TBD – Game Concept Proposal[[1]](#footnote-2)

Thursday, April 8, 2021

# Initial Concept

Stanley is a young boy navigating around a hockey rink on moving hockey stick platforms. To achieve his goal of winning the Stanley Cup, he must collect pucks and “hat trick” fedoras until he finally has a chance to collect the cup!

# Genre

This is a platform game. The player controls the actions of Stanley and must navigate moving hockey stick platforms while collecting pucks and hats. Stanley can move left, right, and jump and after level 1, double jump.

# Platform

The game will be implemented in Unity and deployed to a website simmer.io which hosts WebGL games implemented on the Unity platform.

# Mission Statement

Stanley’s Cup is an easy to play platformer game that targets the simmer.io user base.

# Game Setting

The setting is an outdoor ice hockey rink surrounded by trees. A light snow is falling, and soothing classical music is playing in the background.

# Gameplay Mechanics

## Challenges for the player

* Stay on hockey stick platforms and avoid leaving the confines of the rink (player may leave rink only when jumping)
* Collect pucks and hats to score points and advance levels
* Victory is achieved if the player collects the Stanley Cup

## Player rewards

* 1 point awarded for collecting a puck
* 3 points collected for collecting a hat
* Victory for collecting the Stanley Cup

## Learning curve

* Small to no learning curve

## Control scheme

* Unity device independent controls for horizontal movement, e.g., arrow and WASD
* Unity device independent controls for jumping, e.g., space

## Player actions

* Walks on platform to collect resources or avoid collisions with other platforms
* Jumps to collect resources or switch platforms
* Falls due to gravity to switch platforms and/or collect resources

## Multiplayer elements

* None

# Story Synopsis

Stanley is a young boy on a quest to capture the coveted Stanley Cup! To do so, he must navigate an outdoor snowy ice hockey rink by staying on moving hockey stick platforms and ensuring that he does not leave the rink surface. Before he has a chance to collect the Cup, Stanley must collect hockey pucks and “hat trick” fedoras.

# Concept Art

## Stanley Sprite Sheet (partial)



## Other Art

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Ice Rink Background | Hockey Stick Platform | Puck Collectable | Fedora Collectable | Stanley Cup |
| Diagram  Description automatically generated with medium confidence | A picture containing text  Description automatically generated |  | Chart  Description automatically generated with medium confidence |  |
| Tree | Snowy Background |  |  |  |
| Logo  Description automatically generated | A picture containing outdoor  Description automatically generated |  |  |  |

# Audio Elements

* Background loop of classical piano music
* Sound of hockey stick striking puck when collectables are captured
* Victory music when Stanley Cup is captured

1. See textbook Chapter 9 “Game Concept” [↑](#footnote-ref-2)