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CIT-340

Final Project Plan (Solo)

November 1, 2023

Final Project: “King’s Tale of a Pig Coup”

**Introduction/Lore**

“King’s Tale of a Pig Coup” is an action-adventure platformer in medieval times where you follow the efforts of a former king whose castle was seized by a race of green pigs known as the “boarites.” You play as the royal “Ragnar the Great” and rid your castle of the boarites room by room until Ragnar may lay claim to his rightful throne once again.

**Idea/Inspiration**

My game takes its theme and major plot inspiration from the asset pack I downloaded. For this project, I wanted to create a level-based platformer like you would find as a free app or on one of those free game websites because I was always a lover of games like those as I grew up. That being so, I wanted to find a themed tile-set and character sprites that I could use for a game like that. I stumbled upon the “Kings and Pigs” asset pack that has an artwork style like the co-op platform game “Bread and Fred” that I played and was very fond of, and I intend to build my game and design my own sprites around the sprites it contains.

**Features**

These features are equally important and are all intended in the final game. They are separated by what aspect of the game they are associated with.

Scenes:

* Menu with a title, game description, and buttons. Buttons include “New,” “Continue,” “How to Play,” “Quit,” and “Credits.”
* How to play scene that explains what to do and controls
* Level select scene that unlocks each level for replay as you complete it.
* Many different levels with varying layouts and difficulty.
* Final boss level that is the toughest.
* Game completed scene after boss level completed. Has buttons to return to the main menu.

UI:

* Health bar or hearts for the player that updates when hit and ends level if empty.
* Diamond counter that depicts total diamonds collected through all levels.
* Enemies with health bars that depict their health and color to show difficulty.

Player:

* King sprite with movement controlled by the player. (left, right, jump, and attack)
* Ability to swing hammer to attack enemies.
* Cooldown between swings that can be upgraded by reaching some number of diamonds.
* State machine that changes animations depending on movement/action

Enemies:

* Pig enemies that roam and attack the player if he gets too close.
* Variant types of enemies such as bomb throwing, box throwing, cannon, or king pigs.
* State machine that changes animations depending on movement/action.

Level Design/Gameplay

* Level completed data and diamonds collected data saves until new game started.
* Doors that the player enters and leaves through after all pigs are defeated.
* Boxes, platforms, and other terrain for the player to jump on to traverse the level.
* Decorative objects (no effect on gameplay, purely cosmetic).

**Pony Features**

These features are ones that I would like to implement if time permits or may implement following the final project deadline.

* Enemy dialogue boxes that depict anger, confusion, or say things such as “attack.”
* Destructible objects in levels such as boxes or pots.
* Moving background behind decorative windows.
* Larger levels with a camera that shows the entire level and then pans back to player.
* Different lighting in levels or light sources.
* Pause button and volume buttons.

**Conclusion**

“King’s Tale of a Pig Coup” will be developed solely by myself through Unity and will use GitHub for source control. Here is the link to the repository:

<https://github.com/joshbanzon44/kings-tale-of-a-pig-coup>

Links:

Bread and Fred reference: <https://www.breadandfred.com/>

Kings and Pigs asset pack: <https://pixelfrog-assets.itch.io/kings-and-pigs>

Repository link: <https://github.com/joshbanzon44/kings-tale-of-a-pig-coup>