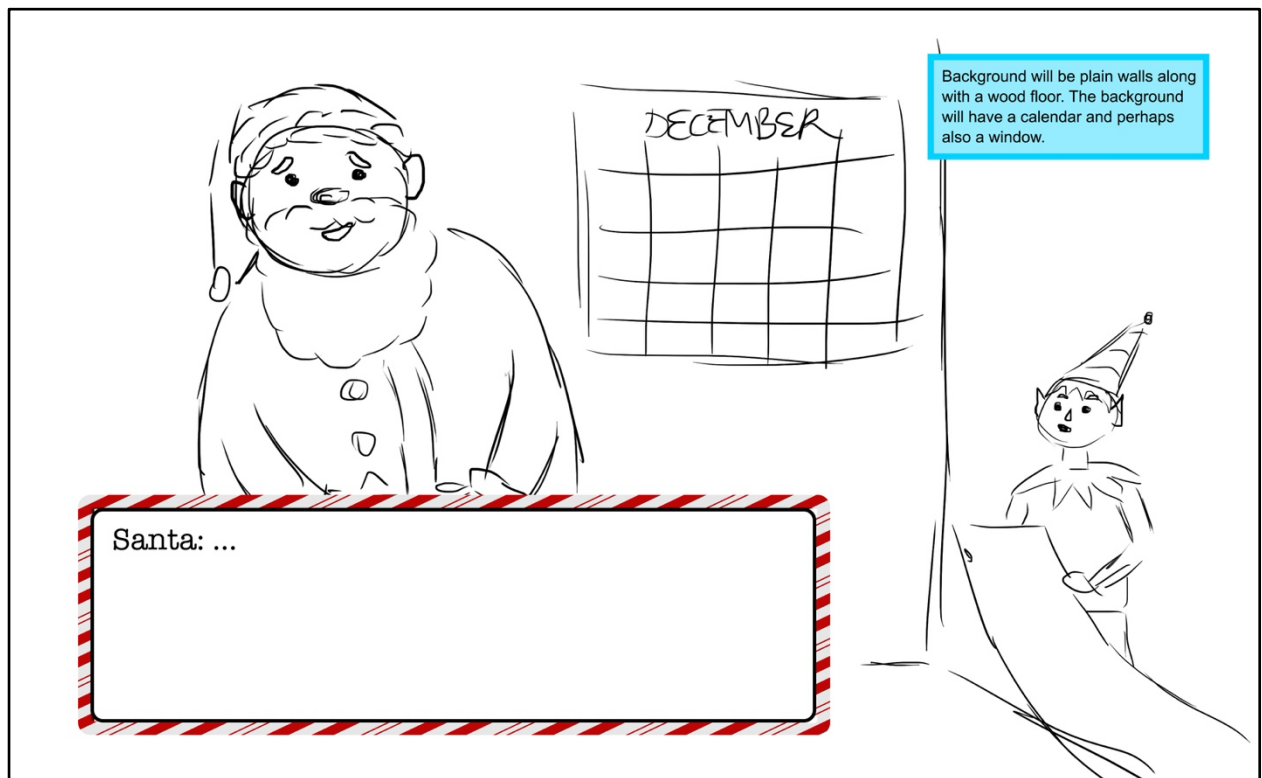
Level 1

The user will be given a small sleigh and a reindeer in order to embark on the journey to

the house. The first level or obstacle that will come your way is dodging birds that are flying in

the sky along with you. The user will use their voice to keep themselves in the air (mic input) and avoid the incoming birds. If you do not succeed, an ending state will appear and you will be brought back to the beginning of the game, only back to the beginning of this game because it would get too repetitive to always go back and replay the intro dialogue. If you dodge a certain number of birds successfully, an animation will play where the sleigh loses control and lands nearby the location, but not as smoothly as planned. Many items fall out of the sleigh which triggers the next level.

Birds will be animated.

Background will be night sky with some stars shining. Every once in a while, a cloud will pass by.

