

Game Concept

Squirrangle

CA1 - Multimedia Programming

Submitted by:

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Introduction

This report will outline the main properties of the game which is going to be developed as a part of Multimedia Programming Module. The game will be called Squirrangle. The type of game is going to be a platformer. The main character, a Squirrel, will be collecting pine cones to feed its family on the way to the nest. This game is going to be written in JavaScript using the Phaser Game Framework.

Description

2.1 Story

The main character, a Squirrel, is living in a nest on a tree on the edge of the forest, together with its family. Every day the Squirrel is leaving the nest to gather food for the family. Every time it is a dangerous adventure for such a small animal. The Squirrel has to watch out for dangerous traps and foxes which might attack.

2.2 Magic Circle

The Magic Circle ^[1] of a game is a world in which the game takes place. To play a game it means to enter the Magic Circle. The Squirrangle is set in the forest. The Squirrel is surrounded by many trees and bushes. In the forest live other animals such as a Fox who is a threat for the Squirrel.

2.3 Player's' role

The user is controlling the Squirrel. The main goal is to collect pine cones and go back to the nest safely. This game is designed for the Explorer and Achiever type of player. For the Achiever it gives the possibility to master the game and collect as many pine cones as possible. Explorers, on the other hand, are able to score the points to explore next levels and additional features.

2.4 Challenges

The user needs to react quickly to the changes in the surrounding. It is important that the Squirrel keeps the distance from the Fox and avoids others traps such as holes in the ground or falling branches.

2.5 Actions

The possible actions are running, jumping, hiding and collecting the pine cones. The game must be designed for an optimal experience. It should not be too easy since it leads to boredom. However, a too difficult game might lead to anxiety. The difficulty should increase along with the player's skills.

2.6 Target audience

Squirrangle is aimed at children and young adults.

Game Aesthetics

- Provides entertainment for a short period of time
- Challenges reflex skills and strategic thinking
- Level of difficulty increase along with the skills

Game Dynamics

- User collects the pine cones to help the Squirrel's family
- To go to next level particular number of pine cones is needed
- Includes survival element

Game Mechanics

- Touch screen interface
- Movable or draggable sprites
- No experience is needed to play the game since it uses simple touch interaction

Genre

Squirrangle is going to be a platform game. It will consist of horizontal scrolling levels.

Platforms

Squirrangle is going to be a desktop and mobile HTML5 game. It will be possible to play it in a browser on the computer as well as on the mobile phone.

Bibliography

[1] Anon. *Magic Circle (virtual worlds)*. Retrieved November 29, 2016 from [https://en.wikipedia.org/wiki/Magic_Circle_\(virtual_worlds\)](https://en.wikipedia.org/wiki/Magic_Circle_(virtual_worlds))