

TDDD23 Game Project Plan: Game-name-yet-to-be-determined

Project members: Morgan Nordberg, morno368

Game Idea

A smash-bros style game, but instead of typical fighting game mechanics a focus on insta kill items. The emphasis of the games challenge should be based on mastering movement and effectively maneuvering around the level/arena. There would then be different playable characters that move in slightly different manners with pros/cons. The game would be competitive local-multiplayer, and should have a fast-paced feel to it.

- Smash bros
- Duck game https://en.wikipedia.org/wiki/Duck_Game

Game Tech

Raylib, a games programming library written in C <https://www.raylib.com/>

The library has easy to use functions for servicing basic video game needs such as rendering images/models, playing sounds, reading inputs, setting up a window and some more.

Progression in the Game

Various characters with different movement sets to master, and various maps will have various items that differ in how to utilize them effectively. So there is a lot of room for player improvement, and in various domains/directions.

Various levels can also make movement more challenging through environmental effects/obstacles, since movement is supposed to be a core aspect of the game's skill element. Obviously there should be some simpler/easier levels and some way to ensure that these are the first ones encountered by new players.

In-game feedback and visuals for teaching the game

For items the look/animation, and to some extent the sound design, should inform the player on what effects the item has. The players are going to have to figure out a lot of details through experimentation. Since it's a competitive game it's supposed to be played repeatedly. The biggest part of the experience of such games is after all the act of self improvement, and learning/mastery