Level 2

As the items that were meant for the child's stocking fall from the sky, you must catch them in the stocking that they were originally in. The stocking will be controlled using the mouse by moving it from left to right. If you miss an item, an ending state is triggered and you are brought back to level 1. If you succeed, you will move on to the next level along with the
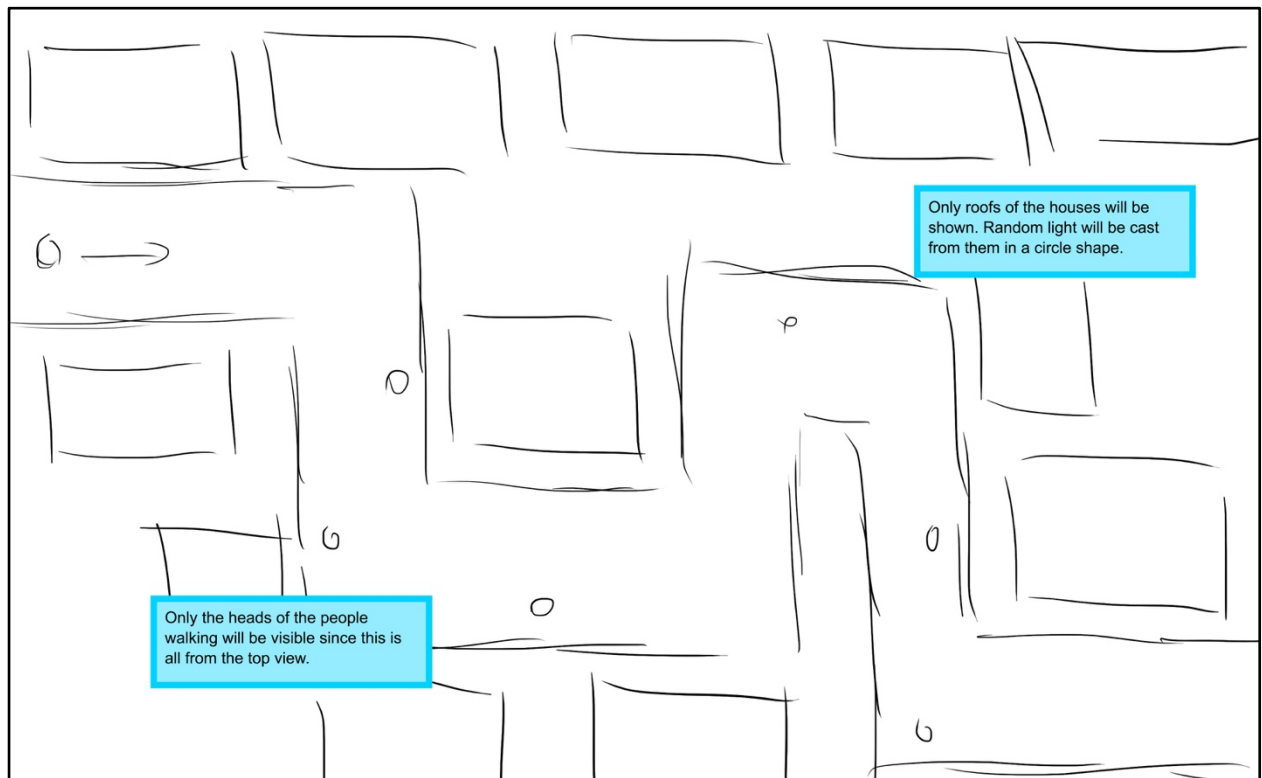
gifts you managed to save.

