# Game 1 – Game Jam – Reality Glitch

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During the game jam the teacher gave us the title ‘Re-Creation’, to create a game based on it. After brain storming about the concept of the game ended with what if one can change his daily routine into something different. As everyone has his routine mostly one wakes up, go to work, back home, sleep and repeat, we wanted that the player can choose to re-create his life routine in different and something to have fun so we came with the idea of the player buys drugs to have a good trip but if he takes many drugs he can risk his life.

Device to be played on:

* + PC

Game Objective:

* + To choose his faith the player needs to walk from his room to the subway
  + Catch capsules to get screen more glitched
  + Avoid capsules so the screen won’t get more glitched
  + Reach the rabbit to finish the game

Game Mechanics:

* + Left or right to walk/run
  + Gravity is applied to the player so he can fall and restart the game
  + Space to jump
  + When the pills are being collected they will disappear

UI Elements:

* + Main menu – Start (button)
  + Pause menu – Resume (button)

Particle Effects:

* + Capsule (drug) – when the player takes it the screen gets more glitches
  + Capsules floating around the game

Positions:

* + 2D view
  + The player can only moves horizontal
  + Mushroom animation
  + Rabbit animation

Visual Assets:

* + Bedroom
  + Kitchen
  + Street
  + Subway
  + Mushroom
  + Bed
  + Shelf
  + PC Tower
  + Desk
  + Bed
  + Dresser
  + Chair
  + Keyboard
    - (Designed by Gilbert & Julie)
  + Cludes
  + Rabbit
  + Capsule
    - (Unity Asset store)
  + Background
    - (Online image)
  + Sound
    - (YouTube - Modjo - Lady (Hear Me Tonight))

Mechanics:

* + Keep pressing horizontal keys to increase the walking speed of the character
  + Double space = double the jump
  + Take capsule = screen gets more glitches
  + Avoid capsule = screen won’t increase in the glitch