**Left Unsupervised**

Game Concept

The concept of the game is a cooperative exploration game.

It is a two-player game where each player controls a brother while they try to sneak into the evil villain’s lair and steal the closely guarded treasure. To do this they will have to avoid different defences the villain has installed, such as saw blades, turrets, and creepy crawlies. In order to progress through the villain’s lair, the brothers need to find keys to get past each level.

Genre

The genre is mainly a platformer, with elements of cooperative puzzle solving. The two players will have to work together to solve the different puzzles. In order to progress from floor one to floor two both players will have to stand on the pressure plates at the same time to unlock the keys. As they advance through the levels, they will have to avoid obstacles and enemies as they navigate the level to unlock the keys and progress.

The games perspective is that of a side scroller, this will allow the players to have full view of the map so that they can work out what they need to do to get the keys.

Target Demographic

The target demographic for this game is anyone over the age 12. We will be aiming for a PEGI 12 and an ESRB rating of T for Teen. The game will contain small amounts of violence indicative of adventure platformers. The game is primarily targeted towards young teenagers or the larger family market in general. We feel this is better suited for the cooperative nature of the game.

Look and Feel

We are going for a cartoonish/comic book pixel art look and feel. Each level will be fully revealed to the players, making the game bright and colourful will best suit this approach and it ties in with the story.

Gameplay Mechanics

* Side scrolling cooperative platformer.
* Combined elements of exploration, puzzle solving and avoiding enemies and obstacles.
* Level progression will be linear. There is only one way to complete each level, that involves unlocking both keys. The only choice the players have is who gets which key and how they navigate the level to do so.
* The Keys are locked in cages that require both players to open.
* Locked Doors that only one player can temporarily open to give access to the other player.
* Fire traps that can be temporarily disabled by one player to let the other player through.
* Turrets that fire projectiles at the players.
* Saw blades with predictable movements that the players need to dodge.
* Movement will be involve going left or right and jumping.

Since the game is a scroller (either horizontal-scrolling or vertical-scrolling), the camera must follow the players as they move throughout the game. The position of the camera is calculated as the midpoint between the two characters, on both the x and y axes.

Game Progression

The game starts out with the two players having entered the villain’s lair. From there they will progress through the level until they get the two keys. They will then advance onto level 2. They will need to repeat this again to advance to the final level, level three. Here they will have to defeat the villain, in a boss fight. Each level will increase in difficulty as more obstacles and enemies are added and the platforming becomes more difficult.