**The Great Kotsby ft. Slenderman**

15-112 Term Project Proposal by Max Le

***Problem/Description***

The Great Kosby ft. Slenderman is an adventure slash horror game, inspired by the novel the Great Gastby, the games Slenderman The Eight Pages and Super Mario Bros. In this game, the player can either choose to be the mysterious billionaire Jay Kosby or his true love, Daisy Bustelik, and wander through the Buchanan’s Mansion in East Egg to rescue the other person! There are two stages to the game:

1. Rescue stage:

Starting from the front door, Jay Kosby (or Daisy Bustelik) must go through the four stories mansion while battling Tom Buchanan’s butlers, jugglers, and dancers. Once Kosby found Daisy, he must face the hardest challenge yet—Tom “The Boss” Bucanan himself.

1. Getting to the safety stage:

Assuming Kosby soundly defeats Bucanan, Kosby must get Daisy to safety, which means going all the way back outside and to the greenlight spot! Only this time, the dark mansion is haunted by Slenderman (sad face). This mystifying person will appear in places you never imagine, and if Kosby runs into him…With a flashlight in hands, please help get the lovers to safety!

The major module I plan to use in this project is Pygame, which is described below

***Technologies/Modules***

Pygame

* I studied closely Lukas’ Asteroid demo, familiarizing myself with rotation, translation, drawing methods, events, sprites, and image loading. I also rewrote the Asteroids demo from scratch (maybe with a few peeks here and there)
* I downloaded, converted, and studied the Super Mario demo from python 2 to python 3 from the pygame website.
* References websites:

<http://blog.lukasperaza.com/getting-started-with-pygame/>

<http://www.pygame.org/project-Super+Mario+Python+Beta-1339-.html>

<http://www.pygame.org/docs/tut/newbieguide.html>

<http://www.pygame.org/docs/index.html>

***Competitive Analysis***

1. Online Slenderman 1

- Link: <http://www.flashgamesplayer.com/free/slenderman/play.html>

- Features

+ In general, this game provides a good example for what I want to do for my 2nd stage of the game.

+ If the player encounters Slenderman, the player doesn’t die instantly. Instead, there are a few seconds in which the player can run away from Slenderman

+ There is a “run” key, as opposed to just walking.

* Anti-features

+ I am not a fan of the visuals. Stick figures and the forest just look plain. That was why I decided it’s probably going to be compelling if I try to implement the visuals like Super Mario Bro.

1. Original Slenderman: Eight Pages

- Link (watchYoutube): <https://www.youtube.com/watch?v=WOXCdSMaNeE>

- Features:

+ The sound effects really work here.

+ The image of slenderman and the ending when the player dies (with only Slenderman appears on the screen)

+ The flashlight gets dimmer and dimmer as the game progresses—interesting concept.

* Anti-features:

+ The visuals are awesome. But no way I am going to (or can) do the 3D animation (sad face)

1. The Great Gastby Game

* Link: <http://greatgatsbygame.com/>
* Features:

+ This game is a near-perfect example for my first part. The butlers, dancers, jugglers are inspired by this game.

+ The sound effects are on-point.

+ The hat-throwing thing is fun.

+ There are multiple lives, and you can save your progress (providing your life is not 0).

+ Life-generated drink.

+ It’s super fun to play.

* Anti-features

+ I am not going to include coins.

1. Conclusion: Tentative Features for The Great Kosby ft. Slenderman

* A starting screen with buttons: new game, load saved games, instructions, options.
* Choose to be either Jay Kosby or Daisy Bustelik in the beginning.
* In the first stage, the player can attack by pressing Space, and jump by Up.
* In the first stage, the player has 3 lives.
* In the second stage, hitting Space means run for your life.
* Slenderman can appear anywhere. Initially, the player has 3 seconds to run away from him. As the game progresses, slenderman will appear more frequently, with the time the player can run away from him approaches 0.

***Storyboard (Pictures)***