



CONCRETE CANVAS

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GENRE

- Arcade and graphic display.

SYSTEM REQUIREMENTS

- PC / Mac. Mouse Keyboard, eventually game will be ported to android devices/apple IOS

GAME MECHANICS



- Movement throughout the world will be on a grid like plain. There will be allowed four way movements that will take place in a 2.5 dimensional world. The movement of the characters will be based on key strokes made on a keyboard.
- The characters are allowed to interact with the environment by colorizing the world around them. The character is allowed to move and interact with items placed in different areas. The sprite characters can pick up a variety of different item power-ups for use with other environments.
- The user has to proceed through the maze of the city avoiding the surrounding enemies and “beautify” the world.
- Players have to complete various objectives set forth on the map.
- There are 2 enemies that traverse the grid searching for the player.
- There is a set time limit to complete the task.
- Points will be delivered upon distracting the 2 enemy characters, and completion of the given objectives.
- Sounds can attract the enemies. If the user interacts with the surrounding environment it can/may alert the nearby enemies.
- If the cops are alerted there is a sound indicating and a visual effect that shows the alerted enemies
- Light post will be placed around the areas, exposing the character to be seen easily.

Enemies

- Enemy AI is used, Q-Learning is used to make the enemies move through the grid
- The enemies have different attributes. There are 2 enemies, growth for more enemies available.
- Enemy Painter: this enemy goes around and paints over areas player has colorized. Paints the areas and brings back to a grey scale.
- Police Officer/Security Guard, walk through the grid. This enemy can call for assistance. Direct the painter to areas where colorization was done, and have the painter repaint the area(s).

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



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.
- The main game play screen will be composed of a pause, exit or options.

MONETIZATION

- Free to play game

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.

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
- Character Animations required for transition throughout the gride/map