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CS 4730

**Game Pitch**

My game is a level based game similar to Gallaga. In this game however, the objective is to protect a set of friendly units. The game has multiple levels and each level has multiple stages. As stages progress the level becomes more difficult. The boss uses different mechanics to shoot at friendly units. The boss will also throw out tokens that the player can use to trigger different power-up's. The boss may also summon random units to fight on his behalf. Eventually, as the game progresses, different bosses are introduced. At the end of each stage, the user gains a certain amount of experience based on the number of his friends saved. This results in leveling up between stages. As the user levels up, stat points are gained which can be used to increase movement speed, token magnet range, health, damage resistance, etc. At the end of the game, the user is given a certain score based on final level.

Despite the somewhat vague game pitch, the design is structured around the CS4730 class itself. The boss is Professor Floryan in different forms of iconic game/TV show characters. He throws out VP chips and poison. The user chooses to catch VP and block poison from hitting classmates. Random encounters, Items, VP, and experience all come into play in this game. It attempts to parody the actual class while incorporating the unique elements of the game design course. Strategy will be important and long term goals of reaching a high total score are only achieved by knowing the patterns and keeping as many classmates alive as possible.

The dynamics of the game are based on how the user wishes to play. If the player is just looking to pass the game, they may ignore their classmates and focus on staying alive. In order to achieve a higher score, a user may have to choose to tank damage from the boss in order to gain enough long term experience. Different strategies will arise from the game. Additionally, in a co-op mode, the users may choose to divide and conquer or work together.

The aesthetics of the game rely on the fact that all the players can relate to being in the game design course. The game will include mechanics similar to those in the class and the characters and items will be reminiscent of the different games from different era's. The TA's themselves may be incorporated as random encounters or different characters in the game. The game will also include quips and quotes from class and iconic items or moments from class.

The game is unique in its mechanics and in its audience. It caters to those who have undertaken the course and parodies the various parts of the course while also demonstrating the different topics that were taught over the duration of the class. Many people who took the course will strive to compete with peers and use their knowledge of the class to win the game and compete to get an A. With smooth mechanics and some clever aesthetics, this game will be a hit with those who have ever taken Game Design at UVA.

Technical challenges in this game will be handling the number of sprites. The game will have to handle the different hit-boxes, multiple characters, potentially multiple inputs from two players, and smooth movement. Most importantly, the game will have to scale properly in order for it to be easy to get a passing score but much more difficult to get a high or perfect score. The bosses will need to be sufficiently hard and unpredictable while not being so difficult as to deter players. To handle all the different sprites and movement patterns without too much frame lag, the game will need to optimized.