Fuzzy

Fuzzy is a casual game developed for CS4213 – Game development class in NUS. The game puts the player in the shoes of “Fuzzy”, a blob of material that has gained intelligence, as he explores the science lab where he’s born, and eventually found his way to the outside world.

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# Game plot and storyline

## Story to be told to player

In a futuristic science lab, a team of scientist has created a material which can learn to change into different forms to adapt to the surrounding environment. They call it “the smart stuff”. However, these scientists have no idea that, in one silent weekend night, “the smart stuff” gained intelligence and evolved into a life form of its own.

On that faithful night, Fuzzy – the game’s main character, found himself on top of an office desk. In front of him is a vast world to explore. And off he goes. A long the way, using his ability to adapt to environment, Fuzzy gained the different abilities: he can set things on fire, freeze them, electrocute them… and then he find himself flying using magnetism forces. Then finally, he reaches a black box, with a large “Danger” label on it.

And next morning, the scientist came to found out that something has escaped from their lab.

## Detailed plot

The player first saw Fuzzy while he’s on a desk in “The office”. Here they will get a tutorial on how the game works. Next, Fuzzy travels out of the room to arrive at the “Workspace”. Here, gained the ability to become the Fire form. Next, he moved down to “The pantry”, where he melts an ice cube, gaining the ability to change into Ice form. Using this ability in the “Machinery room”, he cools down and fixes a machine, enable it to create some parts. He also gained the ability to change into Electric form. The Fuzzy moves around the lab until he reaches the “Test chamber”. Fuzzy gains his ability to change into Magnetism form here, which enables him to fly in some way. Using this new found ability, Fuzzy explore the rest of the lab and keep growing until he spot a box containing anti-matter, thus gaining the ability to change into Anti-matter form. Here, he also thinks of the idea of fixing the broken robot with the parts found in “Machinery room”, the power it with electricity and blast through the lab’s door using the robot & anti-matter ability.

# Characters

The game features not just Fuzzy, but also look-a-like NPC that are “the smart stuff” as well. Each character might be different in term of size and form. There are 6 forms:

## Normal

Our character starts in this form

|  |  |
| --- | --- |
| Sketch | Model |
| D:\Fuzzy\Sketches\Normal.jpg | D:\Fuzzy\Sketches\Normal Rendered.jpg |

## Fire

The first form that is gained

|  |  |
| --- | --- |
| Sketch | Model |
| D:\Fuzzy\Sketches\Fire.jpg | D:\Fuzzy\Sketches\Fire rendered.jpg |

## 

## Ice

The 2nd form

|  |  |
| --- | --- |
| Sketch | Model |
| D:\Fuzzy\Sketches\Ice.jpg | D:\Fuzzy\Sketches\Ice rendered.jpg |

## Electricity

Our 4th form

|  |  |
| --- | --- |
| Sketch | Model |
| D:\Fuzzy\Sketches\Electricity.jpg | D:\Fuzzy\Sketches\Electricity rendered.jpg |

## 

## Magnetism

5th form

|  |  |
| --- | --- |
| Sketch | Model |
| D:\Fuzzy\Sketches\Magnetism.jpg | D:\Fuzzy\Sketches\Magnetism rendered.jpg |

## Antimatter

Ultimate form

|  |  |
| --- | --- |
| Sketch | Model |
| D:\Fuzzy\Sketches\Anti-matter.jpg | D:\Fuzzy\Sketches\Anti-matter rendered.jpg |

It’s also important to note that the size of the character increase as he eats & grow, while this decrease as the character get hurt

# Game rules

At work

# Setup for development

Under development

# Artwork, modeling and level design

At most there will be one level (a room) dedicated to one type of form Fuzzy might obtain. The level design work is underway

# Game mechanics

Currently being worked on