



Cracked Crown

presents

Pop up Prince



# about us



Aidan is the Lead writer and UI programmer for the project. He will craft a story that fits the art style of the game. His UI work will include creating and implementing dialogue, working closely with the artists. He will also assist programmers with any problems that may occur.



Ian Darker is a programmer on this project. His job will be constructing and implementing game mechanics, mainly the functions of the final stage of the game. As a programmer he will help out anywhere he can and aid the other programmers with work as needed.



Brendan is the Lead Programmer of the project. As a programmer, Brendan will be working on developing the core mechanics of the game and will be overseeing as well as aiding the other programmers with their code.



The Lead Artist of Cracked Crown. Nguyen is responsible for environment assets like background props and buildings. He will work on animation and texturing with the other artist and will communicate with the level designers to discuss asset production and placement.



Patrick is the project lead as well as a programmer. He will focus on the creation and implementation of shaders as well as aiding any other programmers. As team lead Patrick will ensure that each milestone is met on time, and that the final game matches the team's original vision.



Alara is an artist working on the project. Her primary focus for the project's duration will be on the development of enemies, characters, and their animations. She will also assist with environmental art and general design where needed.



Ezra is the Sound and Level Designer. He will create, compile and implement the sounds and music of the game. As a Level Designer, he will oversee the creation of level layouts that will then be translated into the different stages of the game.



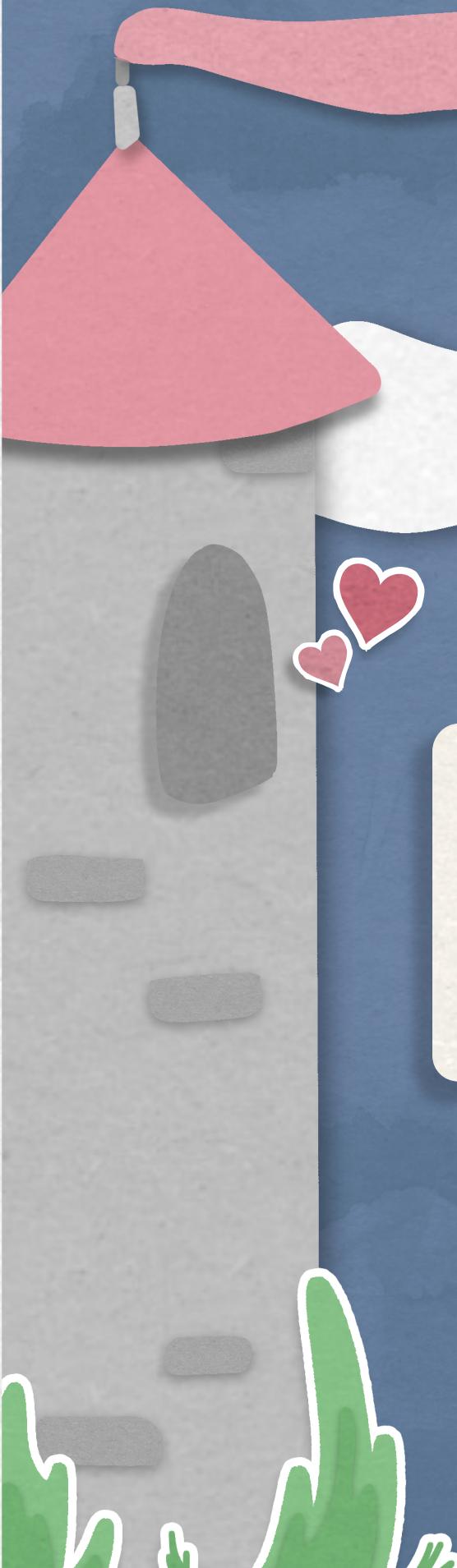
## *one liner*

Our story begins with a prince and princess, as fairy tales often do.. Our prince begins his journey to his fair princess' tower, when something odd happens. Our prince is flung into an inky uncertainty, his quest for love becoming perilous... Will he be able to reach his happy ending?

## *hook*

A pop up book comes alive as the prince must make his way to save the princess. Jump, dash and avoid obstacles in order to make it to the princess' tower while the world is slowly being corrupted by the foreign embrace of black ink.

In the vein of games like Celeste, Pop-Up Prince seeks to evoke the key principles of modern day platformers in order to create fun and familiar gameplay with a twist.



## *story*

In a far away land, The prince of a small kingdom longs for the princess of another nation. After many encounters, and many attempts for her hand, the princess told the prince to meet her at the tallest tower in her home kingdom. After months of traveling, he finally arrives.

However, the prince's "happily ever after" seems to grow further out of his reach. When the prince arrives at the tower, it is plunged into a dark "inky" abyss, taking the princess with it. Now, the prince must defeat the dark substance overtaking his story, and save his princess before it is too late.

## *gameplay modes*

In our game, there will be one main gameplay mode, where the player will traverse platforms and avoid obstacles of ink, and interact with villagers in the world, all in a 2.5D environment. Through this gameplay mode, players will try and platform to dodge getting ink on them and speak with villagers to unlock plot or hints to the game.

