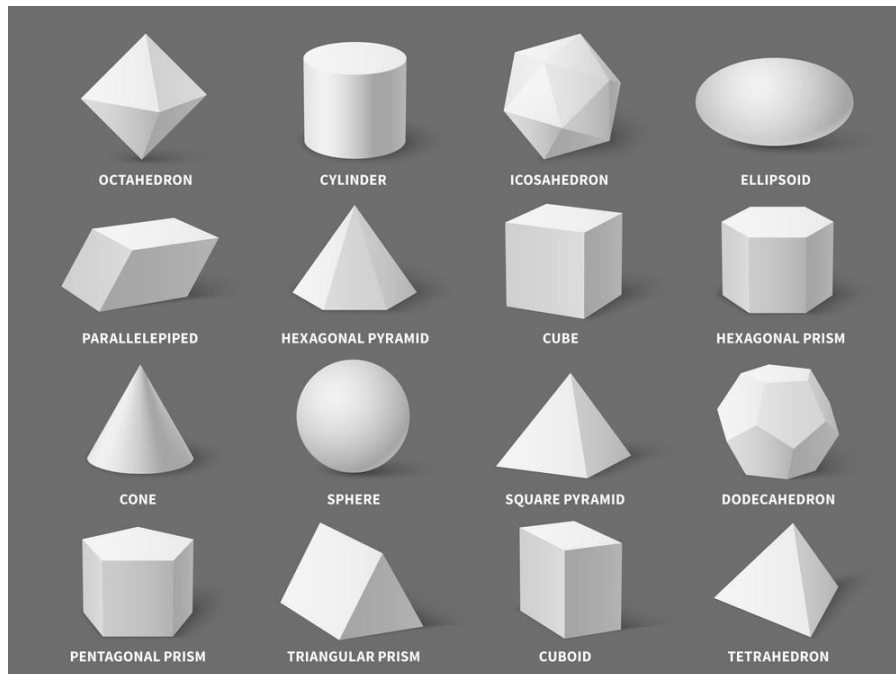




JÖNKÖPING UNIVERSITY
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Elevator Pitch Shape Slicer

A geometrical game made in JavaScript and p5canvas inspired by Fruit Ninja Games



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A brief introduction to the game

Are you ready for a 2D and 3D shapes cutting game adventure? Join the legendary game in which you land in the objects world! Nothing looks the same anymore. You are surrounded by different figures, some of them might be very misleading and dangerous. Your main task is to destroy the objects by cutting them before they cut you off. **Shape Slicer** is a great arcade game inspired by Fruit Ninja games. There are four different game modes that you can play in the game. These modes include level one, two, three and relax mode!

How To Play

After choosing the mode that you will play with the help of the mouse, you must cut all the objects that come in front of you. In the level modes after failing to cut the shape on time, you lose, and you have to start all over. In the relax mode you just gather points and try to beat your score.

Features

Main feature we will focus on is building the level 1 in which the gamer will need to destroy bubbles by cutting them in half. After that the bubble disappears. We also want to build a casual/relaxed mode in which the user can test the game dynamics and play without losing. We also want to introduce some shapes that the user should not destroy, and they will pop out randomly in the game. If you attempt to cut a shape like this, you lose. Every shape will be made by us in a p5 canvas trying to make them as 3D and 2D looking as we can.

If we have time, we want to build additional levels 2 and 3 in which you are forcing pyramids made out of several boxes. They split into smaller blocks after you hit them, and you also have to destroy the smaller blocks to survive (level 2) or rubic cubes (level 3) that are the hardest generation of shapes you will force in that edition of a game. They are the most resilient shapes in our game. If we have time, we want to have a text animation before each level. In bubble level (level 1) it could be text made by bubbles that try to run out from your pointer when you try to touch them.

Game mechanics

Game mechanics is simple to explain but not as easy to code. The main point is to try to cut a shape in half and that will destroy it. However, in level 2 and 3 the shapes get more resilient which means that they will split in half or more and you will need to cut smaller objects that move even faster. That will require users to be more attentive, fast and efficient.

Goal

In the relaxed level the main goal would be to score as high as you can and test the main game dynamics.

Every user at the beginning gets access only to level 1 and relaxed mode. By scoring a certain number they get access to new levels and new features (maybe changing colours or backgrounds if we have time).

Unique selling proposition (USP)

The game visuals will be interesting compared to competitors. Usually, they focus on more realistic looking objects to cut like fruits however we want to build the game only using p5 canvas and JavaScript and demonstrate our skills to make things look like 3D or 2D objects. We also think that the simple game dynamics will make users more willing to play the game since they do not have to read long lines before they can start playing it and beating their own personal records. What is more, the personalisation of the game theme look is going to make it fun for players because they know that after achieving a certain point in the game, they can create a look of the game themselves which is going to make them more involved. Also, for us it is important to build a game that will have a neat look but will have quite interesting JavaScript concepts behind it. Klaudia started being interested in generating different animation backgrounds and Arne has always wanted to try out 3D and 2D coding, so we wanted to combine our skills and interests to create a game that is going to make the development process fun but also quite demanding by learning new concepts. Below you can see a simple visualisation of the game mechanics.

