**Leg it!**

**Project Proposal for a Platformer Game - Leyla Asan Mane**

Introduction

Name of the game: **Leg it!**

I will be developing a challenging platformer continuous runner game using Unity and C#.

This game will be somewhat of a hybrid between Mario and Super Sonic, both games I played growing up, hence the inspiration from them.

Aims and objectives

The aim of the game is to escape from a spikey wall that is ‘behind’ (to the left of view) that will be closing in, it will be moving forward and trying to crush (reduce lives) from the player with every hit. Objects will need to be collected and will accumulate to an addition of the lives after a certain amount added together.

This game is supposed to be more immersive than a few I’ve seen on the market and take at least 10 minutes for the player to complete or a couple of minutes to reach a checkpoint, it shall be an in-depth game, as opposed to a fast five-minute game you can play and then restart.

I don’t want any bugs in the game, my aim is to create a completely smooth-running game.

Methods

I will be using Unity 2D tools to develop this game. The main camera, prefabs for the characters and objects to use as colliders will all make a part of my game. I will be creating the prefabs using photoshop.

The platforms will be moving backwards to create an illusion of the player and camera accelerating forward.

To create a sense of accomplishment and progression, I will be creating checkpoints whereby the player may come back to the scene where they left off, this prevents restarting the game every time you may exit or if the lives are reduced to zero.

Every time the player completes a level, the speed of the player will increase and so will the spikes on the back wall – this will create more difficulty within the game and spike fear within the player.

The asset store is where I will be getting the platforms, background and maybe a few other aesthetical features for the game.

Audience

Players must have a PC/Mac/Linux only to be able to play Leg It!

The target audience for my game will be somebody of any age who prefers to play games alone and spend a bit more time on games – somebody who has at least 10 minutes truly free time. This game is for the retro-style game lovers who might want to recapture the super Mario days.

This is a very non-competitive game and the average player should have patience and a strong-will to complete the levels.

Playtesting

Playtesting will be done individually on my friends and family because I believe that many people can play this game and will enjoy it. I will be allowing others to play this using my laptop. The playtesting will commence during the code freeze stage, at around 15th April.

Planned work for 2018 Game Development

4th February: Start from scratch and finish Sprite sheet in photoshop. Create first scene with basic objects/platforms within the game. Implement basic systems such as rigid bodies and the camera.

18th February: Finish the first level/scene which should have had enabled movement in-scene.

4th March: Create a second or even third scene which has heightened difficulty.

18th March: Finished the fourth scene which should be the final scene.

1st April: Create checkpoints within the game to enable scene jump if desired by player.

15th April: Code freeze. Finish up all scenes and remove all bugs (if any).

1st May: Additional aesthetic features may be added, code should be cleaned up.

8th May: Playtesting. Report should be finished.