

The Lost Bishop

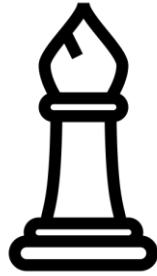
A game by

WitWorkers

Siva Sandeep Subramanian

Venkata Sai Santosh Ravi Teja Kancharla

Sri Vishnu Yandarapati

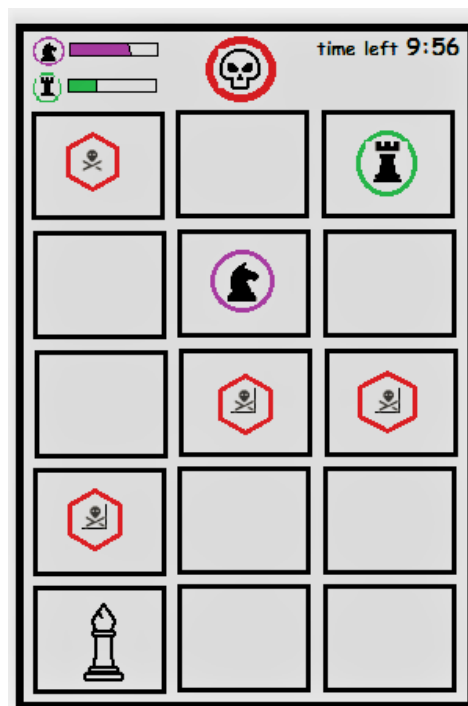


The Lost Bishop

Game genre	Platform	Team Size
Arcade	PC	3

Key Points:

- An point and click arcade game that places the user in the shoes of Zolo, a lost bishop in the forbidden chess world, who is on a quest to return to his kingdom.
- Zolo will have to overcome obstacles/enemies on his way as the evil king “Darkmore” who rules the forbidden land, does not want Zolo to return.
- It is a 5-level strategy game with 3- intense boss battle levels which Zolo must pass thorough before the clock clicks zero.
- Knight Rentry and Rook, who are allies of Zolo, aid him at the difficult situations with their power ups.
- Be prepared to help Zolo escape hi enemies and kill the Evil King to return to his kingdom and lead the battle for his king.



The Team:

Siva Sandeep Subramanian:

I am pursuing my masters in computer science at UNC Charlotte. I hail from Madurai, India. As a 90s kid growing up in India my primary goal as a kid was to study. There was no place for games in a middle class Indian family. I have to cheat my way to play computer games. The first game I played was Dave, a MS-DOS platform game. I was instantly attracted towards the simple game design and mechanics. Ever since, I have played plenty of games ranging from Mario to Dota2. I have learned so much from playing all these games which made me choose game design course in the first place. I wanted to give back to the community which made my life easier. I wanted to develop games which are fun and interesting and being a gamer makes it easier to know what people want from games.

I have played games across several platforms: PC, mobile, Nintendo ds, Xbox, PS. I understand the difficulty a gamer faces in each platform and the comfort level from switching platforms. I think a game developer has to consider these tiny details while developing games. I also consider games to be art. The visual effects of the game should be appealing to the player and even though a developer puts lots of effort in logic, if it is not visually appealing, the player will not be much interested in playing the game.

Being an artist myself, I could increase the artistic appeal of a game. I can also create sound effects and soulful background music which is very much needed for a game to get connected with it player.

Venkata Sai Santosh Ravi Teja Kancharla

My expedition into the gaming world started when I was 8 years old and played Super Mario for the first time. I played a lot of games from then but later when I was introduced to computer programming in my high school, my whole perspective of games changed. I used to look at games from the designer's view and think how the elements are programmed and how the game is managing to capture the interest of the player. The coding that goes behind a game generates more interest in me rather than the game itself. I started developing arcade games using python and often alter the rules and characters in the game to study the effect of them on the player.

I am currently pursuing my masters in computer science at UNC Charlotte. Game development has always been my primary area of interest which made me choose courses related to this area. I never stopped playing games and that helped me in being updated with the new games developed. I constantly think of new ideas that can be gamified. I feel my strength lies in my programming capability and in my experience of playing a lot of games, which will help me in developing successful games

Sri Vishnu Yandarapati

I started playing games at the age of 5 if all the childish and informal games are ignored. Starting from Dave, I have played many videogames. These include wargames like battleships, memory games like memory blocks, racing games like Need for speed, games based on sports like cricket etc. Having the experience of playing games from Play station to mobile device, I would be able to judge the user experience even when the game is in development phase itself. The knowledge of both positive and negative points in many games gave me an overall idea about qualities of an ideal game. This helps me in framing rules of the game, design of user interface and rubrics for scoring. Since I am a short story writer, I can make an intriguing background story for the game that makes a person completely involved in the magic circle. I can make a game with permissible levels of violence so that the children won't get feared and adults don't lose interest. Observing people of different age groups from my niece to my aunt playing games helped me to analyze it.

