Game Design Task 2 - Part 1

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Present Rush

Ideation

The plan for our game is a Christmas themed 'Snake' game with a few additions and modifications. Our idea is that the player plays as Santa, running around collecting presents for his sack. The more presents he collects, the bigger his sack gets. Apart from collecting presents, Santa must hand out his presents to the children that spawn, but he must react quickly as the children don't have much patience, thus leaving the room. The player is rewarded with every present he hands out by reducing the size of his sack and increasing the fate meter.

Intended Game Design

- Hypercasual
- Player versus Game

- Objectives
    - Survival
    - Score

- Procedures
    - Collect and hand out as many presents as possible without letting the fate meter deplete

- Rules
    - The player must walk on the child to give him a present
    - The player can only move horizontal and vertical
    - The Fate Meter must never be depleted

Core Mechanics

- Presents will spawn around the map that de-spawn after a certain amount of time
- Every present that the player picks up, the length of the sack on him increases
- Children will spawn around the map with 3 stages of temper. The temper changes depending on how long he's waiting. The player is also awarded depending on how fast he is. After the 3rd stage, the child will leave and the fate meter will decrease
    - Happy- gives most amounts of points
    - Neutral- gives less points
    - Angry- gives small amount of point
- The fate meter decreases by time
- By giving out presents to children, the size of the player's sack decreases, and the fate meter increases

Unique Selling Point

- The game is a modified and updated version of one of the most popular hyper casual games 'Snake'.
- The game is themed around Christmas.
- While it is a hypercasual game, it does have an element of competition, since you are constantly trying to beat your previous high score

Team Roles

- The both of us will be working on every role that may be needed to develop this game:
    - Development / Programming
    - Design
    - Graphics
    - Testing
    - Balancing / Tuning

Technology

- Platform will be on PC – the controls are smoother on PC than they are on mobile, creating a better player experience
- This game will be played on just a keyboard – the controls will be simplistic as it is a hypercasual game

Time Schedule

	19/11/20	23/11/20	30/11/20	07/12/20	14/12/20
Research	███				
Ideation		███	███		
Design				███	
Implementation					███
	21/12/20	28/12/20	04/01/21	11/01/21	
Implementation (cont..)	███	███			
Testing			███		
Balancing / Tuning			███	███	
Deployment				███	

Limitations

- We want to make AI enemies in the game, but in this short amount of time, given our knowledge and experience, it won't be possible

Contingencies

Most of the problems that we will come by will be the code. We will need sufficient research and problem solving skills to get through some of the harder parts of this project when it comes to the coding part. Another problem that might come up is balancing. It wouldn't be an exaggeration to say that most games/mechanics that come out are not balanced at all, and this is where balancing and tuning comes up. We will have to do a test playthrough of the game, and see which specific mechanics need balancing

Sketches

Inspirations
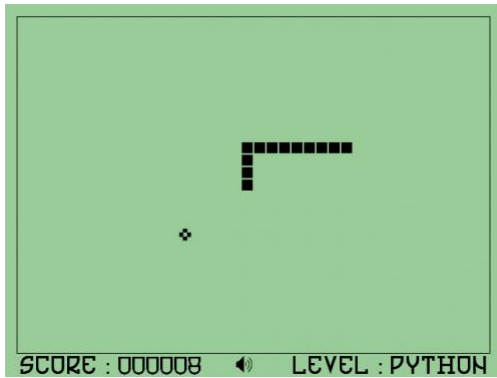
MOSCOW

Must-haves

- Player movement
- Presents

Should-haves

- Children
- Fate Meter

Could-haves

- Sack increases per present picked up by player
- Children temper (Happy / Neutral / Angry)

Won't-haves this time

- Shooting/throwing presents at children