**Ants vs. the World!**

**Team Members:**

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**Version Control & Issue Tracking:**

GitHub (<https://github.com/zrong5/Ants-VS-The-World.git>)

**Overview & Vision Statement**

This is a single player game, where the main character of the game is an ant. It can explore its surroundings by crawling with agile. The ant must avoid different obstacles such as water, enemies, and etc. in order to survive. The objective of the game is to see how long the player can survive being an ant.

**Audience & Marketing**

The targeted audience is for people who enjoy indie/survival games. Ages 13+ (May contain violence, suggestive themes, crude humor, minimal blood, simulated gambling, and/or infrequent use of strong language).

**Platform**

Games on PC can play with graphics settings set to higher levels, as well as play at higher, smoother frame rates, than that on a console. Windows platform has better support than Mac, therefore we have decided to have our game on Windows PC.

**Gameplay**

The gameplay for *Ants vs. The World*, will use basic game mechanics such as walking forward, backwards, left, and right. The four keyboard keys (WASD) that are used to interact with video games, the W and S keys control forward and backward movement, while A and D are left and right. The spacebar will help the character speed up/sprint, while pressing the enter key will either consume an item or escape.

**Story**

The game will begin in a forest, where the player is born as a larva, this part will be an introduction and tutorial of the game. Once the player has a general idea of the how game mechanics work, it will take the player to the next stage of the ant’s life. In the next scene, the ant is learning how to survive on its own as an adult. The scene takes place at a local park in the suburbs. Here the ant learns how to coexist with humans and other domesticated species. Once the player has mastered his/her way around the suburbs, the player will be navigating through a busy city center. The city will naturally have more complicated challenges for the player in terms of density. If the player is successful in surviving all levels of the ant’s life, the player will be able to freely explore the world (open-world).

**Formal Elements**

Players

* There were only be one player for this game.

Objective

* The player needs to survive for as long as possible. The player has finite resources. The game will consist of exploration

Rules

* Limited stamina, lives, food, and armor.
* Food and armor are collectables laid around the map
* Need avoid objects such as:
  + Humans
  + Water (e.g. rain drops, rivers, lakes, swimming pool etc.)
  + Other predators

Conflict

* Obstacles (objects)
* physical: humans, water, buildings, or heavy obstacles.

Resources (Scarcity)

* Lives (3)
* Health
* Armor
* Food
* Shelter

Boundaries

* Physical: edges of the map, obstacles in the map

Outcome

* The player would win the game for surviving the entire game and will be able to play after the game has finished (open-world games)