

SCIENCE!

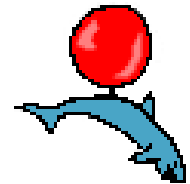
By: Melissa Ko, Jordan Moldow
Matt Redmond, and Zandra Vinegar

Design Briefing

Product Owner:
Singapore-MIT GAMBIT Game Lab

VISION:

You are a SCIENTIST! trapped inside a human-size hamster ball, trying to escape from a building of labs and other XKCD-themed scenes that are on fire! You must bounce down through the building, dodging flame and flying sharks and picking up beakers that allow you to use SCIENCE! to aid your escape.



GOAL:

Generate a game to be played in class. We'd like the game to be enjoyable to a XKCD-fan. It will probably only be fun to play it once, since there's only one map.



TIME/RESPONSIBILITY BREAKDOWN:

Melissa: In CA! (will do a chunk of work outsourced to her over this weekend)

Jordan: Probably about 6 more hours outside of class. No interest in working after the deadline.

Matt: Probably about 6 more hours outside of class. No interest in working after the deadline.

Zandra: Interested in doing some interesting plot/design work, but also only planning to work on this up until the class deadline.



Ownership: XKCD License → This game is free!

ONE MINUTE OF GAMEPLAY:

Using the arrows to move through the building map and the space key to interact with the environment (ex: to throw use SCIENCE!)

MAJOR GAMEPLAY CONCEPTS:

Exploring the game space, dodging threats, XKCD tropes such as flying sharks and explosive SCIENCE!

RISKS:

Screen scrolling might be difficult with a fairly complex map.

