Cici’s Citadel

Genre

Action/Platformer

Game engine

Construct2

Storyline

Cici is a witch-cat who has been terrorizing the local townspeople. As Goose, you must traverse the areas of Cici’s castle, Fort Whiskers, and put an end to her terror.

## Brief description

I am planning to span the game across 6 levels, though this will all be dependent on how much time I am able to dedicate to development. The first level will depict the character approaching the castle, and then the remaining levels will task the player with exploring the castle to find the end of the levels, and finish the game.

I plan to involve power ups like limited use weapons, health pickups and similar.

There will also be multiple types of enemy characters, with different behaviours (moving side to side, some jumping, others flying in a sine wave shape etc)

## Target audience

Anyone willing to try the game. I am keeping the controls relatively simple, so that people do not need to memorise complex button combinations to succeed. It will not feature any graphic or questionable content which might make it unsuitable for children.

## Target platform

Browser based, as this will ensure a wide variety of potential players. May adapt for other devices at a later date.

## Control mechanism

Keyboard primarily, however I may also include gamepad and touch screen based controls at a later stage.

## Timeframe

I plan on working on this game whenever I have a spare moment, in between any other assignments and responsibilities I need to fulfil.

I have started work on an initial level, and this can be accessed by going to this link.

https://dl.dropboxusercontent.com/u/4140071/Assignment%20Proposal/index.html