CS201 Proposal

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Course Number: CS201

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Title: Block Quest

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Executive Summary

Mission Statement:

Create a fun, challenging 3D jump puzzle game called Block Man, where players must collect coins and navigate through jump puzzles while avoiding falling off the map to reach the end zone.

High Concept:

Block Man is an exciting 3D platformer that combines puzzle-solving and jumping skills. Players control a charming character, Block Man, as they embark on a thrilling adventure to collect coins, overcome obstacles, and reach the end zone.

Unique Selling Points:

1. Engaging Jump Puzzles: Block Man features a variety of cleverly designed jump puzzles that will challenge players' skills and keep them entertained.

2. Coin Collection: Players must strategically collect coins scattered throughout the levels, adding an element of exploration to the gameplay.

3. Physics-based Gameplay: The game utilizes realistic physics for character movement and interactions with the environment, making the experience more immersive.

Target Audience:

Block Man is targeted at casual gamers, both young and old, who enjoy a mix of platforming, puzzles, and a cute, approachable art style. The game aims to be accessible to players with varying levels of gaming experience.

Project Parameters

Constraints:

- Limited development resources

- Deadline for project completion

Alpha Due:

-   September 2023

Game Engine:

-   Unity 3D

Target Platforms:

- PC (Windows, macOS, Linux)

Primary Programming Language:

C#

Team Size:

- Total: 1 member

- Programmer: 1

Project Methodology:

Agile Development Framework

Budget:

For educational purposes

Software Supported:

- Unity 3D

- Adobe Photoshop

- Visual Studio

- Trello (Project Management)

- GitHub (Version Control)

Target Audience Description:

The target audience for Block Man includes:

- Casual gamers who enjoy puzzle platformers

- Fans of 3D jumping and exploration games

- Players seeking a relaxing and engaging gaming experience

Gameplay Overview

Core Functionality/Mechanisms:

Character Control: Implement smooth and responsive character controls to allow players to move, jump, and perform precise movements.

Jump Puzzles: Design and create various jump puzzles of increasing difficulty, with platforms, obstacles, and traps that challenge players' timing and reflexes.

Coin Collection: Create a system for placing coins throughout the levels, rewarding players for exploration and adding an additional layer of challenge.

End Zone: Develop an end zone at the end of each level that players must reach to progress to the next level.

Physics-based Interactions: Utilize physics-based interactions between the character and the environment to create a dynamic and immersive experience.

User Interface: Design a user-friendly interface that displays relevant information such as coin count, level progress, and game controls.

Audio and Visuals: Integrate appealing 3D visuals and audio effects that complement the
game's art style and enhance the overall gaming experience

UI

UI Philosophy:

The UI design aims to strike a balance between providing essential information to the
player and maintaining a minimalist, immersive experience. Spatial and diegetic elements
will be used when possible, ensuring that UI elements blend seamlessly with the game world.
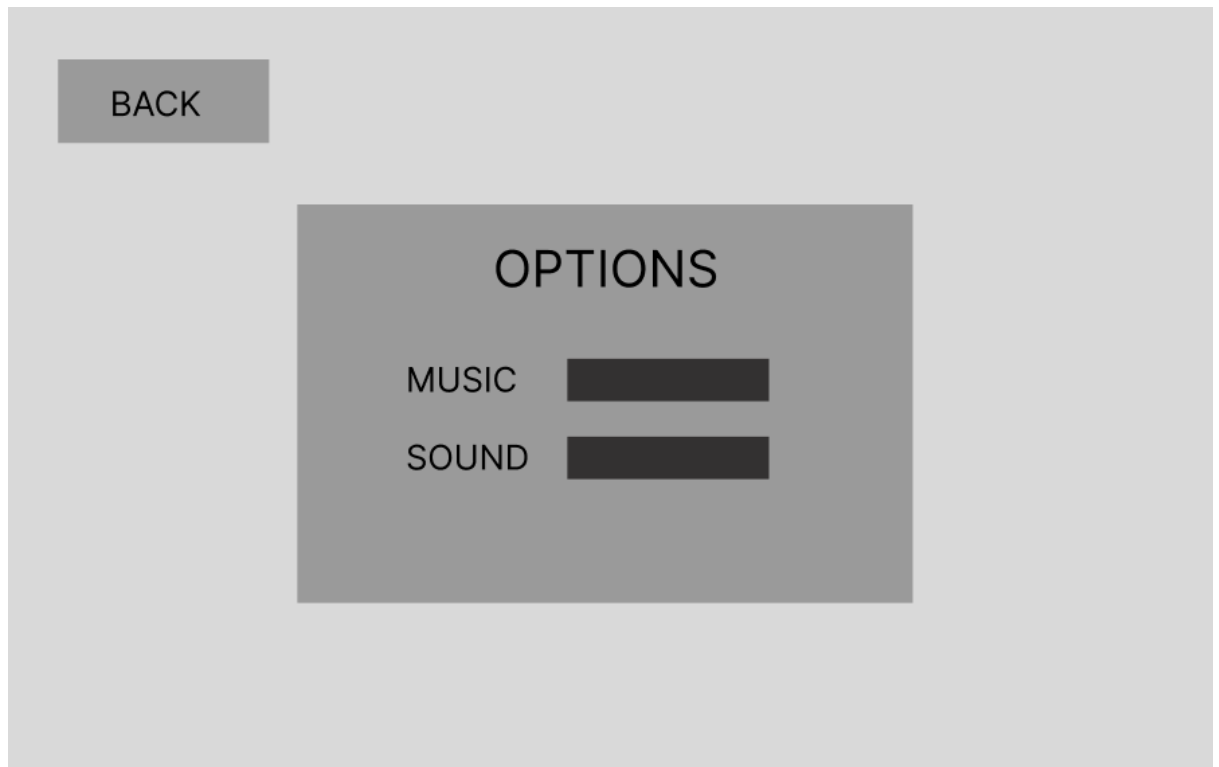
UI Screens and Descriptions:

