420-141-VA Game Programming 1 Vanier College

**Team Members**: James Floyd, Nguyen Ngoc Minh Trieu, Maro Shantelle Sanjurjo, Kyra Bryana Durrant

**Title:** Cyber Haven

**Tag line:** “Fly, run, escape, before it’s too late!”

**Box Art:** Background taken from DALLE.

A video game cover with a chair in the middle of a city

Description automatically generated

**Genre :** Platformer, 8-Bit

**Target :** E10+

# Goal: It’s 2106, and the world is over. It’s up to you to help Cyrus climb the destroyed cyber city, head to the space station, and fly to Mars to survive the end of the world.

**Plays like** Super Mario Bros. (2D and 3D Games) meets Cyberpunk 2077.

**Core Game Mechanics:**

1. **Belly Slide:** Cyrus is able to belly slide on his stomach to go underneath smaller areas.
2. **Hover Glide**: Cyrus can hover briefly after jumping, allowing for precision landings on small platforms.

# Related Games

* Title: Super Mario Bros Wii.
* Publisher: Nintendo
* Genre: Platformer
* Platform: Wii
* Year: 2009

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# Game Project Summary

Control City is on the verge of collapse in the year 2106. Years of global warming have put the world into destruction, and the city streets are in chaos with danger at every corner.

You play as an innocent little penguin, racing against the clock to escape this dying metropolis. Your goal? Reach the space station that will launch you to Mars, where you have a chance at a better life.

Navigate through a cyberpunk landscape filled with unique challenges. Fly, run, and escape your way to safety. Can you secure your future before it all falls apart?

# 

Here is an example of what the game will look like. (Background by DALLE)





As you can see, we can see our main character, Cyrus jumping around the tutorial stage, which is just some basic platforming with simple jumps. We can also see some moving platforms, which go around in a circle at a slow pace. There are also some collectable coins which can be used later on.