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15-112 Term Project

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Deliverable #1

1. **Project Proposal**: For my term project, I will make a simplified role-play game that utilizes various splash screens and a storyline that revolves around the popular online game for kids, Club Penguin. Instead coined Club Puffle, my game will feature a fledgling puffle named Nala, whose friend Simba has been taken away by Scar and his evil cohorts, the hyenas. It’s up to Nala to navigate the virtual world of Club Puffle by growing and training through small games (that I will implement with multiple splash screens) to ultimately defeat Scar. The other technology that I plan to use with my project is **Pygame.**
   1. This game will simulate a simplified virtual world of Club Penguin. I plan on implementing navigation through a splash screen “World Map” where the user can navigate his or her puffle to different locations: the Town, the Fighting Arena, the Training Arena, and his Igloo (home).
      1. In the Town, the puffle will be able to interact with other puffles and visit different shops. Many of these details are secondary, however, and I may not be able to implement all of them depending on time constraints.
      2. In the Training Arena, the puffle will be able to train with a small “Side-Scroller” game that would allow the puffle to gain Fighting Points. If the puffle gains enough Fighting Points through victories in this mini game, the puffle will be guaranteed entry into the Fighting Arena.
      3. The Fighting Arena is where the puffle will battle Scar (the “Boss) in order to win back her friend Simba. This is the ultimate objective of the game.
      4. The Igloo is where the puffle is able to return in order to rest and recuperate. The puffle will be able to earn back health points in this location faster than being in any other location. The puffle can also customize his own igloo by dragging and dropping various pieces of furniture from a catalog.
2. **Competitive Analysis.** There are several existing games that are similar to the one that I will create.
   1. **Club Penguin**. This is what my game is heavily based on.
      1. **(+)** Ability to play “mini-games” within the entire game to gain coins. This keeps the user entertained for a longer period of time, as they can choose from a variety of different games testing different skills without tiring easily. While I am not sure whether I will be including currency in my version of the game, I will definitely be utilizing a training points program where the more gains the user plays, the more skilled his respective player grows. Eventually, if the player accumulates enough training points, he will be able to face off with Scar in the final arena.
      2. **(+)** Concept of “home base” or a “home arena” where a player can return to and customize. In Club Penguin, each penguin is assigned his/her own igloo (or “iggy”, as it’s loosely termed). In my game, I plan to recycle this same concept, and my main character puffle will be able to drag and drop decorations and furniture for his “iggy.”
      3. **(-)** In Club Penguin, there appears to be no clear “end goal” aside from accumulating material possessions. The lack of a proper mission can easily bore the average player, and to improve upon this anti-feature, in my game I plan on implementing a hero’s journey storyline that involves the main character Nala training extensively (by playing the games) in order to save her friend, Simba.
   2. **Kim Kardashian**: **Hollywood**
      1. **(+)** The ability to customize one’s own living space (among other things, such as clothes, accessories – although I will not go so in depth in my game). There are a variety of different choices to furnish your apartment, and it’s a flexibility that some users enjoy taking part in – particularly with the decision-making. I plan on including this customizable feature in the home of my main character’s igloo.
      2. **(+)** Recharging of “energy stars” after a certain period of time elapsed. In the Kim Kardashian game, you can participate in their mini-games by spending some of your energy bolts. Once you run out, you must wait before your bolts can refill and then you can continue to play to gain more money. I would like to utilize a similar energy expenditure tracker that recharges based on time elapsed to create increasing user incentive to return to the game later on and continue playing.
      3. **(-)** The time elapsed between gaining back energy bolts to continue playing the mini-games in the Kim K app is too long (about 1 bolt every 5 minutes). While some delay creates a larger incentive for players to return to the game, a time period too long may actually do the opposite. Thus, it is important in my game that I set a reasonable amount of time for the energy bolts to refill, so that users will not be too discouraged when they run out of bolts and are willing to make the wait.
   3. **Grand Theft Auto**
      1. (+) Lots of player mobility in this game. I particularly like how GTA allows the user to craft their own user experience while following a mission; it encourages exploration and creativity. From this game, I would capitalize upon the aspect of user mobility and being able to explore different game arenas through various splash screens portaling to different locations, as well as the environmental interaction (you can click certain minute details, and expect a response). This simulates the type of virtual world I would like to create.