LEGEND OF SIMIEN

The bigger they are, the harder they fall' - Simien

Game Development Credits:

PRODUCER
PRODUCTION MANAGER
PRODUCTION COORDINATOR
GAME DESIGNERS
SYSTEMS/IT COORDINATOR
PROGRAMMERS
TECHNICAL ARTISTS
AUDIO ENGINEERS
UX TESTERS

Liban Sheikh

1 Game Overview

Title: Legend Od Simien

Platform: Mac OS

Genre: Interactive puzzle game

Rating: (10+) ESRB

Target: Casual gamer (aging from 12 - 30)

Release date: November, 2017

Publisher: Genius Inc.

Description: Interactive puzzle game. Player can manipulate Simien, parrot and enemy tiles. Player can knock over snake and Simien by eliminating parrot tiles by clicking. If Simien falls from the platform, game ends. If player succeeds in knocking over all of the snake tiles while keeping Simien safe, the player wins the game.

2 High Concept

The game will utilize 2D colliders on all the character GameObjects. Boundaries are placed on the edge of the game scene. Gameobjects are tagged to identify collider events involving specific characters which can impact the game's outcome such as knocking all enemy tiles off the platform.

3 Unique Selling Points

Game is highly customizable, ideal for expanding games features to create more interesting puzzle scenarios.

4 Platform Minimum Requirements

Mac OS

5 Synopsis

Simien must return to his home before a raging hurricane threatens to harm his loved ones. The journey is filled with dangerous obstacles. Simien must clear an escape route filled with dangerous snakes; hoping to score an easy meal. Simien will stop at nothing to save his family!

6 Game Objectives

Knock out all the enemy/snake tiles while keeping Simien safely on the platforms. Eliminate parrot tiles to clear the way and send the snakes crashing down to the jungle floor.

7 Game Rules

Simien must be kept safe on the platform. No snakes can remain, to ensure your family's safety. Parrots are expendable.

8 Game Play

Game begins immideiately with initial puzzle layout in a static position. Parrots are strategically placed so that game play begins as soon as player interacts by eliminating parrot tiles.

9 Game Controls

Simple game control. Mouse click on parrot tile to remove.

10 Game Camera

2D tile map with camera perpendicular to scene background.

11 Maps

Puzzle maps define the scene and control game play. LOS comes with one demo map.

12 Players

Simien/Player

13 Characters

Parrot (tiles can be eliminated to initiate game play)

14 States

Title scene, game scene, credit scene (game over, game won)

15 Enemies

Snake/Enemies goal is to destroy all snakes

16 Art

Base art supplied by Kenny G's Animal pack freely available online (see game design/wiki document in repo), custom art and LOS logo made by Liban Sheikh in Adobe suite.

17 Setting

Jungle on a Carribean island in the course of an incoming storm.

18 Level Design

Puzzle arrangement was carefully designed to create unique scenarios and multiple ways to achieve goals of the game. Use of iterative testing to ensure game play was enjoyable.

19 Audio

Use of freely available audio files for transition effects and player feedback.

20 Environment

Use of 2D sprites to create platforms in which parrot, snake and player tiles are staged.

21 Levels

LOS demo contains one puzzle arrangement. Game can be further developed to include a range of scenarios and puzzle arrangements to improve game functionality.

22 Minimum Viable Product (MVP)

MVP included initial platform with boundary colliders set up to detect tagged game objects. This MVP demonstrated the game concept and allowed for further development. LOS executable is MVP with additional features such as art, audio, title and credit scenes to create a releasable demo game.