I am an undergraduate in computer science and worked as an employee at a software company for 3 years. Game design with drag and drop is no difficult task for me because I had the experience of developing code even from scratch. Testing the executable for bugs from various perspectives was my daily job for 3 years. I worked on various operating systems like windows, android and iOS. So, I can design efficient code with less memory occupancy for various platforms. With the experience as a team member for 2 years and as a team lead for 1 year in a corporate firm, I can manage my team to deliver the best output. Brainstorming of ideas, discussing pros and cons of each of them and making the best decisions without hurting anyone in the team is my main role as a team lead.

The background:

The central character in the game is a bishop named Zolo, the powerful warrior in the kingdom of Aareven, who is lost in the forbidden chess world without his weapons and must reach his kingdom as his king, Xavier, need him for the fight against an opponent. He knows his journey will be a challenge as he can travel only in diagonal steps and also he has no time to take a step back. His journey has many obstacles caused by Darkmore, an evil friend of the opponent kingdom who rules the forbidden chess world. The bishop courageously starts his journey and needs your help to cross the obstacles of evil and reach the kingdom. His friends Rook and Knight also try help him out through his journey by sending out power ups.

The Characters:

Bishop Zolo: The central character in the game. Can make a move only in diagonal direction. He needs to avoid the obstacles and complete the levels to reach the kingdom.

Evil King Darkmore: The ruler of the forbidden chess world who is a friend of opponent king in the battle in which bishop needs to take part. The evil king sends out his army as obstacles to stop the bishop from reaching his kingdom.

Evil Commanders: The faithful yet deadly commanders to the Evil king, who helps the king to send out army against the bishop.

The game:

The game starts with the bishop waiting to start his journey on a three-column arena. The evil king will be at the other end sending his army on each block. The player needs to move the bishop. Only two moves are possible for the player to make: either diagonally left upwards or diagonally right upwards. Being in the right most square, if he jumps further right, the bishop appears on the left most square in the above row. The player needs to avoid the obstacles sent by evil king and clear the level before the time runs out. Remember! King needs you before the battle begin.

The game consists of 5 levels, with increasing length of arena and frequency of enemy occurrences. The player needs to clear each level before the time allotted for the level. The earliest he completes the level, the maximum score he can obtain. Which means that the score is proportional to the time left when player completes the level. If the player fails to complete a level before the timer touches zero, he will be dead and he must restart from the current level. If he goes in to square having the enemy, he will be dead and will be sent to the start of the level.

There will also be 2 mini- boss battles with the evil commanders at the end of 2nd level and 4th level respectively. After crossing the 5th level, the final boss battle will be with the evil king. These battles will be a one on one game of archery and the player needs to escape from the arrows thrown at him and shoot arrows on enemy. The player will be on one side and the enemy on the other side, between them will be a pit which both cannot cross. Only after killing the enemy in the battle, a bridge will appear and the player can go to next level. The player and the enemy can wander in their respective

sides shooting and escaping arrows. This battle is also time based and the enemy must be killed before the allotted time. Sooner the enemy is killed, more score can be obtained.

To help the player, certain power ups will be spawned across the blocks in the arena (Not in Boss battles). The player needs to go into that block to get the power up. The power ups in this game are:

+10 (Time bonus): This adds 10 seconds to timer which gives the player a comfort to think and plan his moves as the difficulty increases.

Rook mode: The friend of bishop, Rook, sends this power up occasionally which gives the bishop the ability of a Rook, i.e. the bishop can move a step forward vertically or horizontally as well. This mode comes with a time. The player can utilize all the time at once or can switch back to bishop mode, and later can use his remaining quota of Rook mode. A bar at the top will be displayed the amount of time still left for Rook mode.

Knight mode: The friend of bishop, Knight, sends this power up occasionally which gives the bishop the ability of a Knight, i.e. the bishop can move a step forward like knight on a chess board vertically or horizontally. This mode also comes with a time. The player can utilize all the time at once or can switch back to bishop mode, and later can use his remaining quota of Knight mode. A bar at the top will be displayed the amount of time still left for Knight mode.

The power ups for both the modes doesn't make the player convert immediately to that mode. The player needs to switch the modes to use the power ups. Until then, the collected power ups will be accumulated as a bar on the top.

In the boss battles, which is an archery game, the player will have a power up of multiple arrows, which can be collected during the battle and once collected will last for 10 sec. During this period, the player can shoot 3 arrows at a time unlike normal one arrow.

