Concordia University

Faculty of Fine Arts - Computation Arts

Creative Computation II

CART-263

Final Project - Proposal

**Presented to:**

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By:

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For my Final Project, I want to make a retro-style fighting game, reminiscent of the era of flash games. My prototype derives from my GameJam phaser project, not only because it's built on the Phaser game engine, but because it was a good starting point as it already contained various interesting elements, such as camera tracking, display of scores, tracking of combos, and sound effects. I separated objects into different classes to make everything more adaptable and clearer, and experimented new ways of writing code, attempting to make it more concise. The prototype (named *Hard Waterz*) brings various additions:

- Grass is sea and tanks have been replaced with airplanes.
- An aircraft carrier is now present, slowly moving around.
- Enemy movement, user movement and shooting have been improved.
- Code is reorganized, separated into classes.
- P5.speech voice synthesizer added.

I want to use the added boat to make the game more complete, using it as headquarters to upgrade the user's airplane, this implies displaying the direction of where the boat is (at all times) and allowing an interaction with the ship to pause and open a new scene (the shop). The upgrade system requires an economy and different user parameters and/or aesthetics to be modifiable when buying upgrades:
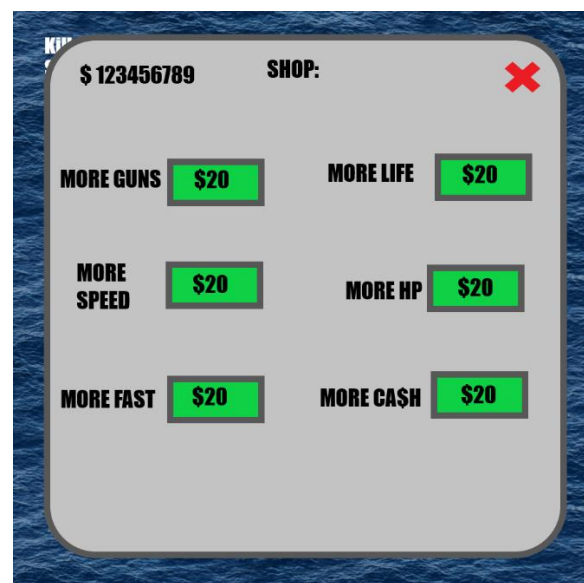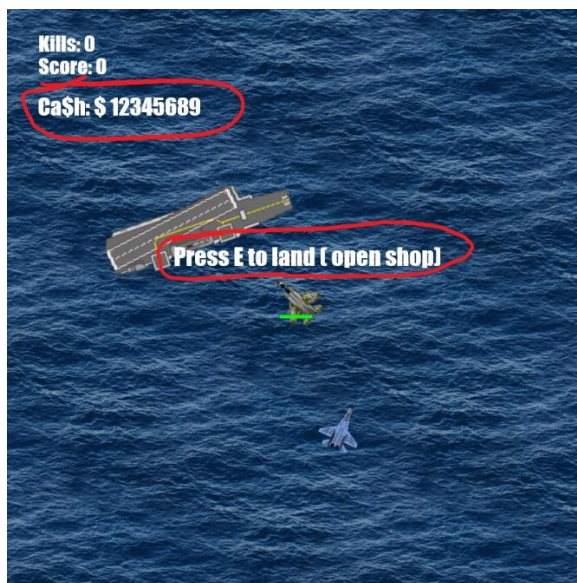
The prototype uses p5.speech, I want to turn the voice into a character to create a more immersive experience, it will guide the player through the game and act as radio communication for the user.

I would like to add different types of enemies with varying difficulties, and a progression by waves. For this I plan on adding type parameters and changing enemy behavior depending on these. Having separated enemies into classes should help me accomplish this. I have various airplane assets ready for different enemies, they can be found in the prototype's image assets.

I believe that the addition of these elements such as the shop, voice and upgrades would make the game reminiscent of old flash games, which is the general idea for my final project. Building on

this prototype will allow me to deepen my knowledge of Phaser and use it to showcase my style of game design. The ease of use of phaser will allow me to focus more on giving it my style and aesthetic through a story, voices, sounds and other assets.