Game Design

Dr. Seals

Assignment 2 – Part A

1. Title: Arithmonaut
2. This will be a basic math game where the player will have to solve multiplication, division, addition, and subtraction problems in order to score points
3. Arithmonaut is a high-score based game where the player will have to solve math problems in order to score points. You play as a character with a jetpack and are presented with a simple arithmetic problem and three options for answers. The answers are on the top of the screen and the player must fly up to the correct answer and touch it with his or her head. If the player chooses the correct answer, they will be awarded points, but if they do not choose the correct answer then they will lose a life. Meanwhile the player must also avoid projectiles scrolling across the screen. If the player comes into contact with a projectile they will lose a life. The player has four lives to score as many points as possible with the objective of attaining a high score.

The environment is a spaceship and the character is a man with brown hair and a jetpack. For music I was thinking that some space age sounding eight bit music would be appropriate. Additionally, there are no plans to include power ups in the initial build but those could be added later on. For example, momentary invulnerability from the projectiles or an automatic answer would be effective and fun power ups that could be added later on.

Currently the plan is to build the game using Unity, but once this is explored to a greater degree of detail then a change may have to be made if a better option presents itself.