## *interaction model & camera*

This game will use an avatar-based model, through which the player interacts with the world. With their avatar, the player will be able to run, jump, dash, and interact with villagers and other interactable objects found in the game. Other interactable objects include flower collectables and keys so the player can reach and open the next sections of the game. The game will use a third-person camera which looks towards the player from a side view, the camera is slightly raised and pointed down at about a 22-degree angle, to allow for more detail to be visible in the 3D environment.

## *levels*

The entire game follows a linear storyline traveling right for the tutorial and development stage before becoming more vertical and going upwards for the challenge stage. Each stage will get progressively more difficult, teaching the mechanics in the tutorial and then expanding on obstacles in the development stage, finally challenging the player at the end by taking what they have learned at making them climb vertically rather than playing on a horizontal plane.

## *challenges*

Within the main gameplay mode the player will need to jump and navigate across platforms while avoiding enemies and obstacles, such as ink blobs, rising ink, and thorns. Hazards such as the ink can slowly rise over time creating a time element to the game that the player has to race. As such the player will face the challenges of physical coordination, and time pressure. Below is a short description on why they fit into the game.

### **Physical Coordination:**

This is common in most games in the platforming genre. The platforming, while not super difficult, will require the player to have a basic level of physical coordination to time their jumps and dashes. As well as the player playing around the range of the enemies attacks.

### **Time pressure:**

The final section of the game requires the player to use what they have learned to traverse a different direction than before while ink slowly rises below them, upon touching/being submerged in the black ink the player will die. Thus the ability to apply the mechanics you have learned correctly during a specific amount of time is necessary to the player to complete this game.

## *character*



Our protagonist is a classic, charming prince. Goofy, unserious, but of course very brave, his pursuit of his princess is unrelenting. We follow him as he traverses through the terrain single mindedly- which may reveal his tendency to overlook his people in search of his desire. Through his illustration style and dialogue we display his naive nature, keeping his art simple as is in the style of a classic fairy tale. While equipped with a sword, our prince does nothing but run to his end goal. His style, like the rest of the world initially, is bright, playful, and colorful- intended to be juxtaposed by the world unfolding before him.

note: the crayon style illustrations are concept sketches and not indicative of our final look.

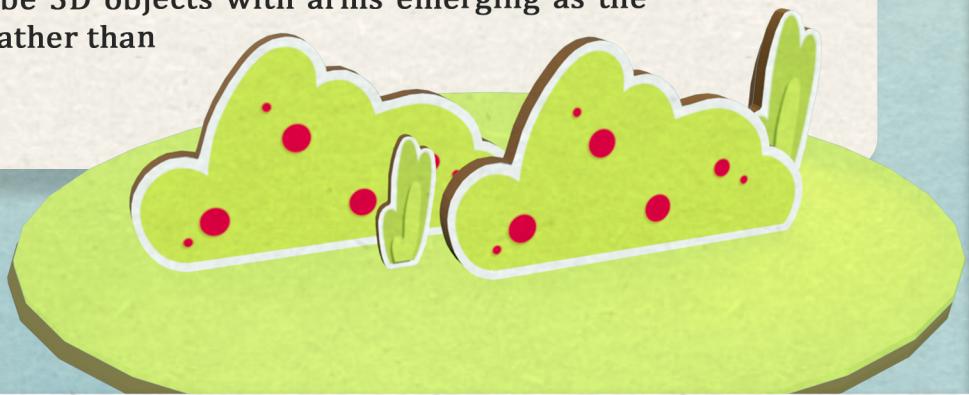
## *art style*



Our game will be heavily stylized. Our narrative depends on the visual aesthetics of the game world we craft, and in keeping illustrations simple and vibrant, we achieve a storybook feel to our models. All objects, including characters, will feature a paper illustration with a white outline on a cardboard cut out model, shown through a cardboard crossection visible on the Z axis. Models will have stands, and will begin in a downward facing position until approached by the prince, then tilting up to reveal their illustration to the camera.

The only exception to the cardboard cutout popup style is the ink, who's role in the story forces a unique look. Cardboard cutouts may be corrupted or stained with ink, and the ink enemy puddles will be 3D objects with arms emerging as the prince approaches, rather than popup illustrations.

note: these bushes demonstrate the art style of game!



## target audience

Despite the seemingly cutesy gameplay, Pop-Up Prince will be targeted at slightly mature audiences, with some interest in similar games in the genre. This demographic will be the most acclimated to the hallmarks of a classic platformer and would appreciate the darker themes in the game.

## references



Environment Shape/detail Reference - 'Billie Bust Up!' Concept art (Blueprint Games)



Dash Mechanic Reference - 'Celeste' (Extremely Ok Games)



Depth/Camera reference - 'Paper Mario - The Origami King' (Nintendo)



Depth/Camera Reference - 'Octopath Traveler' (Square Enix)