

# BRIEF

As a team we brainstormed game concepts and mechanics for 3 different games so we would have a good variety of options to choose from, we decided to develop our first idea of a vertical platformer where you play as a space cowboy(Maurice) trying to retrieve his horse. We decided on a silly game concept as we thought it would engage our target audience of young teens and children. The main mechanics of the game are that Maurice uses his lasso to attach, pull and swing on to different platforms above him whilst enemy's(alien) try to hit him causing him to fall and the game to end, the game is won by climbing all the way to the top of the map and reaching the moon where his horse is standing. The background of the game changes as the player progressed through the map, the starting point is in a desert then it gradually moves through different atmospheres until the end where it is set in space.

With 6 weeks to complete this project we have quite a big work load for a short amount of time we have agreed to meet once a week and have a group chat that we share ideas and our individual work, personally I will dedicate at least one evening a week to working on the game.