Roundtable Discussion

Si Yue Jiang - Final Project Concepts

Firefly Catching Game

CONCEPT: You as the player play as a girl who is collecting fireflies in the forest to put into your lantern. Over time the light in your lantern fades away. However, there are monsters they are hiding in the dark waiting to eat you. They are afraid of light, so make sure your lantern is lit, or else it is game over for you.

MEANING: The game illustrates the feeling of fear of the darkness, and the monsters that hide in it.

GOAL: Survive for as long as possible.

INSPIRATION: STARVE.IO

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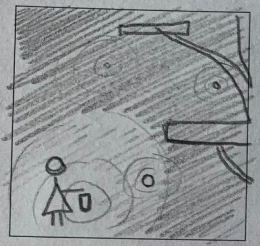

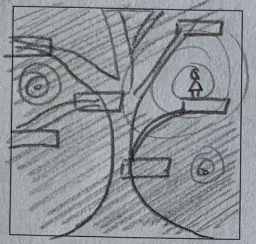

Notes

In the center of the map, there will be a tree where you can jump onto the platforms to reach higher fireflies

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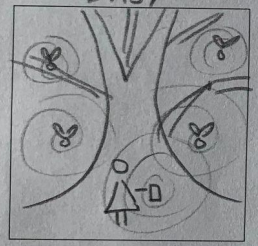
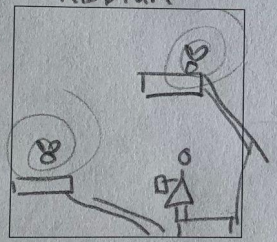
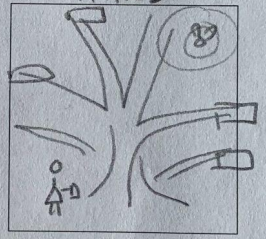
EASY



MEDIUM

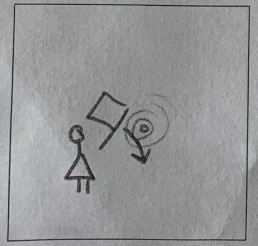


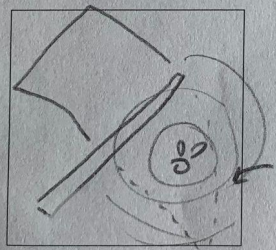
HARD



Notes

Fireflies will generate randomly, and as time goes on, they will appear less frequently (just enough to keep you alive)





(Swing can be activated on mouse click)

← imaginary area. collision is dependent on the stick

Notes

net mechanic — to capture fireflies

If the firefly touches the net, it is deemed captured - collision mechanic

Auto-Feed
Leaderboard
1 Queen 45.6k
2 Aya 43.1k
3 andree2199 42.4k
4 bigdickdarkholme 13.4k
5 zion 11.9k
6 wolfwing 11.6k
7 dragon noir 11.3k
8 LION 8767
9 hello!!! 7288
10 Yummy 7223
x29
gaaassnigga
LION
Yummy
Life
Food
Cold
x45
x71
x5
x4
x6

Rhythm Game

CONCEPT: The game is set on a raining day, there will be an indicator where raindrops fall, and you have to press it when the raindrop makes contact with the ground. If you successfully press it to the music, a flower will grow – the type of flower that grows indicates your accuracy.

EXPRESSION: Create a chill game to wind down to, create maps set to lofi songs or other calming music.

GOAL: Press as accurately as possible.

INSPIRATION: VOEZ, PROJECT SEKAI, MUSEDASH, OSU, CYTUS

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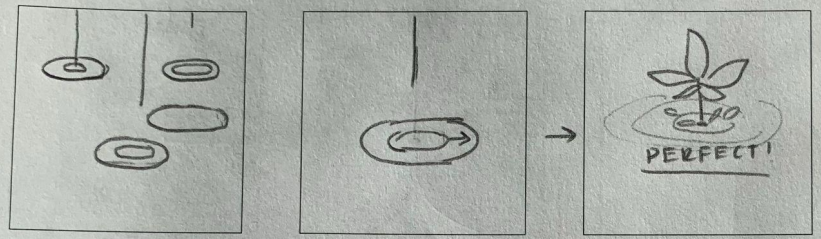
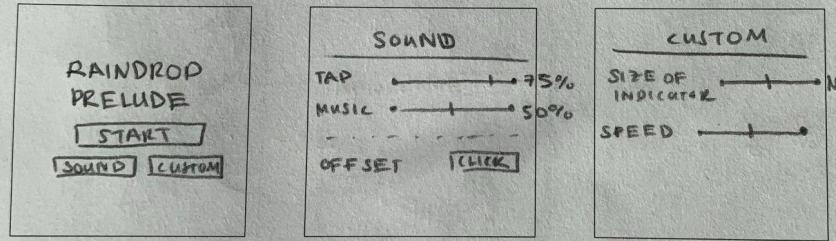


Notes

raindrop mechanic

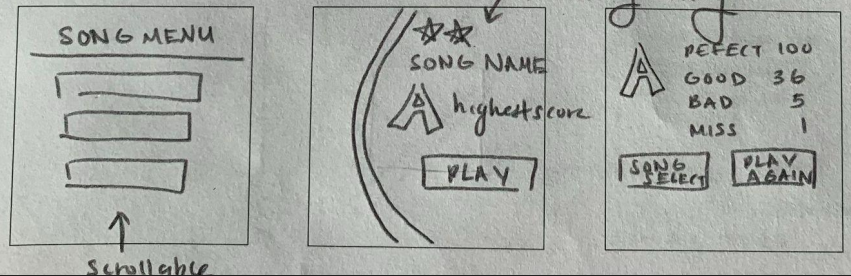
there will be two circle indicators, one that stays still to mark location and one that grows in size the closer the raindrop is to the ground.



