

# An Aussie Adventure

*A true triple AAA game*

## Summary

**Concept:** A shapeshifter must regain their power to save their wife from a curse

**Genre:** Platformer

**Target Audience:** Family friendly game

## Gameplay

The general scope of the game is in the same vein as classic 3D mascot games such as Crash Bandicoot, Spyro and Super Mario 64. Third person platformers with an emphasis on collection to progress through the game's microstory. As with the majority of games of this genre, it will feel most comfortable when using a controller, so I intend to incorporate this as the favoured method of input. Progression is achieved through the collection of money and subsequent purchasing of potions. The first potion helps the player character regain the ability to shapeshift, in turn unlocking access to more money, and the second potion removes the curse on the character's wife, effectively completing the game. Should time allow, a fighting section will be added at the end of the game in which the player has the chance to enact revenge on the evil shaman. The persistent UI will display the amount of money found and the player's health bar. To avoid trying to develop too many systems, health will regenerate after a short period of time. A simple trade UI will allow the player to purchase the items required to progress the story. The shapeshifting radial menu will become accessible once the player regains their power and will initially display silhouettes of all the critters they should find to transform into.

## Mechanics

The experimental gameplay is based upon the player's ability to shapeshift into animals. Once the player has regained their power, they will be required to engage with the local critters to gain their essence, allowing the player to then shapeshift into them. The unique characteristics of each animal act as rudimentary environmental puzzles, allowing the player to access new areas in the map. The ability to shapeshift into each animal is unlocked by staying within a certain distance of them and pressing a set of randomised timed button prompts. As the animals will roam in designated areas, the slower animals will be easier to tame, adding a simple degree of difficulty in the game. Failing the prompts will inflict damage to the player. As it is a child friendly game, running out of health will only result in the character fainting and returning to the starting camp. Additionally, I will hope to include a few hostile boomerang wielding enemies that will deter the players from accessing certain areas without having access to something that could outrun them.

Transformations included:

- Human - Default state - Will be able to run and jump but should would not be sufficient to game access to anything limited
- Kangaroo - Can jump over obstacles such as walls and fences
- Emu - Fast runner that will be able to outrun pesky foes
- Bandicoot - Can climb to gain access to new areas of the environment, smaller than all others so I will hope to incorporate this
- Alligator - Can swim to access an island - Stretch Goal - Could be implemented as either a scene change or walking on top of water due to key within the time frame.

## **Game Elements**

The player starts at a friendly shaman's camp, which also marks the centre of the map. After failing to keep a promise to an evil shaman, the player's wife is cursed and turned into a wombat while the player also loses their ability to shapeshift. Times are hard in the current economy and even the friendliest of shamans need to be compensated for their help but will serve as the main ally to the player. As the name implies, the game takes place in the Australian outback and will mostly be confined to a savannah setting. Should the alligator be included, a lake with an island will be required to explore their unique trait. The animals that are required for finding all the money will be scattered around the map, but intentionally placed away from their environmental puzzles. If designing around this principle becomes too difficult, the game could instead be separated into a collection of scenes that are only accessible when the player is transformed into each of the animals. An additional stretch goal could be to have the friendly shaman teleport the player to the evil shaman's lair to defeat them once and for all. This would be incorporated as another scene that will be unlocked once the player removes the curse from their wife.

