Game Design Mock-Up

Milestone 0

Team Name: Timeless
Game Name: NEON

1) In 2-3 sentences, explain the game's concept.
- Neon-style platform game where you have to collect items avoiding various patterns for each stage and reach to the destination.

2) What is the game's target genre?
- "NEON" is a 2D Top-View Platform Game.

3) Does anything set this game apart from other games of the same genre? If so, then what?
- In the darkness, the player must rely only on the neon sign displayed on the tile to reach the destination.

4) What are the core inspirations for this game's design?
- We were most inspired by the game "System Purge" by the Active Nerds, and we decided that it would be fun to reconstruct the 2D top-view by mixing patterns and obstacles that become more difficult as the stage increases with the neon theme. However, according to what will be described later, it is a completely different game, so we think don't have to worry much.

5) In 3-5 sentences, please explain the visual art direction that you are attempting to achieve with this game.
- **The overall atmosphere of the game will be marked with only tiles in neon on a black background.**
Neon tiles, which means patterns, will be marked so that they continue to move from one side to the other side, and we will be designed to let players know that the tiles exist in that location while leaving a fine afterimage where the pattern has passed.

6) In 3-5 sentences, please explain the sound direction that you are attempting to achieve with this game.
- When properly harmonized with the neon theme, it was judged that the most fun and dynamic sound was 8-bit sound, so the overall sound of the game will be all self-produced 8-bit sound.

To provide a little more excitement and speed, BPM will use a high BGM, but the BGM will design the sound so that the game itself does not turn into a rhythm game, and the sound effect will be simple 8-bit sound with a clear idea of what it did.

7) How does a player control the game? What buttons are used? What input methods will be available? (Controllers, keyboards, mouse, AR/VR, Kinect/video capture, touch screen, custom controller input…. etc.)

- **Players will use Arrow keys to move the character, and they will avoid it by jumping through the space-bar to avoid pattern tiles.**
Items that are helpful for games that have collected and purchased coins will be available using the 'Z' key.

8) Please give a list of gameplay features you'd like to include that you think would make your game interesting that you don't think other students will include? (Examples: Level editor, random dungeon generation, player customization, local multiplayer, item crafting, etc.)

- In addition to playing the pattern tiles applied to the stages we have created, users decide the size of the stage themselves, and random pattern generators or users themselves create pattern tiles to share various stages with each other to expand the diversity of user's gameplay.

9) What do you foresee as the biggest hurdles for your team in developing the gameplay for this game?

- Level design tasks that divide the appropriate stages that are neither too difficult nor too easy for the player.
- Obstacle design that allows the player to have a variety of fun, not just a pattern style that requires jumping.

10) Why would this game be fun?

- With a limited view that allows you to grasp the direction of progress only when the fast-tempo 8-bit sound and pattern tile appear, it is fun to create a challenge because it cannot be easily cleared if the player does not exercise their sense of realism and concentration.

11) Let's imagine you finished this game, early. What are some ways you would be able to add more content into this game without drastically increasing the amount of code? (I.e., Add additional levels, add enemies cloned from existing enemies, etc.)

- The speed and amount of the obstacle. This means, that the speed of progress of the pattern tiles or the number of amounts that the pattern tile will appear, can be easily adjusted to add more stages to the game without increasing the amount of code. The size of the stage will also allow for the addition of more fun elements by resizing the stage by simply modifying a few lines of code, from small to large versions.

12) Explain the core mechanics of your game.

- Neon' is a game of stages that have to reach their destination, avoiding pattern tiles that appear on tiles consisting of odd and odd numbers.
A pattern tile is a set of neon moving from one direction to another in each stage, and this pattern tile can be a vertical shape, a horizontal shape, or a specific shape. Pattern tiles continue to appear at regular intervals, and an after-image remains in the place where the pattern tile passes, which can serve as a navigation to tell the player the way, and the after-image disappears after a few seconds. When they arrive at their destination along these paths, the player "Wins" and moves on to the next stage, and they must strive to achieve the fastest and highest score in the final stage.
When the player touches the pattern tile, the specified life is deducted one by one, and the player "Defeats" the moment he consumes all three of these specified lives, and to avoid this progressing pattern, he can jump in place using the space-bar button to avoid it.
In addition, players can collect coins placed throughout the map and buy items or abilities that will help the current stage or future gameplay, which are composed of consumption rather than permanence.