Background will be night sky along with a snowy floor and snowflakes falling.
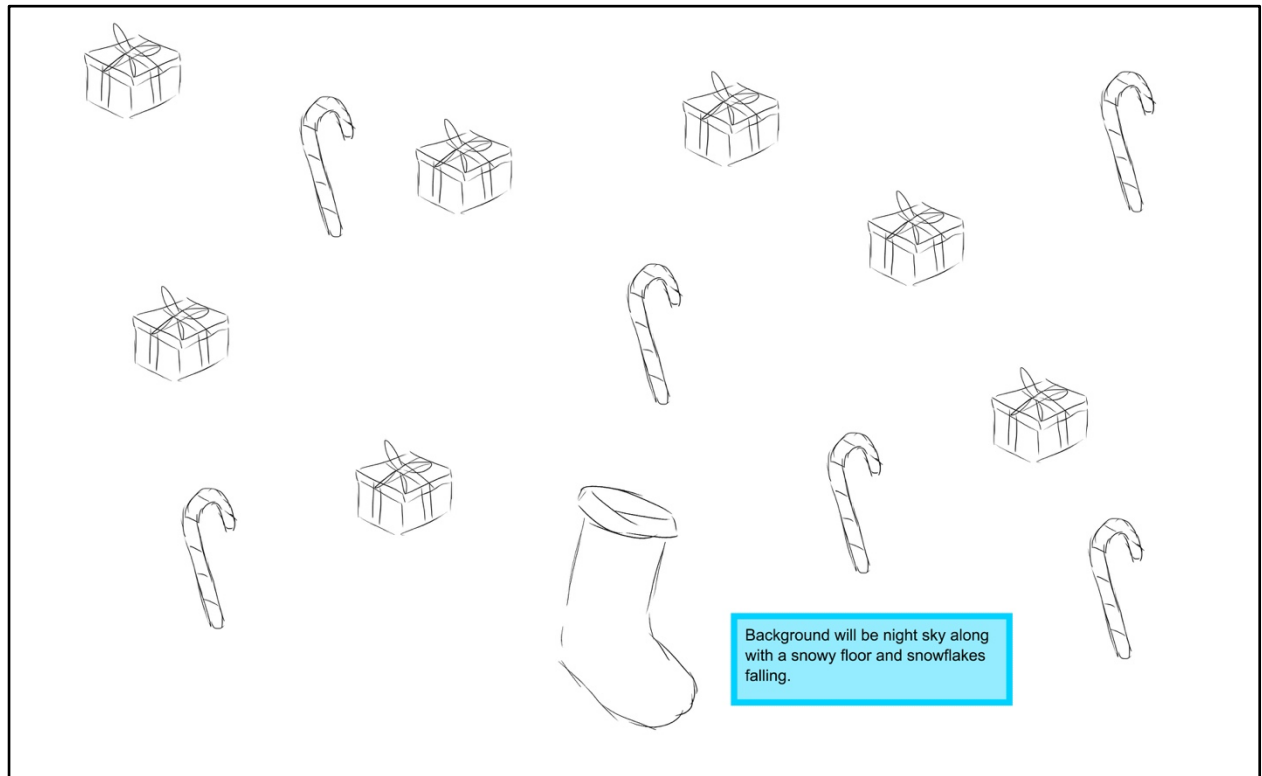
Level 3

Now that you have landed, you must avoid being seen by any humans. This level consists of a maze (the road) where you must make it through without touching any walls or being too close to any people roaming the streets. If either of those events take place, an ending state will appear and you will be brought back to the level 1. If you make it to the end and walk off the screen, the next level will be triggered which is when you must find your way

into the house.

Only roofs of the houses will be shown. Random light will be cast from them in a circle shape.

