CMPS 288 – Project Proposal

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**Game Concept:** Our game, LoverCraft, is a 2D semi-puzzle platformer where players control the main character who wants to romance some Lovecraftian enemies. The players must avoid obstacles, complete puzzles, and pick correct dialogue options to win.

**Genre:** Platformer, Puzzle

**Gameplay Summary:**

* The player controls the mc who can jump, crouch, run, attack enemies, and talk to love interests.
* Each level has a platform phase, followed by a puzzle in order to reach love-interest ground.
* The player must successfully seduce all love interests to win the game.

**Features and Mechanics:**

* Character movement (running, jumping, crouching, attacking)
* Enemies that stand in the player’s way (and maybe attack them)
* Multiple levels with increasing difficulty
* Puzzles the player has to successfully pass
* Multiple-choice dialogue with love-interests (who are Lovecraftian creatures) based on Lovecraftian myth