PROJECT CANVAS: Mad Chicken

2D, scrolling game

Infinite Sliding world.  
  
Vector based pictures.

(multiple scenes): Each scene can be blended and transition scenes

What’s the objective? Get the maximum of points, endless game.

Main menu, make UI,   
  
Start  
Settings  
Leaderboard  
Quit

Main character:

A Chicken  
  
Story: After being a subject to many experiences gone wrong, a brain and muscles enhanced chicken decides to get his revenge and save all his friends.

The objective will be to hit as many Scientifics as possible, save as many chicks as possible and make the longest distance possible while avoiding the guns, and special enemies.

I want to use an online leaderboard to display the top 3 scores and your current score.  
I will use [PlayFab](https://playfab.com/) which is an online leaderboard free, easy to use and compatible with html 5, javascript.

Type of game

2D, scrolling game

Story line

After being a subject to many experiences gone wrong, a brain and muscles enhanced rooster decides to get his revenge and save all his friends from the crazy scientists.

Objectif

The objective will be to escape the lab while trying to kill as many Scientifics as possible, save as many chicks as possible and make the longest distance possible while avoiding the guns, and special enemies.

Structure

There will be a simple main menu:

<Start>

Starts the game

<Settings>

Enters the setting menu

<Music> <enter value (between 0 and 100 with + and - buttons)>

<Sound fx> < enter value (between 0 and 100 with + and - buttons)>

<Return> (return to main menu)

<Leaderboard>

Showing the leader board including your highest score

And the top 3 world’s best scores.

<Quit>

Sending to google.com

I will work on the UI, so it looks nice and friendly

Characters

The main character will be an Alpha Rooster

Will have 3 lives. After lives are gone, he will die and record saved online.

What library to use

I will mainly use jquery

I will use Playfab for the online Leaderboard because it’s free if you have stay under a certain amount of players simultaneously online (around a 1000 which enough for me). It’s also compatible with HTML 5 and javascript. The integration and use is also pretty easy

Extra info

I want the app to be touch screen compatible, so I will use the touch events. No fancy movements are required so using simple events such as touchstart. Touchmove. Touchend. Should be enough to make this game compatible with any touch screen.

UI Ideas

The environment will be a laboratory

Construction step by step

When opening the game, everything like, the audio, music, others and it’s waiting for you to click start. Once start is clicked, the game starts, and you find yourself running in the halls of the Laboratory saving chicks and killing Scientists.

Work plan

\* Work on the background looping system

\* Start with the basic movements: Jump (hold to glide)

\* Work on the enemies’ basic movements and special powers

\* Work on the chicks to save

\* Work on a point system. Find a formula ((distance \* multiplier + number of free chicks \* multiplier + number of killed enemies) for example)

\* Finish the sketches and drawings of the characters and environments

\* Implement the online leaderboard system

\* Test and find errors before final release