Left Unsupervised

Game Overview:

## Game Concept

The concept of the game is a co-operative exploration game. It is a local two-player game where players control each brother while they try to sneak into the evil villain's lair and steal the closely guarded treasure. To do this, they must 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.

The game's primary focus is on co-operative gameplay between the two players. As a result, the players will only be able to progress if they work together.

## Genre

The genre is mainly a platformer, with elements of co-operative 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 simultaneously to unlock the keys. As they advance through the levels, they must avoid obstacles and enemies as they navigate the level to unlock the keys and progress.

The game's perspective is that of a side-scroller. This will allow the players to have a full view of the map to work out what they need to do to get the keys.

## Target Demographic

The target demographic for this game is anyone of age 12 or over. As a team, we discussed the game's violent themes, such as using turrets and rotating saws to injure the players. While not graphic, it could be emotionally distressing to young people. We will aim 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. This is better suited for the co-operative nature of the game.

While the age rating is a common medium of communication to the public about the contents of a game, we still feel that the game is very accessible due to its low hardware requirements and straightforward controls and mechanics.

## 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. No in game items to help the player such as an area map are needed as the levels are designed to guide the players to their objectives.

Gameplay & Mechanics:

## Gameplay Mechanics

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

* Side scrolling co-operative 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: 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 one player can temporarily disable to let the other player through.
* Turrets that fire projectiles at the players.
* Saw blades with predictable movements that the players need to dodge.
* The movement will involve going left or right and jumping.

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## Game Progression

The game starts with the two players entering the villain's lair. They will progress through the level until they get the two keys. They will then advance to level 2. They will need to repeat this 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 increasingly challenging.

## Mission/Challenge Structure

The structure of the game is going to be level based. Each level/mission will be built around the goal of both players finding a key each. This is the only way that they can advance to the next level. To find this key they will have to navigate the level, avoiding obstacles, enemies, and traps to reach their keys. The progression element of each level is essentially linear. Find the two keys and you can advance to the next level. The levels themselves will be a room and the players will be able to approach it in any direction they wish. The first level will act as a tutorial level, allowing the players to learn the gameplay controls and get a broad overview of how the game will work. In level two the difficulty will increase, and new elements of the game will be added, such as enemies and obstacles. This will force the players to build on what they have learned from the first level.The third level will be a boss fight. Here the players will have to refine the skills they have learned over the first two levels and utilize them to defeat the boss character while avoiding even more enemies and obstacles than the previous two levels.

## Objectives

The overall objective for the game players is to reach the villain's treasure trove and steal it. For each level that leads up to the final boss level, the player's objective is to obtain each of the two keys throughout the level that will allow you to progress to the next level. The objective of the third level is to defeat the villain and get their treasure.

## Play Flow

The game will maintain the flow by having the players avoid enemies and traps while figuring out how to unlock the keys. The keys are used as the gatekeeper of progression. It will place an increasing amount of challenge on the player's abilities. Since each level is a puzzle, they will need to work out how to unlock the keys while avoiding damage from enemies and obstacles and working together. Each level aims to be more challenging than the last while being relatively simple at the beginning. As the player becomes more familiar with the game's mechanics, the challenge will increase to provide an engaging experience throughout the player's session with the game.

## Mechanics

The game is a side-scrolling platformer, and the mechanics of the game are in line with those typical of the genre. The players can move left and right and jump to navigate the levels. The players can interact with several objects in the game. They can stand on pressure plates to unlock doors or to access keys. Saw blades will move along the floor and the walls in different places to make it more difficult for the players to move around. Turrets will shoot at the player if they get too close to them. The camera will be focused on the players so both players can see where they are on the level at all times. The camera position will be calculated as a point on the x and y axis that is halfway between the two players.

## Physics

The game's physics will primarily be related to the player's fall speed. We will aim to create a pleasing experience with the game's platforming and movement, ensuring the players' inputs don't feel clunky or fight the levels leading to a smooth and fluid platforming experience. Adjusting the game's physics through play testing to get the feel just right.

## Controls

The two players take control of one of two brothers who have been led to this location to steal what they think is inside for themselves. Using one keyboard to control both, one character will be controlled using the W, A, S, D keys, while the other will use the arrow keys. In using a keyboard, the game lacks some haptic feedback that we will try to supplement through sound effects if time limits permit. The controls for the game are relatively straightforward as the player can either traverse left or right, jump up or aim down. This makes the game very accessible to a large majority of people who might not be familiar with video games. The simple controls allow people to quickly gain knowledge and competence with the game's mechanics.

## Story and Characters:

The brothers were born with the aptitude always to be agile. They have little convergence with superheroes and only possess typical human abilities such as proficient running, climbing, and jumping. Therefore, the strength of the two brothers will come from collaboration to conquer the challenges ahead. In this adventure, the pair must traverse swiftly and vault high while surviving the stages until they reach the desired treasure.