1. Main Menu:

Offers options to start a new game,
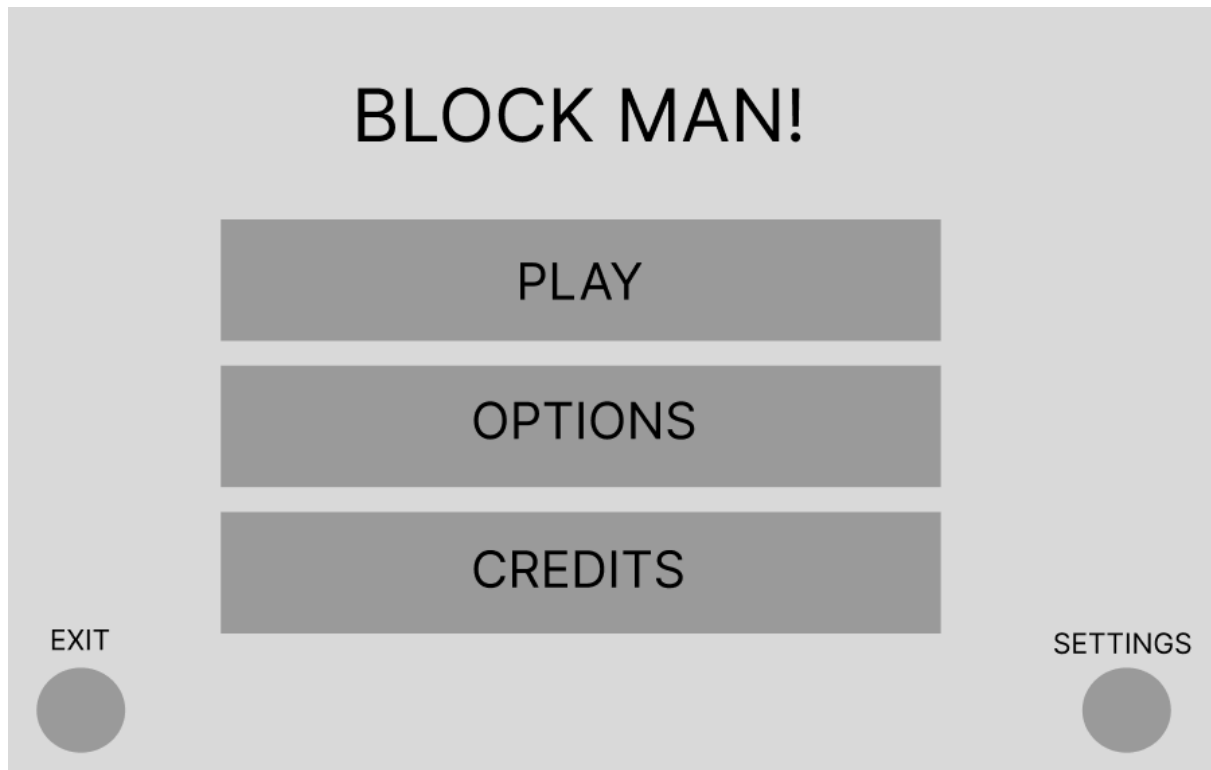
2. Main Menu - Options:

The options menu you can choose to turn the music off and on and use the back button to

return to the main menu

3. HUD (Heads-Up Display)/ Paused Menu:

Provides essential information such as the amount of coins collected and the choice to continue playing, restart from the beginning or exit to the main menu.