

Neighborhood Troubles

Programmers

Joseph Allison

Christopher Huber

Artists

Rocio Escebedo

Jack Bechard

Abdi Faras

Brandon Salas

Neighborhood Troubles

GENRE:

Neighborhood Troubles will be a classic 2D side scrolling game with some elements of beat-em-up and will have weapons and items upgrades.

GAME MECHANICS:

Neighborhood Troubles will be viewed from the side on a 2-dimensional plane. The game should take approximately 4 hours to complete one way (longer if you wish to try different weapons and methods). Character will be able to move left or right, jump and attack enemies.

GAME STORY:

The fair city of _____ was once a beautiful town and overall nice place to live, but no longer. A group of hooligans have moved into the city and are harassing the local residence making life a miserable place to live. That is until now, our hero Vigil Andy has made it his life's mission to rid the streets of the chaos caused by the hooligans.

GAME CONTROLS & USER INTERFACE:

The interface will consist of a simple start menu. This menu will include start, level selection of completed levels and sound options. There will also be an in game menu that the user can pull up in order to exchange in game "money" for items. This in game menu will also give players change between weapons and clothes.

Keyboard controls will consist of 7 buttons, these buttons can be configured to the user's preference. The default set up will be:

Left: A

Right: S

Up: W

Down: Z

Attack: B

Jump: spacebar

Menu: M

MONETIZATION:

Neighborhood Troubles will be free to play. The monetization of the Neighborhood Trouble will come by the way of advertisements running at the beginning of the start of play and in between levels.

REPLAYABILITY:

Levels will get progressively more difficult throughout the game. To combat the increasing difficulty of the levels the player will be given the opportunity to earn coinage that will be able to be exchanged to upgrade weapons and clothes. This will also give the ability to the user to customize their characters appearance as well as how that character will deal with the challenges it is being faced with. This should give the game very replayable.

SEQUEL:

It is always hopeful that a game is successful enough in order to produce a large fan base. If that fan base is there it would be likely that a sequel would be created. A different route might be to just continue to update and add new levels.

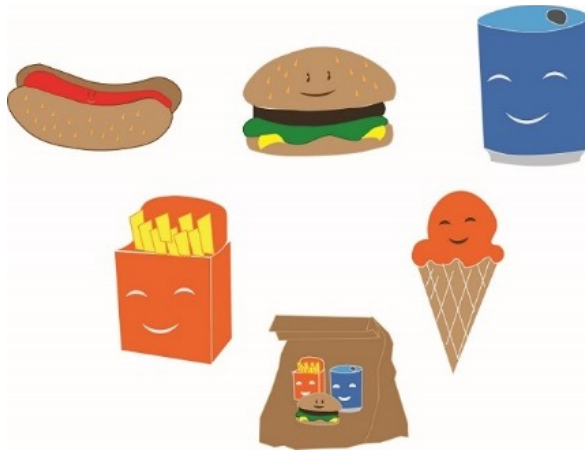
ASSET LIST:

Characters:





Items:



Background Houses:

