

# Mix World

## Game Proposal

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## **Title**

MixWorld

## **High-concept**

MixWorld is a platformer ultimate knockout, obstacle and challenges game. It allows the player to compete in different levels against computer AI in a variety of obstacle courses and challenges. There are a series of challenges in every level. During each round, the player competes against the clock or remaining opponents to qualify for the next round until there is only one victor.

## **Genre**

Adventure, Single Player, Fantasy, First-Person, Third-Person, Action, Atmospheric, Great Soundtrack, ClassicSingle player, Battle-Royale, platformer.

## **Gameplay**

MixWorld is a free-for-all struggle through a series of varying challenges. In each level, the player may run, jump, dodge, and interact with Gameworld objects and opponents to reach a certain goal or outplay the opponents. Taking a fun twist on the popular game, Fall Guys the player will attempt to survive each round until one victor remains. Each level starts with the player spawning at the starting point with the remaining number of opponents. There will be a variety of challenges such as dodging a variety of dangerous obstacles while racing to the finish line. If the player dies or falls, respawning will delay the player, giving the opponents the edge in the current level. The player may also compete against the clock depending on the current challenge. The challenger surviving all the successive rounds will be crowned the King.

## **Features**

1. The core element of MixWorld is the variety of tasks, themes, challenges, and objectives.
2. The game will have 8-10 different levels each with its own theme, and corresponding mechanics.
3. The game combines different mechanics such as racing to the finish line, playing tennis, dodging obstacles, and other fun ideas to eliminate a portion of the players each round.
4. The game consists of many different physical obstacles to obstruct your path, such as moving platforms, spinning platforms and other challenging gameplay elements.
5. The game will use custom animations while including some publicly available animations to bring authenticity and liveliness to the game.
6. Depending on the level, the game will incorporate different physics elements such as shooting, playing tennis, collision damages, forces, varying velocities, and other creative game elements.

## Setting

The game takes place in the world of MixWorld, which is composed of a variety of levels with unique themes such as FoodWorld, WeaponWorld, DesertWorld, BeachWorld among others. Each of these levels may have a different setting depending on the theme of the current level. For example, one of the final levels will be BeachWorld, in which the player will play tennis vs a single AI opponent in a beach tennis court. This level will activate if there are only two players remaining in a head-to-head match. The player will move through these different worlds successively after each round until one winner remains..

## Story

The story revolves around the largest kingdom of Liones. This fantasy land rules over and protects different worlds within the galaxy. Thus, the popularity with its scenic surroundings. The story begins with our main character, Meliodas, the prince of kingdom Liones. The current King and Meliodas' father, Markil is gravely ill. When Markil died, he did not believe Meliodas was worthy of succeeding the throne because of Meliodas' gentle nature. In the King's will, he created a set of ultimate challenges for characters from across the galaxy. The variety of challenges will ensure the future ruler of the worlds can overcome any difficulty regardless of variety. Only if Meliodas can beat his competitors, will he reclaim his rightful thrown and become a worthy king.

## Audience

Mix World is rated E for Everyone. The game is fun to play with different challenges to keep the player entertained. The game also includes a competitive aspect testing the player's skill and motivating replayability.

## Hardware platform

Operating system	Windows	Universal Windows Platform	macOS	Linux
Operating system version	Windows 7 (SP1+) and Windows 10	Xbox One,	Sierra 10.12+	Ubuntu 16.04 and Ubuntu 18.04
CPU	x86, x64 architecture with SSE2 instruction set support.	x86, x64 architecture with SSE2 instruction set support, ARM, ARM64.	x64 architecture with SSE2.	x64 architecture with SSE2 instruction set support.
Graphics API	DX10, DX11, DX12 capable.	DX10, DX11, DX12 capable GPUs.	Metal capable Intel	OpenGL 3.2+, Vulkan capable.

			and AMD GPUs	
<b>Additional requirements</b>	Hardware vendors officially supported drivers.	Hardware vendors officially supported drivers. For development: Windows 10 (64-bit), Visual Studio 2015 with C++ Tools component or later and Windows 10 SDK.	Apple officially supported drivers.	Gnome desktop environment running on top of X11 windowing system Other configuration and user environment as provided stock with the supported distribution (such as Kernel or Compositor) Nvidia and AMD GPUs using Nvidia official proprietary graphics driver or AMD Mesa graphics driver.

For all operating systems, the Unity Player is supported on workstations, laptop or tablet form factors, running without emulation, container or compatibility layer.

Reference: <https://docs.unity3d.com/Manual/system-requirements.html#player>

### **Estimated Schedule**

Total time needed: approximately 3 months

### **The Team**

Tony Chau

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### **Summary**

MixWorld delivers a competitive single-player game with a variety of different levels. Every level is creative with different gameplay elements. MixWorld is an arcade platformer Battle Royale with high replayability and enjoyment. This game provides different artistic styles with varying components and random world events ensuring entertainment and demanding skill while delivering hours of enjoyment.