Only the heads of the people walking will be visible since this is all from the top view.
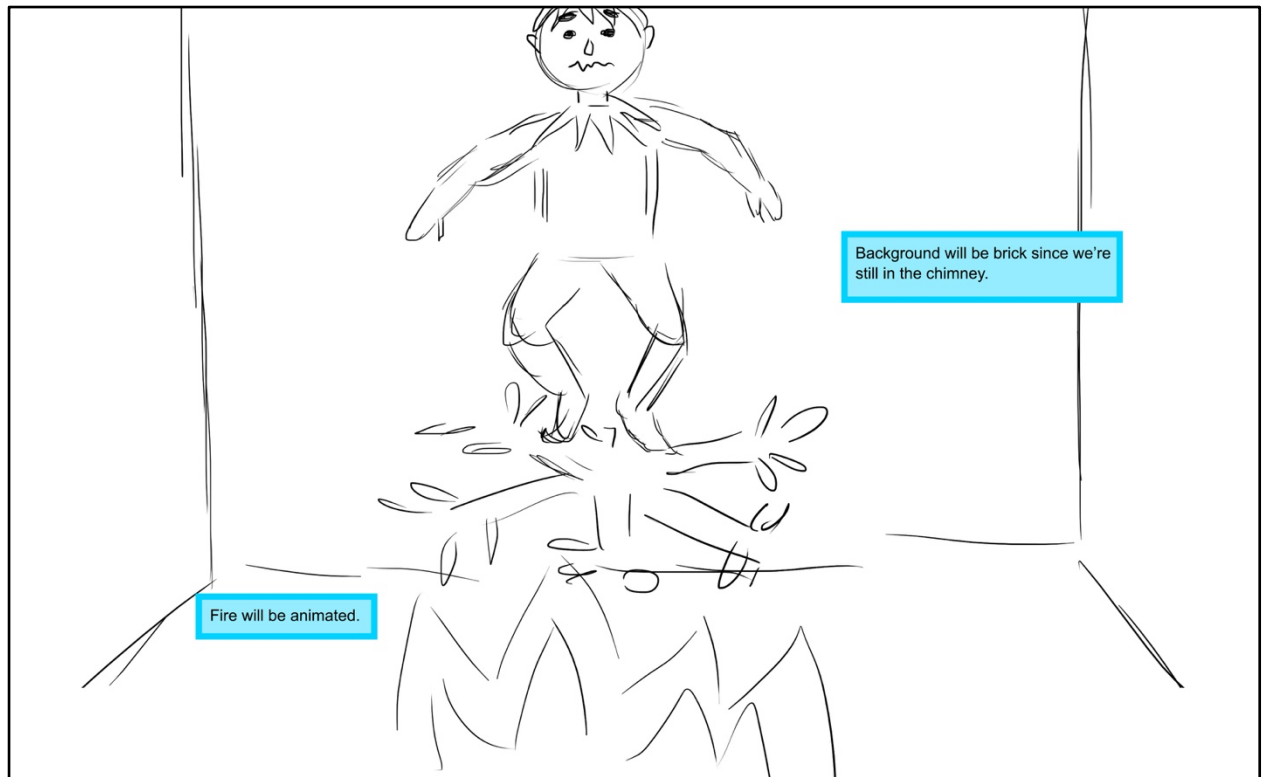
Level 4

In this level, you have gone down the chimney in order to drop off the gift and this family seems to have never cleaned it before because an alarming amount of animals are living in there. As you fall down the chimney, you must dodge all of the animals or else you will get injured and an ending state will be triggered. Once you dodge all of the animals and reach the

bottom, the next level will begin.

Sounds of the animals will be heard as you fall down.