Notes

include typical rhythm game customizations:

offset timing and speed of note drops



Notes

after picking out a song, find time stamps of all the notable beats → put these in an array

end screen shows stats for accuracy

37
COMBO
0184925
MUSIC BOX
Reelfeed

139994
SCORE
279
COMBO
PERFECT
200/200
FEVER

PAUSE
CYTUS
COMBO 684
0411067
PERFECT
PERFECT
PERFECT
LEVEL 9

1
2
3
3

Platforming Game

CONCEPT: The map is randomly generated, but as the player, you have the ability to add onto the map. When you click with your mouse, a flower will grow at the position, acting as a platform to get to new places. You are also given a watering can, so you can only grow a certain amount of flowers. There will also be fountains where you can refill your watering can. OR have the player character itself hold water. Possibilities of using voice recognition to control character.

GOAL: Go as high as you can before you fall or are unable to progress further.

INSPIRATION: GRIS, VERTICAL SCROLLING JUMPER GAMES, HOLLOW KNIGHT

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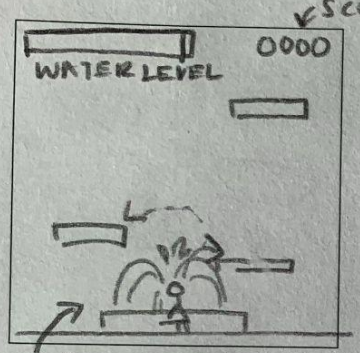
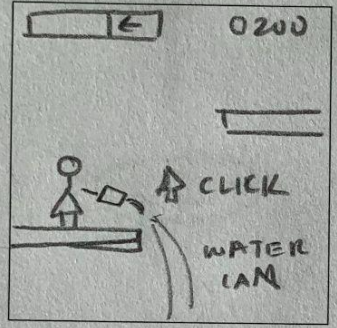
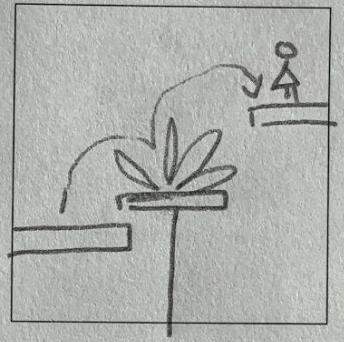
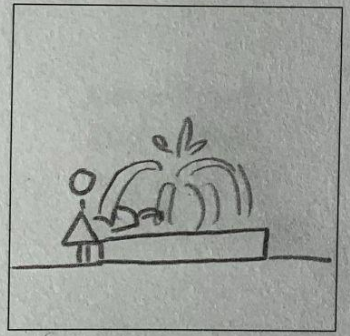


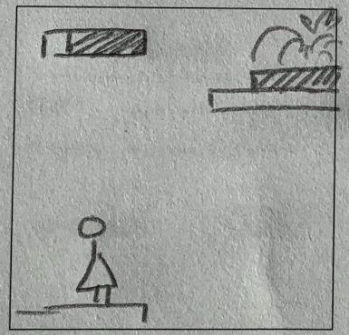


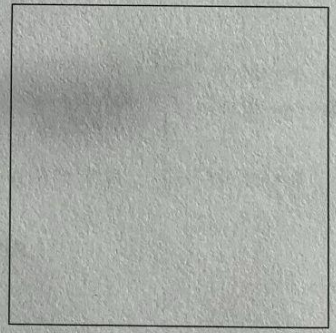


Notes

platform are auto-generated OCASSIONALLY THE platforms will be too far apart, therefore you need to create a platform.

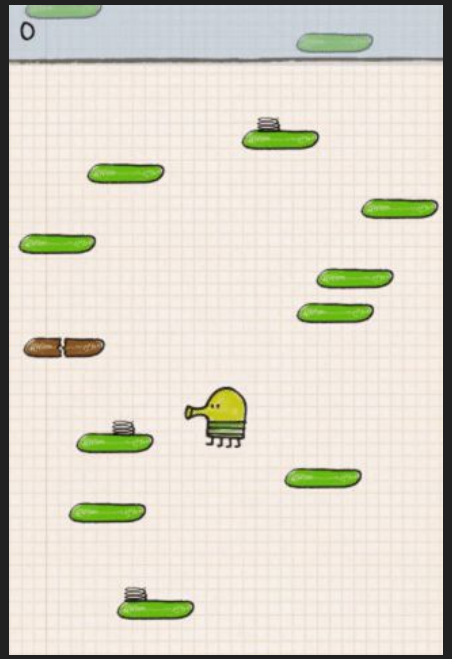






Notes

fountain mechanics: you can refill your watering can at fountains, these fountains are generated when you have one flower left.



GRIS
#9
The
Voice

163
10:31.11
1:05.89