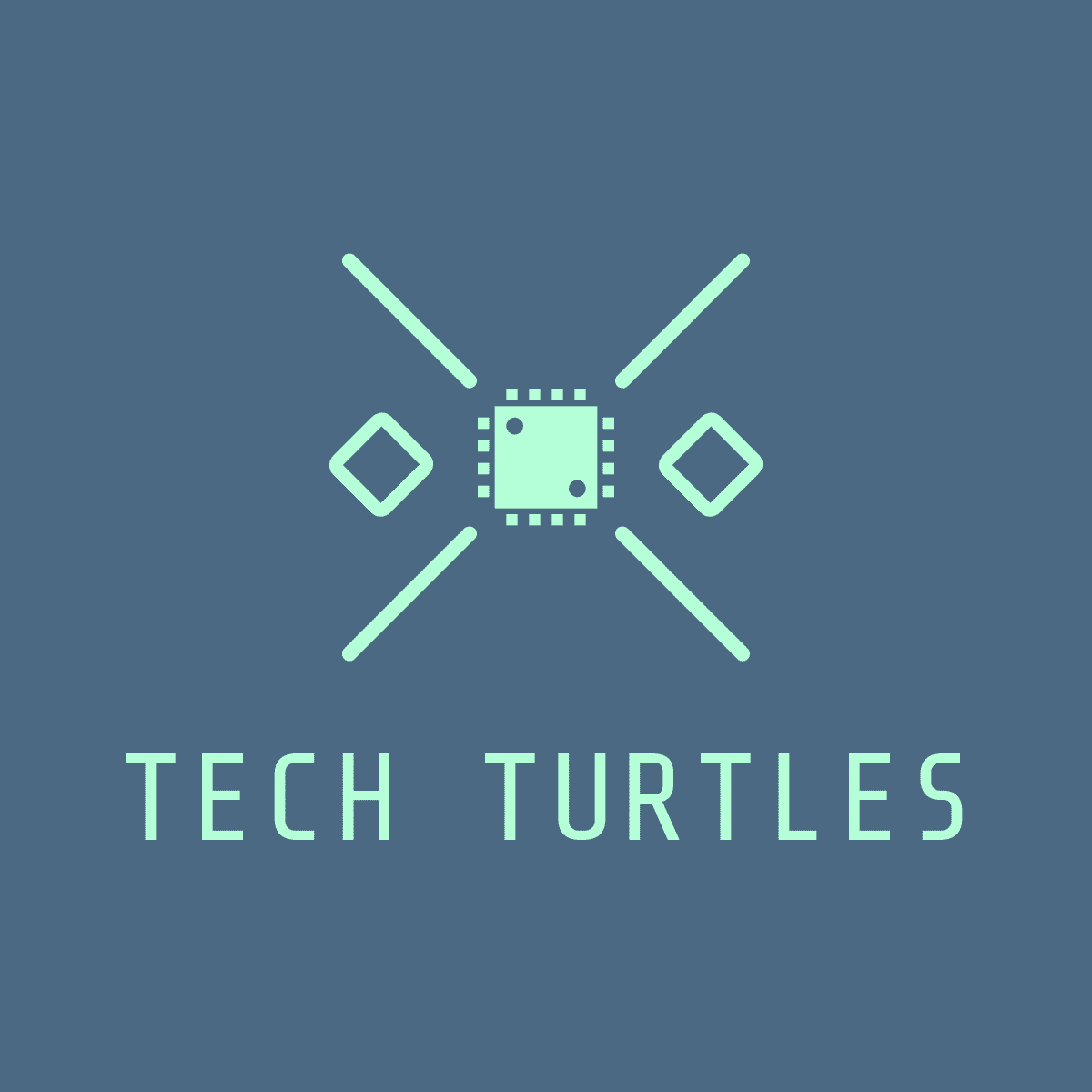
**Game Programming - CS 485**

**GAME PROJECT PROPOSAL**

**Name: Time’s Up!**

**TEAM: Tech Turtles**

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**PROJECT TEAM/ROLES**

* **Fernando Juarez** 
  + **Game Programmer, Game Concept, Art/Character Control**
* **Abdullah Banawas**
  + **Game Programmer, Game Designer, Game Tester**
* **Devin Ferre**
  + **Game Programmer, Game Concept, Art/Audio**
* **Nineveh Yako**
  + **Game Programmer, Game Tester, Game Designer**

**High Concept Document**

**HIGH CONCEPT**

Drive to the finish before time runs out!

**Story Overview**

You are a driver. You must navigate various environmental and man-made obstacles to make it to the finish line before the timer is up. You also have a health bar that can be depleted. If either the health bar or timer run out the player loses.