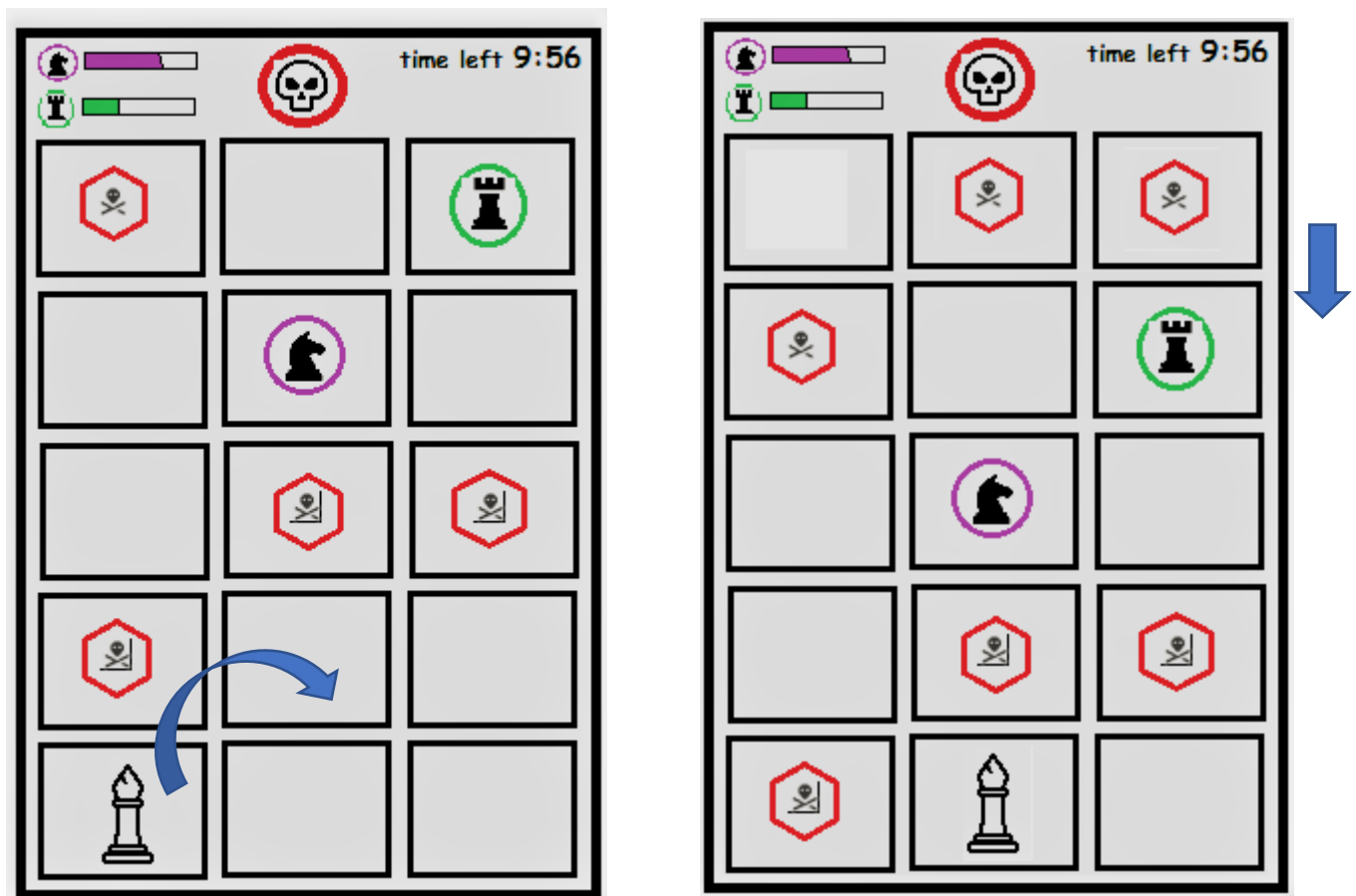
Killing the Evil king in the final boss battle, the bishop will be clearing all obstacles and will reach the kingdom.

Sample Artwork:

Note: These are rough sketches and will not reflect the production quality of the playable game.

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1. The arena, where bishop needs to escape the enemies and reach the end of the level. The evil king at the top will be releasing his army on to the bishop. The second image is after the player makes a move to the tile diagonally right above.



2. The rough sketch of how the characters and power ups look



Bishop



Evil King



Power ups



3. The boss battle level. There will be ledges for player and enemy to climb and jump from. The pit in between restricts the player to go to the other side.

