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

GRAD262-01 SP 2021

# Initial Concept

A Hero Knight navigates through forests and villages collecting hearts, gold coins, and purchasing other resources. Along his journey, he faces various challenges including evil Black Knights which pursue and attack the Hero Knight. To overcome these challenges the Hero Knight must acquire gold coins that he can use to purchase various keys, potions, and superpowers that help him navigate through obstacles and defeat the Black Knights.

# Genre

This is essentially a side-scrolling platform game where the Hero Knight moves horizontally through a world space (e.g., forest, village). The player controls the actions of the Hero Knight and must navigate challenges and Black Knight enemies while collecting hearts (health points) and gold coins and using the coins to purchase other resources. The Hero Knight can move left, right, jump, attack, and block. The Hero Knight can also apply purchased resources to overcome obstacles such as using keys to open doors or gates or various potions to defeat Black Knights.

# 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

TBD is an easy to play side-scroller platform game that targets the simmer.io user base.

# Game Setting

The Hero Knight progresses through a series of level scenes each with a distinct landscape. The initial landscapes include a forest and a medieval village. Each landscape is enriched with unique resources and audio/visual effects.

# Gameplay Mechanics

## Challenges for the player

* Collect coins
* Collect hearts (health points)
* Find and purchase resources
* Avoid or defeat Black Knights using sword or resources
* Apply purchased resources to overcome obstacles, such as using keys to open gates or slime to destroy Black Knights
* Traverse through different level scenes without dying

## Player rewards

* TBD currency for collecting a gold coin
* TBD health points for collecting a heart
* Move onto next level scene if end of current level scene is reached without dying

## Learning curve

* Small to no learning curve

## Control scheme

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

## Player actions

* Runs on ground through landscape
* Jumps
* Attacks with sword
* Blocks attack with shield
* Collects coins
* Purchases resources
* Applies resources

## Enemy AI

* Runs on ground between 2 waypoints
* When in pursuing vicinity of player, pursues player
* When in attacking vicinity of player:
  + If player not attacking or blocking, attack and inflict damage
  + If player attacking, take damage
  + If damage reduces health below 0, die
* Inflicts damage on player, reducing health points
* Dies if attacked by player or fatal resource applied

## Resources

* Player purchases resources upon collision and money is reduced by resource cost
* Player can apply purchased resources by clicking on them
* Resources, if in vicinity of target object, act on object

## Multiplayer elements

* None

# Story Synopsis

A Hero Knight navigates through forests and villages collecting hearts, gold coins, and purchasing other resources. Along his journey, he faces various challenges including evil Black Knights which pursue and attack the Hero Knight. To overcome these challenges the Hero Knight must acquire gold coins that he can use to purchase various keys, potions, and superpowers that help him navigate through obstacles and defeat the Black Knights.

# Concept Art

TBD

# Audio Elements

TBD

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