Comp Sci EPQ Analysis

Introduction:

My project is a “speed-runny” based platformer in which the player – the “Star” – will initially race through a level of platforms and other obstacles, with a single goal of reaching the end as fast as possible. After the first run through, the player’s “Shadow” will follow them, but unlike certain games like Mario Galaxy, where the player’s shadow follow their movements with a 3s delay, this player’s shadow will recreate the exact same path as the prior run through, either will recreate the player’s inputs or will use the player’s position data from the prior race to recreate the movements in a way. The overall aim is to beat your previous time like most speedrunners do in their respective games, looking for millisecond improvements in places others wouldn’t think to try.

My target audience for this is people who enjoy platformer games like “Hollow Knight” and “Dead Cells” and also enjoy the repetitiveness that these games can bring, with combat devoid gameplay and much more movement based than some of the other types of platformers out there.

The main inspirations for this project are as follows:

- Super Meat Boy: a similar platformer game by Edmund McMillen in which the player plays as meat boy and intends to save bandage girl from the many traps and other obstacles set around, includes a list of selectable characters with different traits and gameplay styles.

- Trackmania: a racing game in which avid players strive to perfect the maps that they race on, aiming for a perfect time with the aforementioned millisecond improvements in the tiniest input differences, sometimes borderline impossible for humans to achieve as they may be only 1 or 2 frame windows (1/60or 2/60ths of a second for most players)

- speedrun.com: the home of speedrunning, where all the speedrunners will upload and view everyone else’s times, all games with runs uploaded for them will be listed here along with their categories and sub-categories