CE318 - High Level Games Development

ID: 1704969

Title: Orbital Adventure

Overview

*Orbital Adventure* (working title) is a 3D platformer with a focus on gravity mechanics, specifically being able to walk around planets. It is a mission-based game but with some exploration and collect-athon elements; Levels have single goal, but there is more for the player off of the main path. The player will have a sense of freedom from their moveset - which allows the to traverse the level with ease, and rewards skillful players. There will be traditionally themed groups of levels which each is home to an alien race which will help give each level personality.

Gameplay

Interface

* Health bar - Full: green, ⅔: yellow, ⅓:red
* 'Data’ counter (how many levels cleared)
* ‘Fuel cell’ counter (like a currency)
* A visual indicator of when the dash move is available.

Controls:

Movement

* Up arrow/ W/ Control stick up – Move forward (away from camera)
* Left-Right arrows/ A,D/ Control stick – Move left/right (relative to camera)
* Down arrow/ S/ Control stick down – Move toward camera

Jumps

* Space bar/ A button -- Jump
* Shift+Space / Shoulder button or trigger + A (while stopped) -- High jump
* Shift+Space / Shoulder button or trigger + A (while running) -- Long jump

Dash -- Shift or C/ B button (PS ×) - in direction held.

Wall moves

* Hold direction towards wall -- cling to wall
* Press direction down -- drop from cling
* Jump button -- jump from wall.

Objectives

Look & Feel

Art style

The whole game will present the feeling of ‘space’ – generally cool colours, dark backgrounds and bright foregrounds.

Story

Blurb

Robot character (referred herein as RC - I'm bad at names) must explore various planets and systems to gather data in order to find the origin of the universe!

Characters

RC is created by 2 professors that happen to be in a relationship. RC is your typical cartoon robot - anthropomorphic, is communicated with primarily in natural language (conveniently for the player), doesn't have emotion unless it is played for cuteness or dramatic effect.

Backstory

The 2 professors dream of finding the origin of life in the universe. They procure a spaceship but know that they won’t be able to do anything without finding a way to gather data and resources to refuel while travelling. They realise that they cannot do this themselves and so develop a robot capable of traversing unknown lands and sourcing fuel. They create RC.

Further backstory is revealed to the player as they progress through the game. Such as: Development of RC, the 2 professors lives, backgrounds as scientist, how they met etc.

Plot