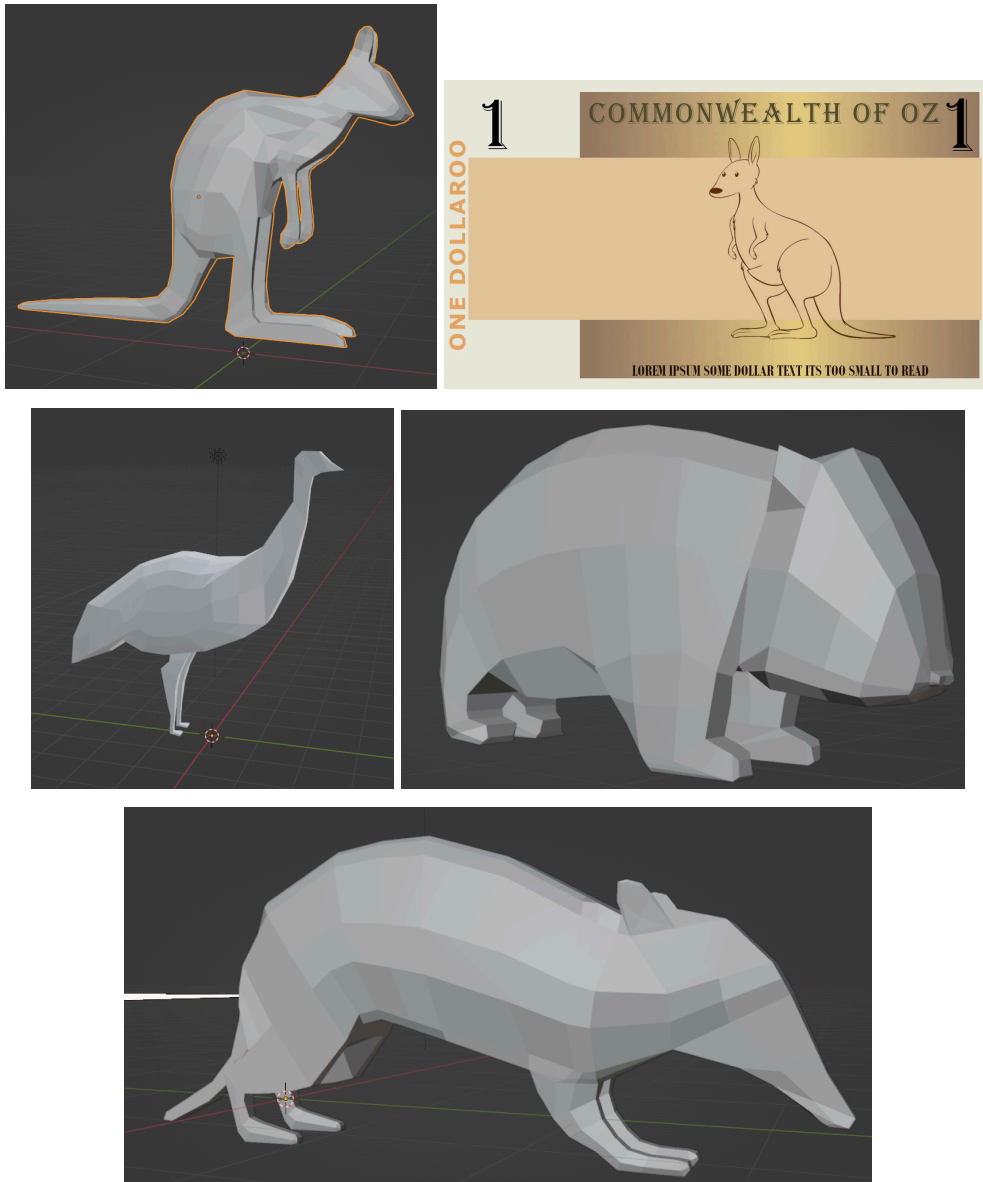
## **Assets**

Though far from proficient, I'm comfortable enough in Blender to create low poly assets relatively quickly. Using size guides and stencils, I can and already have created some of the required models for the animals. A more contentious issue is that I've no experience with texturing and rigging, and have seldom used the animation suite within Unity. These will be considered as stretch goals, pun intended, due to time constraints and will only be tackled after producing the minimum viable product. Using Blender's Rigify addon could allow access to simple rigs for manipulating the models but gameplay should not be hindered by the lack of animation. More generic environmental assets such as trees and floor textures will be utilised from the Unity Sample Asset pack. I also have some experience with Gimp, which will be used to create any 2D assets such as custom textures or UI elements. Regarding the audio elements within the game, I have a huge royalty free bundle pack that includes all sorts from everyday sound effects to ambient themes. These will be utilised extensively, though may require additional sound effects for the animals.

Stencils and style guides: [Dimensions | Database of Dimensioned Drawings](#)

Unity Sample Pack: [Terrain Sample Asset Pack | 3D Landscapes | Unity Asset Store](#)

Audio bundle: [GDC 2023 Game Audio Bundle - SONNISS](#)



*A collection of assets already created with Blender and Gimp using stencils for the animal shapes and a royalty free 'roo from freepix.com*

## Stretch Goals

To avoid over-promising and failing to deliver on some aspects, I have outlined aims of the game that I would want to include but are viewed as additional to the core game. They are ranked in descending order of the most important and viable targets I want to achieve.

1. Complete controller mapping - Should be straightforward with Unity's modern input system

2. Texturing the custom assets - Could be implemented in Blender as a single royalty free texture that will be recoloured on a per-face basis to minimise the amount of additional textures required.
3. Revenge against the evil shaman - This is contentious as combat is not an emphasis in the game and would require additional systems to be designed. As the shaman would be incorporated as a scene change, it does give free reign on the design, allowing for a unique environment.
4. Rigging and animation for custom assets - This would give an extra level of overall polish but as I have little experience, implementation of this may require extra hours that should only be spent once the core game is completed.
5. Additional critters and related areas - The alligator is outlined in the plan but I would additionally like to include a Thylacine as a bonus transformation that could be unlocked when the player successfully finds every collectable or a single one will appear randomly for brief intervals.

### Action Plan

Target Date for Completion	Task	Notes
3/3/24	Develop the basic gameplay mechanics and shapeshifting system	
17/3/24	Complete first pass of environment design	Graphics design will be completed but audio design may slip project due to run up to second sprint week
21/3/24	Minimum viable product progress report due	Date given on working assumption of Thursday hand in again
31/3/24	Review and address issues raised in the MVP report	
7/4/24	Implement systems to accommodate the microstory. Review viability and attempt implementation of the stretch goals outlined above.	Will be worked on alongside the previous task but an extra week given to a to allow for time management regarding PSP
14/4/24	Incorporate final topics of learning: UI, scenes and release	
14/4/24	Incorporate game controller as second medium for controlling the goal	This should now be viable as all button prompts have been added into the game
15/4/24	Stop development and start working on presentation	Notes are being made throughout about presentable topics and points, so putting together the final presentation should

		easily be achieved in 10 days.
25/4/24	Game prototype and video presentation due	Date given as absolute deadline but would naturally aim for earlier