13) Explain the rules within your game.

- All player has to do is arrive at the destination.
- The pattern tiles will continue to appear at a certain time.
- In the place where the pattern tiles have passed, an afterimage for a certain period of time will appear to guide the player.
- If the player can't avoid the pattern tiles by jumping in time, the player's life will be deducted.
- At the start of the game, the life is fixed to three, and even if each stage is cleared, the life does not increase.
- If the player loses all three lives, it's a game over, and if you restart, it starts from the first stage.
- Each stage has a specific number of coins, and the player can collect these coins to buy the items or abilities necessary for the current stage, the next stage, or future gameplay.
- When the final stage is reached, the score and the time required are recorded by a predetermined operation according to the number of coins.

14) Does your game incorporate risk-vs-reward? If so, explain why and how that works within your game.

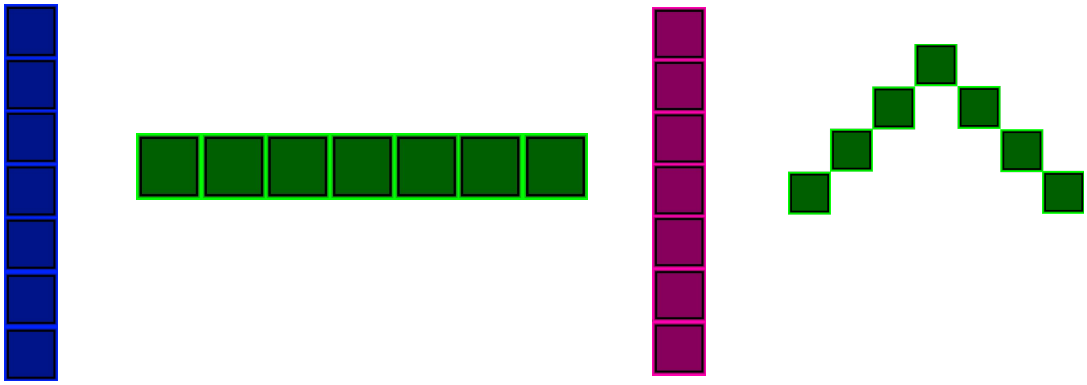
Our monkey game incorporates risk-vs-reward with….
Now, let's explain our risks and rewards:

Risk: Players can use coins to have items or abilities that are helpful for gameplay.
Reward: The more you collect without using the coin, the more you can achieve the highest score.

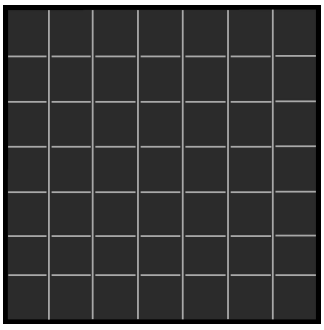
Pattern tiles appear repeatedly every certain period of time, and the afterimage remains for a certain period of time to guide the player in the direction of gameplay. However, to make certain pattern tiles difficult or a little easier to clear, players will use coins to take helpful abilities or items, and players who do not will collect coins to achieve higher scores.

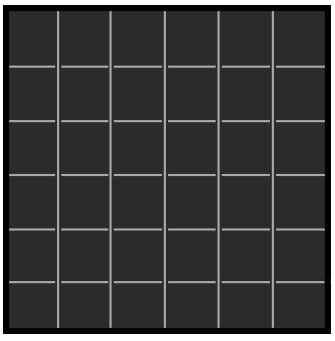
15) Please include a few drawings, mock-ups, or visual aids to help me understand the direction of your game.

