## **William E. Fields JR.**

## **Game Prototype Smashing Bugs**

High Level Design (What is the game)

This game is a top down 3D game. You start out with a bat and you smash the bugs in your house like the old arcade game beaver smash. The more bugs you smash the more points you get. As you get more points you get more weapons, the higher weapons you unlock the different bugs you see. The game is more about getting as much points as you can before the time runs out.

Gameplay style (Pace of the game)

The pace of the game is fast. It’s based off a clock and points. The more bugs you smash before the time runs out the more points you get to win to go to the next level.

X Factor (What feature/design makes your game unique)

You are the bat and your perspective is from the bat.

Core Gameplay Loop (What is the main portion of the game the player will do over and over again)

Smash bugs, gain points, unlock weapons

List of Mechanics and Features Needed to Achieve Your Game Idea (High Level)

You need a model of a bat in 3D max and maybe substance painter

You need a model of a bug head in 3D max, zbrush, and substance painter

You need to model different weapons in 3D max and maybe substance painter

You need to model different bugs in 3D max, zbrush and substance painter

You need a model of box house arcade box in 3D max maybe substance painter

You need to model pipes in 3D max and substance painter

You need 0 as button code to smash in unreal

You need to code a clock in unreal

You need to code a point system in unreal

You need to code for normal directional movement in unreal

You need to code a pop up with bugs in unreal

You need to make a start, win, loss and loading screens in Photoshop with code in unreal

You need to code next level bugs doing different actions if have time in unreal

You need to code noises as bugs get smash if have time in unreal

You need to code dust effects of the bugs exploding as they get hit if you have time in unreal

You need code music if have time in unreal

Story (Optional)

It was a bad day in 1852, its dark and cloudy. It starts to rain really bad and all of the sudden pipes break and all of these bugs start coming out and flooding your home. You grab the first thing you see. It’s a bat! You have to smash the bugs or they are going to bite you and make you sick.

**Competitors and Inspiration of Playstyle**

Old arcade game wack a mole