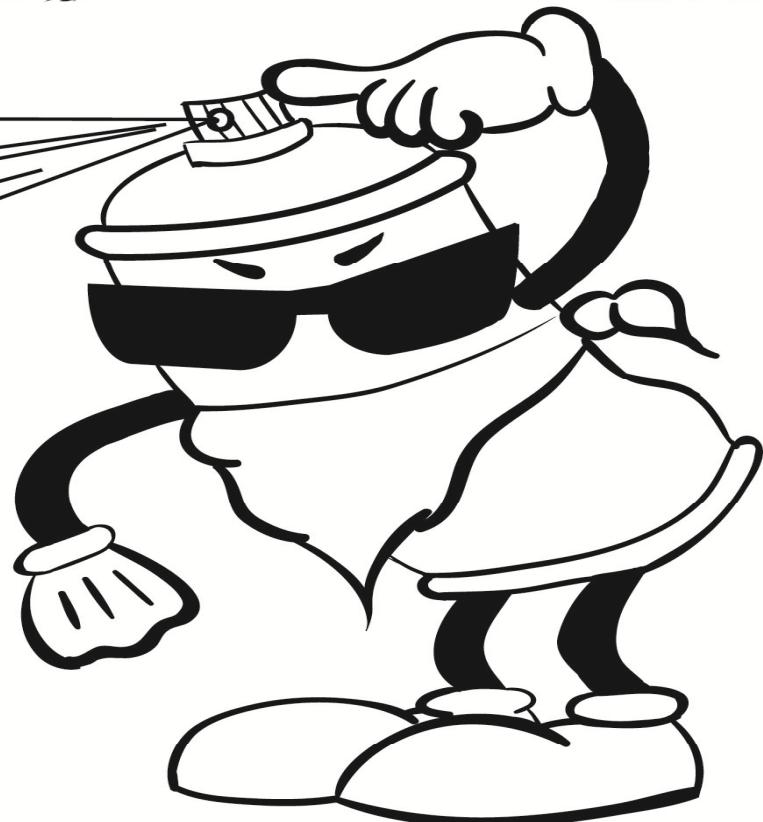


GRITZ

SKATE



CANVAS

GENRE

- Arcade and graphical display.
- The concept of the game was derived from retro style games like Pac-man, Bomber man. The grid like features we wish to implement into the game was taken from Pokémon (Gameboy versions).

SYSTEM REQUIREMENTS

- PC/Mac.
- Mouse keyboard
- Potential port to android devices

GAME STORY

- Santa Chroma, California. It was once a thriving city with a renowned artistic community. Self-expression, individuality and free thinking was encouraged and celebrated. It all came to an end once Norman Graytone was elected as the new mayor. Under the guise of a safer environment for everyone, Mayor Graytone enacted proposition K-50, every form of art that was seen as subversive. Seeing self-expression as a threat to order, the proposition also mandated that every building, public and private, be painted gray. Little did Mayor Graytone knew, that his regime was prepping the canvases for a new art movement...

GAME MECHANICS

- A grid is set down for placement of all scenery, items and movement.
- Characters, enemy and player, are allowed to interact with the environment.
- User can pick up variety of different power-ups to help traverse the grid faster.
- The player has to “beautify” the world around them.
- Time limit to colorize the map and complete given objectives
- Enemy AI was implemented through Q-Learning

PLAYER

- The player is to traverse through the grid of the city/landscape and paint the objectives.
- Several power-ups will be available to for pickup.



ENEMY (SECURITY GUARD/ POLICE OFFICER)

- This enemy walks through the grid. Can spot any changes made, “color” added to their world.
- This enemy can call for assistance. Direct the painter to access areas where colorization was done, and have the painter repaint the area(s) back to its original grey tone.
- Police officer/Security Guard cannot paint over anything. Must call painter to paint over anything.

PAINTER

- Enemy Painter: this enemy goes around and paints over areas player has colorized.
- Paints the areas and brings back to a grey scale.



POWER-UPS

- Power-ups will vary from different objects.
- There will be available a paint spray can
- There are various different items to distract the enemy.
- Food for distraction.
- “Paint Bombs” or paint buckets to distract enemies.

POTENTIAL POWER-UPS

- Added skateboard/roller blades to increase speed to traverse the grid
- Whistle cause noise distraction
- More to come.

GAME CONTROLS & USER INTERFACE

- The game is set on a grid like map.
- The user can use keyboard or mouse to move the characters. Movement would be used with the standard WASD, or mouse clicks to move the character.
- Power-ups will be used with the numbers 1, 2, 3 or 4 or mapped to specified location.
- The main game play screen will be composed of a pause, exit or options.

MONETIZATION

- This game is free to play

REPLAYABILITY

- Option to beat high scores
- More maps available for play
- Currently there is no sequel in mind, and no further progression on the game.
- Updates may also include more power-ups

INSPIRATIONS & EXAMPLES

- Game design was inspired by Pac-man and bomber man arcade style games.

ASSET LIST

- Character Design. Multiple different characters
- Management of light in textures
- Background sounds (city environment)
- Character Sounds.
- Background Music, (hip-hop music, progressive, jazzy)
- Several Characters available for use, multiple character designs.
- Character Animations required for transition throughout the grid/map

CONCEPT ART



ARTIST

- Arman Davari
- Ryan Johal
- Joaquin Junco Jr.
- Joe Posadas

GAME DEVELOPERS

- Joe Carlos De Almeida Machado
- Leonardo Molina
- Adrian Osuna
- Lawrence Thai

MUSIC COMPOSER

- Jaelyn Denise