- Pattern tiles Draft -

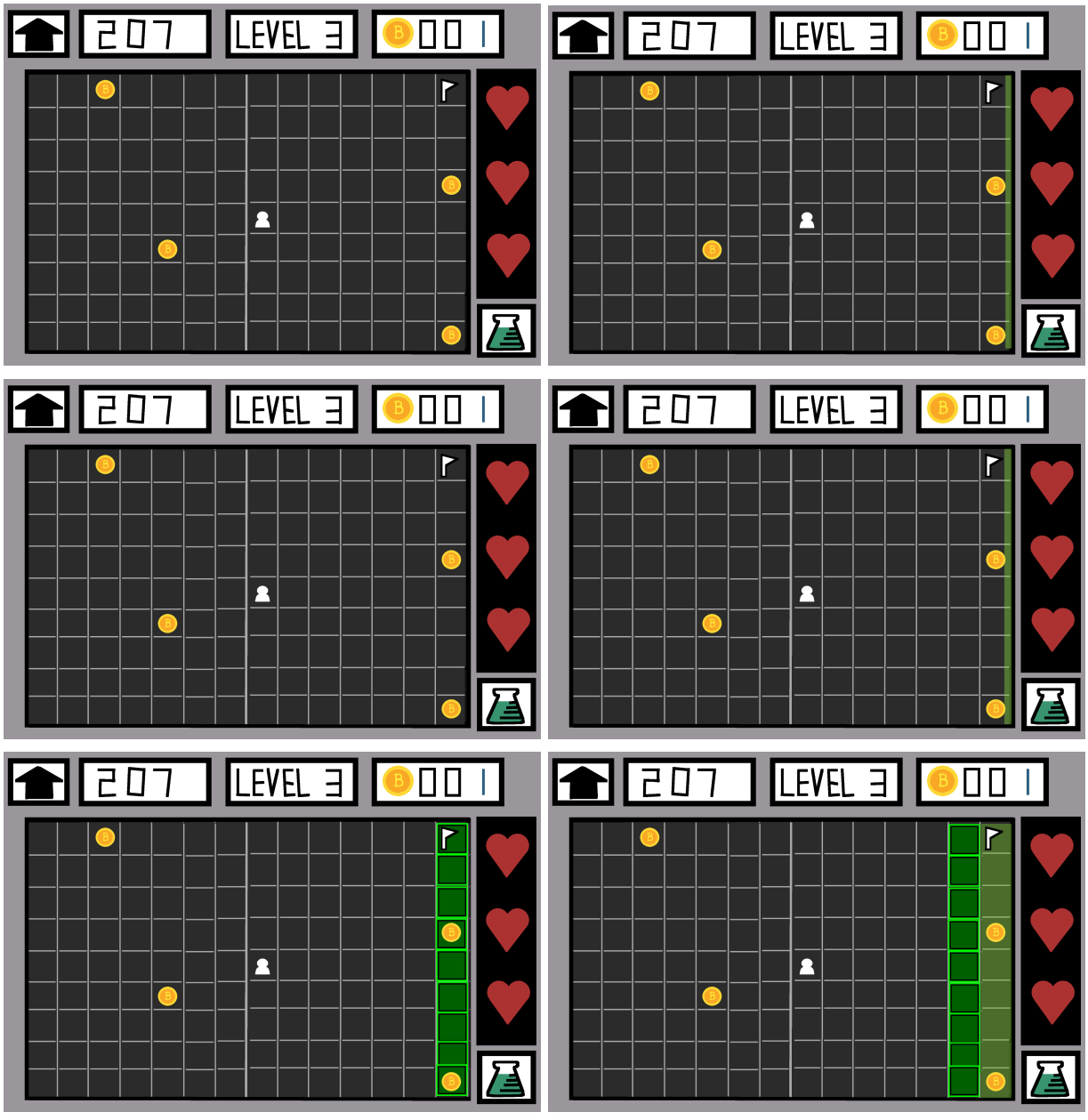


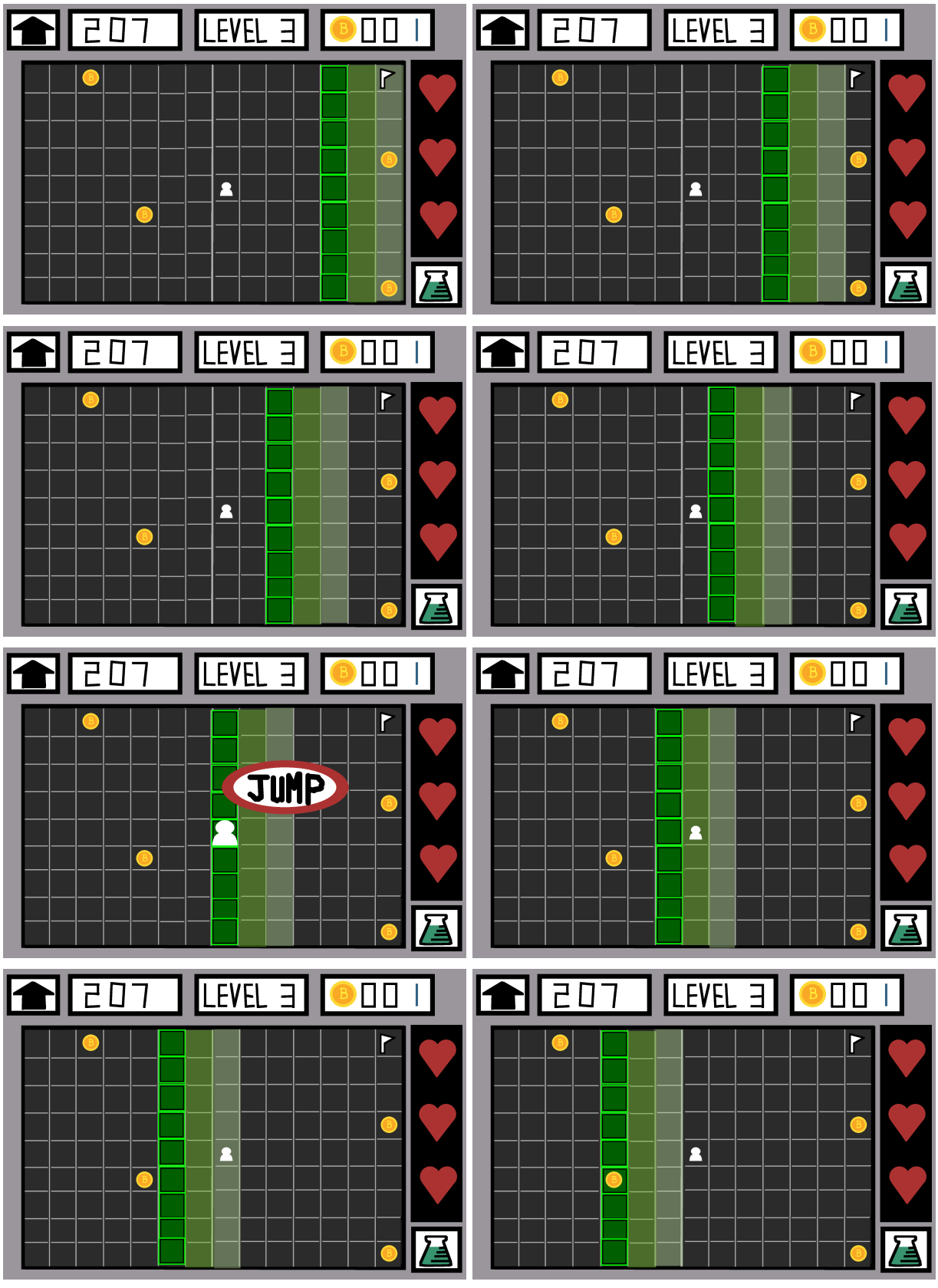
- Tile Draft -

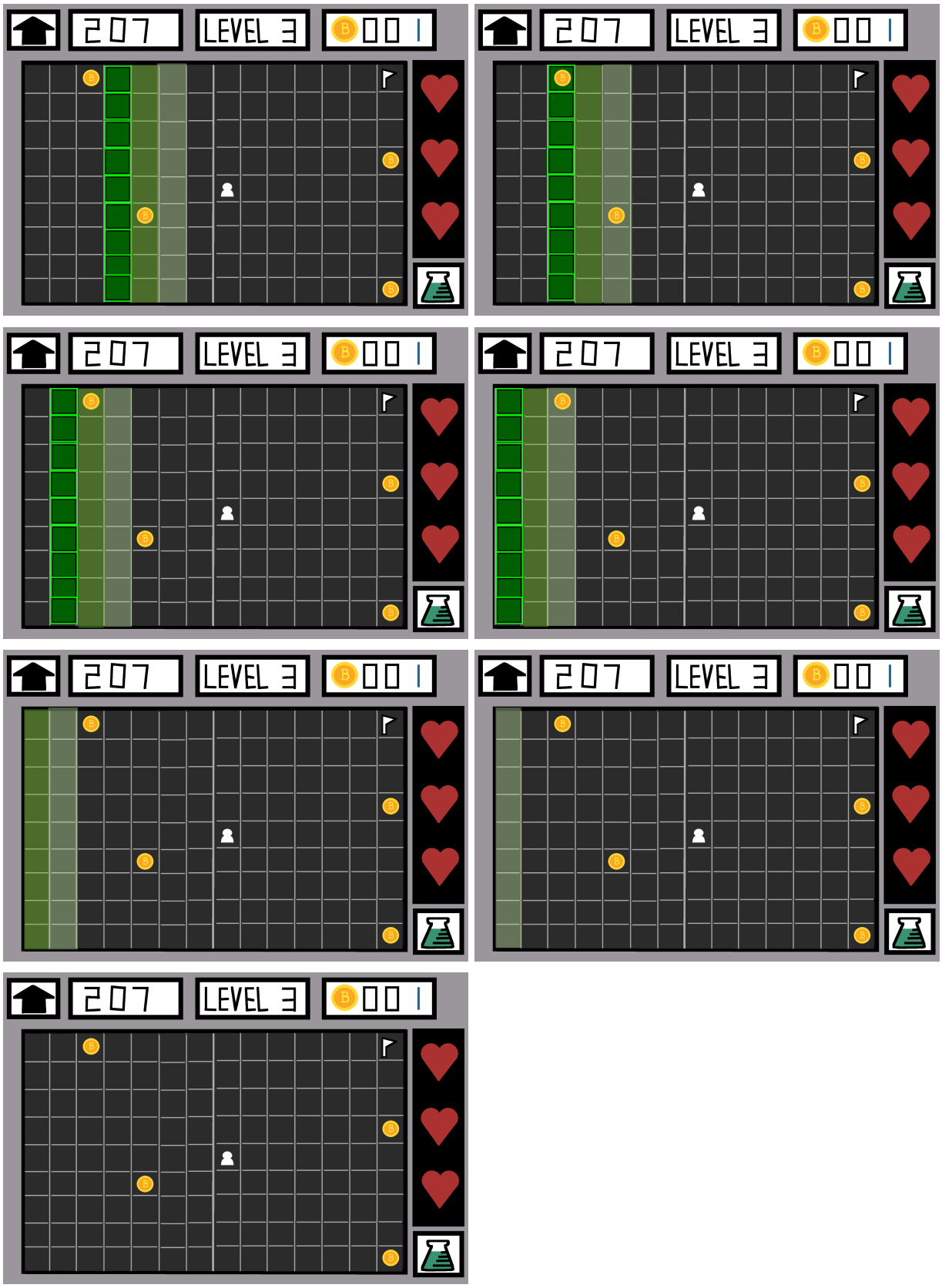




- Patter Tiels movement Draft -



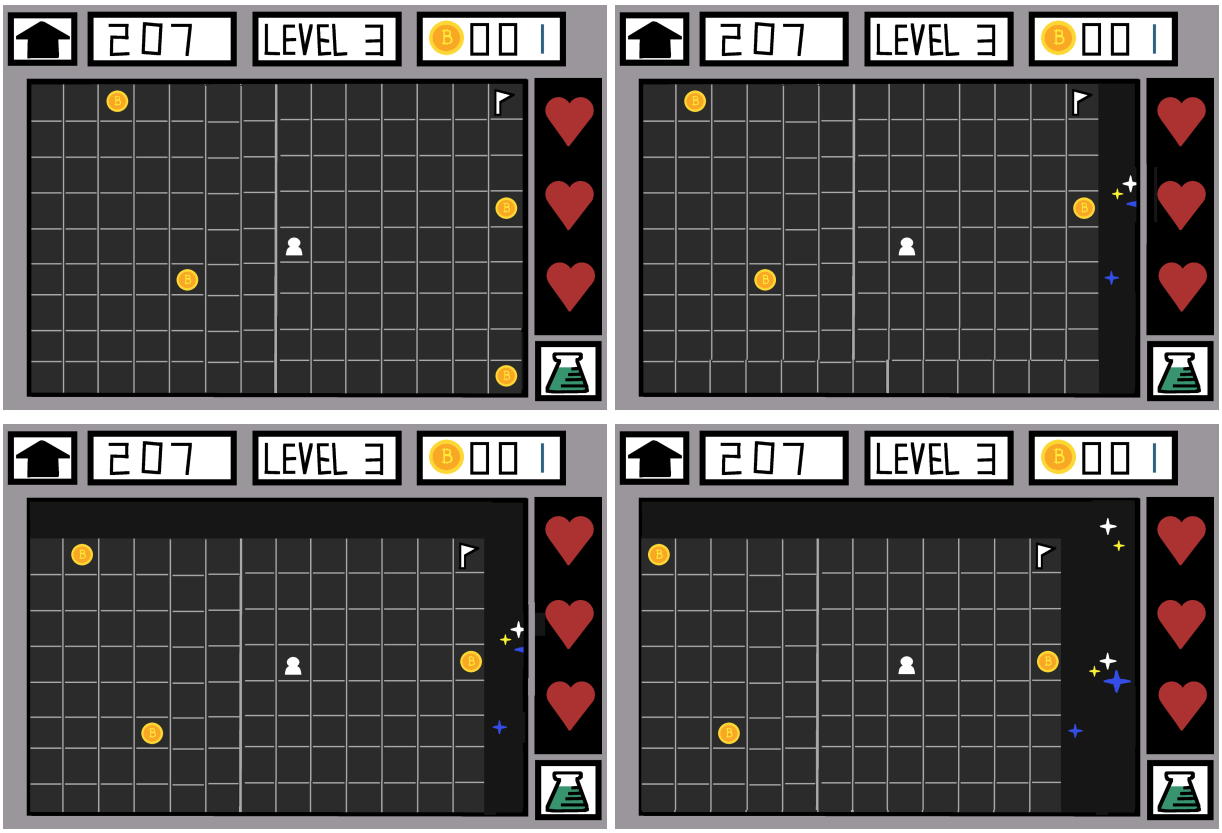

207
LEVEL 3
001
JUMP

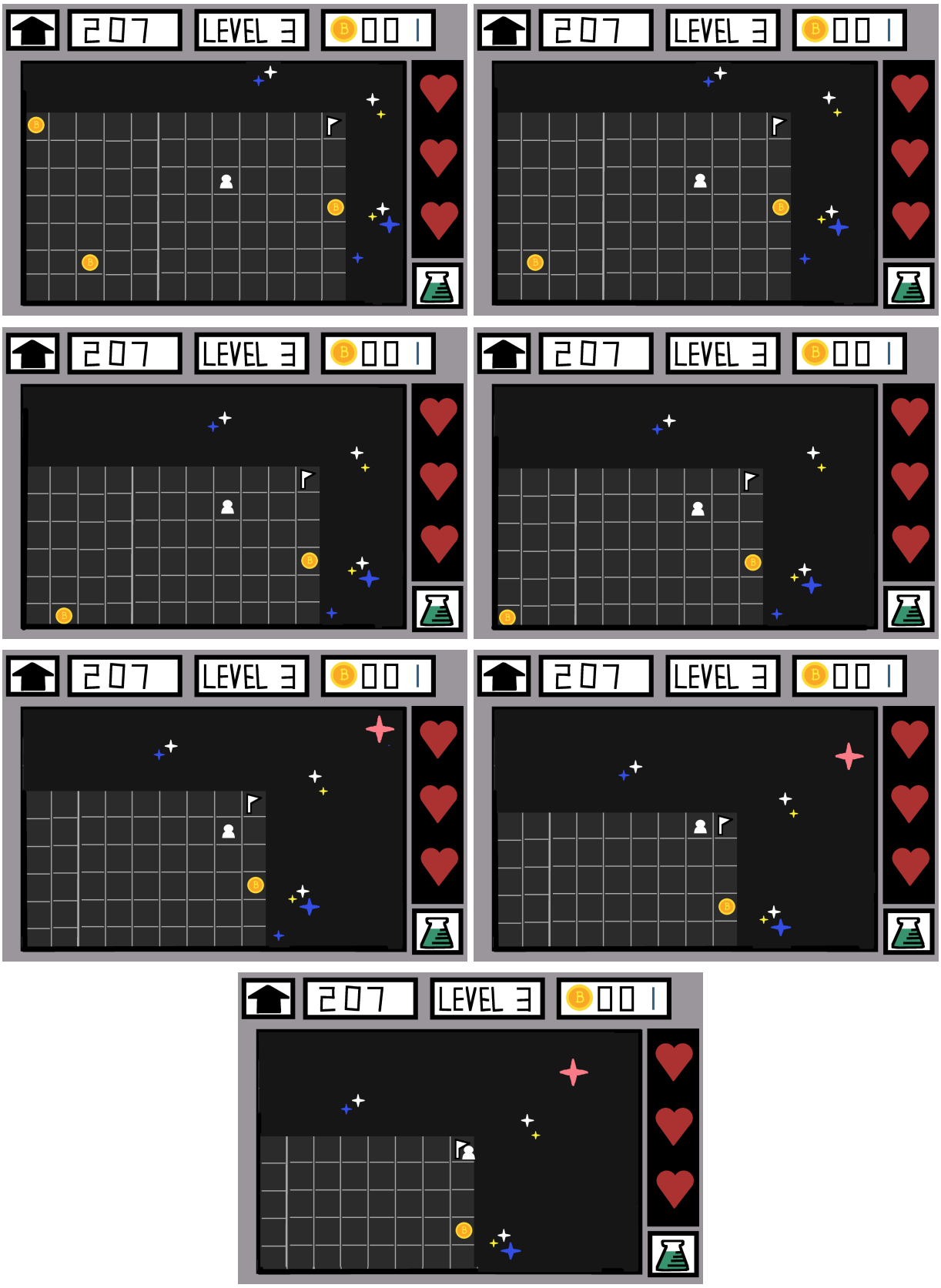


(The description is provided in the next page)

1. The player can see a notification at the edge of the screen that the player is viewing
2. This alarm tells the player, that the pattern tiles of that color will come from that side.
3. After this alarm, the pattern tile is passed, and the pattern tiles leave an afterimage where the pattern tile was passed.
4. The player can avoid this pattern tiles by jumping by using the ‘space-bar’ button.
5. If the player doesn’t jump and collide with pattern tiles, player lives will be deducted.
6. There is not in the screenshot, using this pattern tiles afterimage, we will develop the player can figure out which tile the player can move or not.

- Player movement & Camera movement -





(The description is provided in the next page)

1. The player can move to the goal point using the arrow keys.
2. When the player is moving, the camera will move together, so that player can see the whole map.
3. There is some kind of coin, that the player can collect it.
4. This coin is used for scoring in the final stage.
5. However, later players can also use this coin to purchase some ability to help some hard stages.
6. If a player uses this coin for ability, the final score is low.