

Lara Alley

Mike Treanor

Game Dev

May 7, 2019

### Dweebo : The Game

Dweebo is a 2D side scrolling adventure game in which your collect hearts throughout a whimsical purple level and avoid getting hit by the Yonja. Pixel art will be the main style throughout the game. The style is primarily cartoon pixel visuals with pastel hues and ambient sound effects. The aesthetic will be sort of “bubble gum” colors, i.e. pastel pinks, greens, purples. Dweebo focuses mostly on flying game play and with collectables and avoiding an enemy, yet there is story between a little character (Dweedo), his enemies (the Yonja – a combination of “Yokai” and “Ninja”), and rescuing his cheerleader girlfriend (Lotte). There is one level for this game that takes 120 seconds to complete with a 10 point score for every heart collected. Dweebo sees Lotte from his home planet, falls for her, and is determined to find her and tell her how he feels. The objective is to reach Lotte at the end of the level before time runs out. The “evil” Yonja have sort of a black and lime theme. Dweebo collects little hearts throughout the level, each heart will be a trigger, and will show how many he collected. There are platform obstacles for him to jump on to reach the hearts while he collects them. Cherry blossoms are placed throughout the scene. The “Space” key adds the jumping elements and the arrow keys direct the player movement.