Background will be bricks.
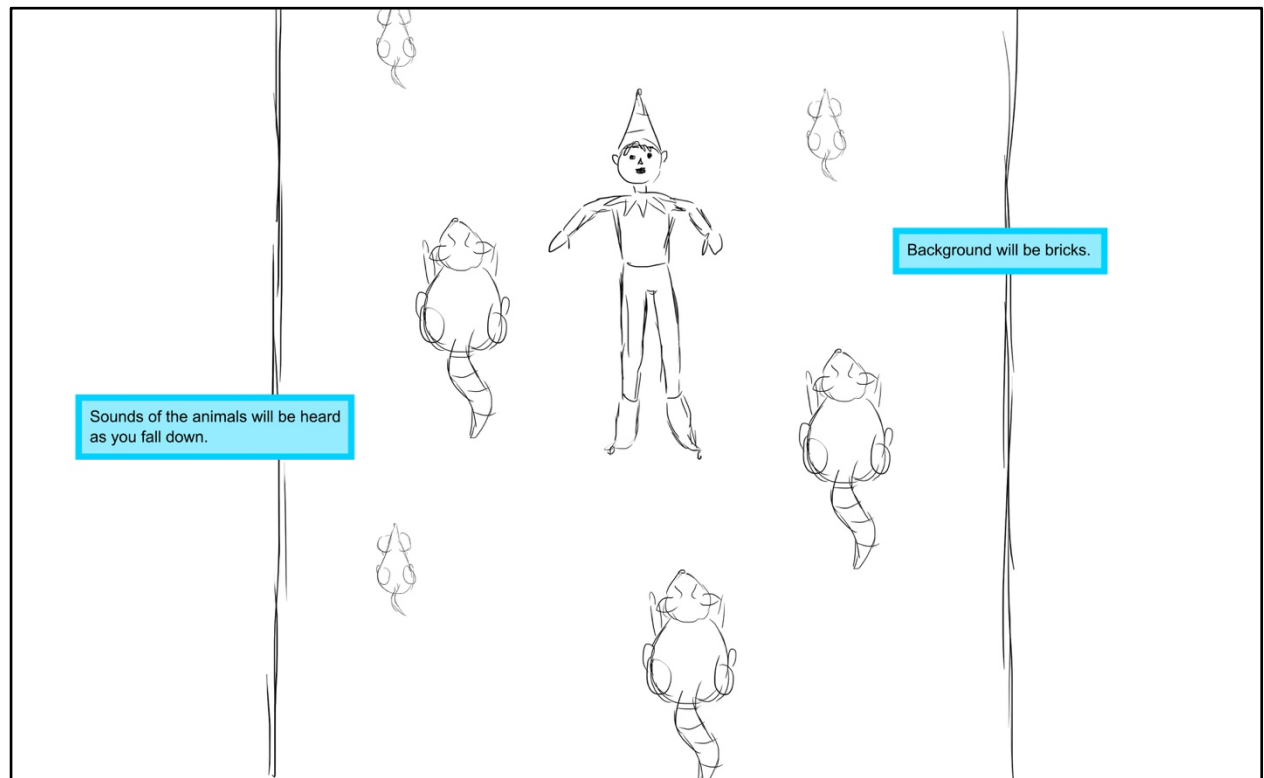
Level 5

     You have gotten through the chimney successfully, but you can't be happy for long as there is another obstacle at the bottom of the chimney. Using your North Pole magic, you will create a bouncy snowflake that will allow you to avoid the fire at the bottom, but you must be quick or it will be too late. As long as you bounce out of there and exit on either side of the fire, you'll be safe. Otherwise, an ending state will be triggered and you will be brought back to square 1.

Background will be brick since we're still in the chimney.

Fire will be animated.

Level 6

As mentioned previously, the gift that the child is supposed to receive was missing, not even Santa knew what it was. That being said, throughout the entire game (from level 1 to now), you must watch closely in order to see letters that together, spell out the gift that must be typed out in this level. The frame will be filled with an old looking scroll similar to the one in the following image and you will have to type out the gift that you think it is on it. If you are incorrect, you will be brought back to level 1, but if you succeed, you will be brought back to the final level.
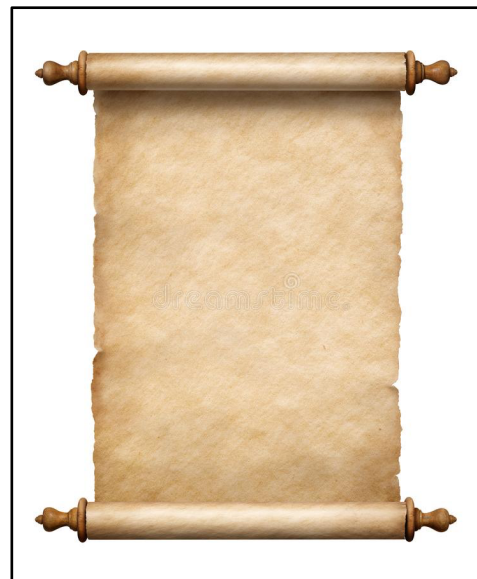
This level is simple. After all of your hard work, all you have to do is drag the gift onto the carpet under the tree and a final scene will play in celebration of your mission being completed successfully.