**FEATURES**

Powerups – There will be power ups such as: health boosts, speed boosts, invulnerability, time extension, invisibility (passes through all objects without collision).

Obstacles – There will be natural obstacles such as walls, animals (turtles), spikes, bombs, fire or magma, dragons/birds, broken cars.

Ramps – There will be natural and manmade ramps that will launch the car into the air and over some obstacles.

Start/ finish line - There will be a starting line where the player always starts, and a finish line which the player has to reach in order to win.

Secret paths - There will be some secret paths that the driver may optionally use in order to save time or gain secret power ups.

**PLAYER MOTIVATION**

The player's motivation will be to reach the finish line within the time limit while not losing all of their life bars. Each time the player successfully reaches the finish line they will move on to the next level. Players may also play against a friend and the player who gets to the end first without losing all their life wins.

**GENRE**

Our game is a sports game, specifically an offroad racing game.

**TARGET CUSTOMER**

Fans of racing games like Mario Kart, Cruis’n USA, Need for Speed or other offroad racing games.

**DESIGN GOALS**

Fun: This game should be fun for the players.

Simple: This game should be fairly straightforward and easy for the players to understand. The rules and the goal should be very straightforward and immediately understood by all players.

Beautiful: This game should be visually appealing to the player.

Challenging: This game should be challenging enough to players to keep them playing but not so challenging that they can’t win.

**Unique Selling Points**

* Our game will have a unique level design and GUI

**Target Hardware**

The target hardware for this game will be PC. This game will exclusively run on Unity 3D**.**

**Game Treatment Document**

**Executive Summary**

**Schedule**

Our goal is to complete an exciting game in time for the final presentation. We plan to have a fully working game with five levels and a main menu which has access to each level (after unlocking). We also plan to incorporate various powerups and obstacles if time permits. We plan to have a basic version of the game done in a few weeks. The game should be done. If there is time we will add bonus features and make the game look good.

**Detailed Schedule**

* **Week of Mar 16: Menu Creation**
* **Week of Mar 23: Level 1 Design**
* **Week of Mar 30: Level 2 & 3 Design**
* **Week of Apr 6: Level 5 Design**
* **Week of Apr 13: Coding & Sound Implementation**
* **Week of Apr 20: Coding & Sound Implementation**
* **Week of Apr 27: Testing & Debugging**
* **Week of May 4: Adding more details to the levels**
* **Week of May 11: Testing & Debugging**
* **May 12: Final Presentation**

**Competition**

Our competition will be other groups making racing games. While our direct competition will be other groups within our own classroom we also believe we compete with ourselves by making a game that satisfies all our team members. This will be a challenge as we may have different schedules, personalities and preferences that will lead to a few challenges and competition within our own group as well.

**Hooks**

* Action - fast paced driving gives you physical and conceptual challenges.
* User friendly - the game has a simple UI with simple controls that most people will be able to understand intuitively.
* Adventure - The environment should be exciting and exotic give the player a sense of wonder.
* Challenging - The courses will be challenging enough to the players that they will not get bored.

**Game Highlights**

**Level unlocks in the start menu will give players a sense of progression.**

**Players will be able to drive, mostly on an XY plane, using the arrow keys. They will also have a button for acceleration, drifting, and braking. There will also be a button for using power ups.**

**Technology Highlights**

We will use the latest version of Unity 3d for game development and Blender for 3D art modeling.

**Art/Audio**

Time’s Up will include exciting/realistic/humorous sounds to add more immersion, depth and enjoyment to the game. There will also be a sound option for music.

**Production Details**

Our goal is to have a working game by the end of march and continue working on adding more features to our game in april so that by May we will have a good looking game for our final presentation. As of today we are working on the concept of the game menu and concept of the first two levels.

**Game World**

**Backstory**

The concept of this game is to create a simple but fun game for everyone. You are in a car and need to reach the finish line. The goal is very simple, but the route will not be, with the use of moving objects and many obstacles we will design a challenging obstacle for you the player to complete in a time limit that differs based off the level of difficulty the obstacle is on.

**Objective**

The objective of our game is to reach the finish line in the time provided with at least 1 bar of health remaining. We intend to have many obstacles that will either hurt the player or slow them down which will be the primary challenge of our game.

**Characters**

There is no visible character, just a vehicle that the player controls.

**Story Progression**

The player will advance to more difficult and interesting levels as they progress. And each level will unlock on the menu once it has been completed. With the use of random objects and obstacles the game will be challenging enough which will keep the player engaged and interested to keep playing and unlock the next level.