**Wizard Game**

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*“Yer a wizard Harry”*

# 1 Game Analysis

*An overview of the game - an introduction - what is the game (i.e., Legoland Games - a 10 event Olympic style competition).*

## 1.1 Game Concept

*Two to three sentences clearly stating the concept of the game.*

A little wizard’s experiments go wrong, a magical artifact is smashed, and the wizard is sent back in time and space to the bottom of their tower. The nature of the artifact causes time loops, the wizard must race against time climbing their maze-like tower, full of wacky experiments and magical effects. Collect powers along the way to help the wizard navigate back to the top, to stop the artifact from breaking before the time loop sends the wizard back to the bottom once again.

## 1.2 Game Goals

*Three to five goals of the game – all future decisions will be measured against these goals.*

## 1.3 Game Information

*Genre, type, style, etc.*

2D Pixel Art - Puzzle Platformer

## 1.5 Target Audience

*Who the game is aimed for?*

## 1.6 Competitor’s Analysis

*Brief analysis of the competition. Statement of differentiation.*

# 2 Game Design

## 2.1 Expanded Game Concept

*Two to three paragraphs - explain the game concept in slightly more detail.*

## 2.2 Game Structure

*Modes, levels, etc.*

Single vertically sprawling level, a wizard’s tower with sub-sections that hold different themes and magical effects.

## 2.3 Gameplay

*Two to three sentences defining core gameplay*

## 2.4 Expanded Gameplay

*Walkthrough of game play experience - two to three paragraphs.*

# 3 Game Features

## 3.1 Key Game Features

*Back of the box features – provide seven to ten in total.*

# 4 Summary

*Provide a summary of the idea.*

# 5 Roles

|  |  |
| --- | --- |
| *Programmer / Implementation* | *Elise* |
| *Artist* | *Sara* |
| *Sound Designer* | *Sara* |
| *Scheduler* | *Elise* |
| *Documenter* | *Elise & Sara* |
| *Quality Assurance* | *Elise & Sara* |