

Abra-Catabra

Wizard Cat on an Epic Quest

Nancy Wang and Nick Kowalchuk
October 4, 2017



Executive Summary:

Abra-catabra is a cute, aesthetically pleasing game featuring likeable characters and a classic hero's journey story. Players will be able to platform and use magical abilities and attacks against adorable enemies while exploring a hand-drawn 2D world.

Game Overview:

Flow/Player Engagement

To keep the player engaged in flow, the game will slowly scale in difficulty with different enemy behavior, keeping the player learning without the game becoming too easy at any point, boring the player.

High Concept:

As a wizard apprentice, you have been learning the magical arts from your master, Meowlin for some time. But when Meowlin suddenly falls ill with a rare magical disease, you must set out into the world with your flame familiar sidekick, Perry, in order to put together a magical cure in time to save him. Along the way, you will fight many enemies using the skills taught to you and explore the landscape of the world you have been shut out from.

Genre:

Action/Platforming game similar to *Kirby* and *Metroid* game series. Players navigate a 2D world with platforming while fighting off enemies.

Hooks:

- **Cute Characters/Visuals** give the player something to look at and create a relaxing atmosphere within the game.
- **Classic Gameplay/Mechanics** that players know how to use and are familiar with. Most players will be able to pick up the game very quickly.
- **Different Enemies** that keep combat interesting throughout the game, and allow for scaling difficulty throughout the game.

Gameplay Highlight:

- **Hand-drawn characters and environments**
- **Individually animated characters and attacks**

- **Different Enemies with different abilities/attacks**
- **Different Attacks for the player to use against enemies**
- **Visually diverse levels and environments for the player to explore**
- **Fun Platforming and Fighting mechanics**
- **Text dialogue from the characters within the game to explain the story**

Technology Highlights

- Game will be made in **GameMaker Studio**, a powerful tool for building 2D games. **GameMaker** will speed up the development process as opposed to using a 3D engine such as Unity, due to its focus on 2D and won't require the team to build their own game engine. **GameMaker** handles memory, scene building, and animations particularly well, while still giving the team control over every aspect.

Art Audio Highlights

- **Hand-drawn** Characters, environments, and other assets.
- **Individual Animations** for each character type and attack.

Hardware

Abra-catabra will target PC.

Production Details

Current State of the game

Completed Prototype demonstrating basic enemy AI, player movement, attacks, and basic animations. Includes:

- Player Character sprite and walk cycle
- Basic Enemy Patrol Movement
- Basic physics, platforming, and collision
- Primary player attack

Development Team (Add more Descriptors)

Nick Kowalchyk: Computer Science major at SUNY Polytechnic Institute

Nancy Wang: Interactive Media and Game Design major at SUNY Polytechnic Institute

Budget

To license GameMaker, the cost would be around \$99.99

Schedule until due date

- Prototype and basic Sprite package (Enemies, player, projectiles, tiles for platforms) finished: **10/13/17**
- Level 1 Finished: **10/27/17**
- Level 2 Finished: **11/10/17**
- Final Level Finished: **11/24/17**
- Final Testing and Finalized Deliverable: **11/26/17**

Competition (Competition in the game market (future releases))

The popular 2D action platformers, such as Hollow Knight, Ori and the Blind Forest and Owlboy.

Game World

- **Backstory**

You play as a magical cat apprentice who's on a mission to retrieve a mystical cure for his master who has recently fallen ill. Using the sorcery taught to you by your master and guidance from a snarky familiar, you journey through hazardous terrain while fighting adorable antagonists and eventually fight the almighty but evil Catpernicus!!

- **Objective**

Break the curse to save your master! The player must defeat Meowlin's evil rival--Catpernicus!!

- **Characters**

1. **Oswald (PC/Protagonist)** -- A young, novice magician who must venture into the perilous world to seek a cure for his beloved master!
 - Mute
 - Caring
 - Expressive
2. **Perry (Familiar/Narrative)** -- A snarky, flame sidekick that accompanies Oswald on his adventure.
 - Sarcastic

- Googly eyes
 - Heart of Gold
 - HATES Cat puns
3. **Master Meowlin (NPC)** -- Oswald's beloved master who needs a cure.
 - Wise
 - Almost Dead
 - Needs help
 4. **Catpernicus (Evil Doer)** -- Meowlin's rival who's laid a curse on him.
 - Evil
 - Cunning

- **Mission or Story Progression**

The player is on a personal quest to find a cure for his master. The flame familiar helps guide the player as well as set smaller, achievable goals.