INFO-6024 Assignment 1

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# Game Title

Meowntain Climber. You are a cat who is climbing to the top of a mountain.

# Game Story

# Game Concept Art

# Game Mechanics

This game will be a 3D puzzle platformer. Players will attempt to climb a mountain by overcoming vertical platforming challenges. Similar to Getting Over It With Bennett Foddy/Jump King, the players have infinite lives and a failure moves the player back to an earlier game state, requiring them to repeat the platforming challenges they have encountered along the way. In order to minimize player frustration, we will be minimizing ‘down time’ by having the player always land on their feet, so they can immediately continue playing the game even if they fall.  
  
In addition to the platforming, there will be some climbing mechanics similar to those found in Spider-Man, Legend of Zelda: Breath of the Wild, or Shadow of the Colossus (and to some degree Super Mario 3D World) that will attempt to capture the dynamic movements of house cats. The player will be able to climb on surfaces and carry some vertical momentum to assist with platforming.

The aim is for these climbing mechanics to feel like a dynamic movement option allowing for new traversal opportunities, rather than something that slows down gameplay to allow for the delivery of dialogue (ex. Climbing in games such as God of War, Hitman, or Uncharted).  
  
Along the way, various puzzles will be encountered which will allow the player to unlock shortcuts to recover their progress should they fail a platforming challenge. This will give the player some leverage to bypass difficult platforming challenges, making the platforming slightly more forgiving than comparable games, however the puzzle element will mean that we can gain some additional control over the pace of the game giving the player a chance to rest along their journey.

# Target Audience

This game is targeted towards a casual platformer fan/streamer market. Given the simple subject matter and somewhat frustrating platforming, it is meant to be accessible to a wide breadth of players, though it will be quite challenging for younger gamers. Similar games have seen success with this market by providing a low barrier of entry but requiring a relatively high level of skill to complete the game.  
  
Given the clear goal of the game and a focus on movement techniques, an extended lifespan could be found in the speedrunning community. Given a relatively open-ended challenge, various techniques could be developed to help players complete the game in shorter times once they have mastered the game’s controls.

# Monetary Strategies

This game is being targeted as a one-time purchase. It will be priced competitively with games of similar scope and gameplay such as: Human Fall Flat, Portal, Getting Over It With Bennett Foddy, Jump King, Grow Home, or Celeste at a suggested retail price of $15. This will allow it to compete with similar platformers/puzzle games which have been successful over the past several years.  
  
Additional revenue could either be generated via additional DLC levels following the release of the game, or by re-using the climbing mechanics developed for this game to offset the development costs of a larger AAA title.

# Basic Technical Strategies

This will be a 3D single player game. While no leaderboards/network communication is targeted for the initial version, this may be possible to add in the future if a sufficient community is built up for the game.  
  
Given that our team does not have a dedicated artist, all animations/interactions will be simplistic (ex. ‘Held’ objects will hover in front of the character rather than being physically held by the character). Models will be based on broadly available assets so that we do not require specific character/environment models.  
  
The player character will require some animations for movement, however the environments will be mostly static to minimize animation requirements. Similarly, there will be physics requirements for the player movement and puzzles, though there will be limited to no enemy characters which will require animations/physics. This will allow us to focus on a smooth player experience without needing to dedicate resources to other areas of gameplay.  
  
Since gameplay will be constrained to a single environment, we will only require a small number of music tracks/sound effects.  
  
Additional animations and sound effects could be added to provide additional charm and draw attention online (similar to Untitled Goose Game or Stray).