

CONCEPT:

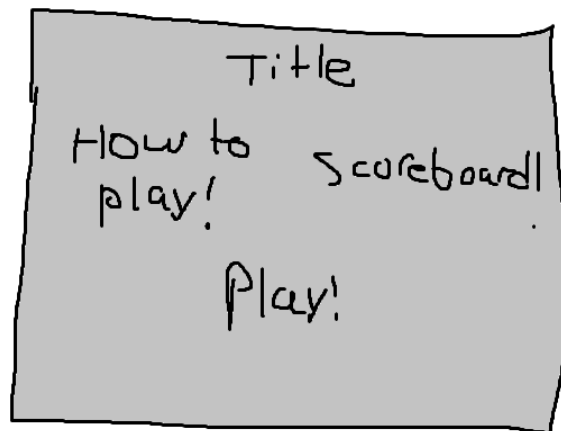
You are a Frog, and a devious storm swept you away from your home and you wake up in the middle of a highway. Your goal is to cross the highway(s) without being squished by the oncoming cars. There will be many levels offering different layouts and new challenges that you will need to face. As you beat each level, you will learn more of the Frog's life through its backstory. There will be powerups that influence different game mechanics, while providing difficulty along the way. The pickups in the game will have some life to them as they will be having movement like rotation so it feels like an actual living pickup and not a static pickup. Sounds will be implemented for different inputs and objects in the game, such as but not limited to; traffic, cars, squished, pickups, floppy frog noise when moving around, background. Game will be provided with a title screen, that goes over how the game is played, and the back story. There will be another screen that offers a tutorial if needed. An end screen that provides how long you've been alive for and how far you've travelled, which will be calculated into a high score. The menu screens will all have the ability to use a mouse visible by the mouse cursor. Easter eggs involving a secret ending. Each level will provide its own challenge be it with more traffic, or reptile trying to eat you. The game will test your physical skills, as well as your mental skills.

TECHNICAL CHALLENGES:

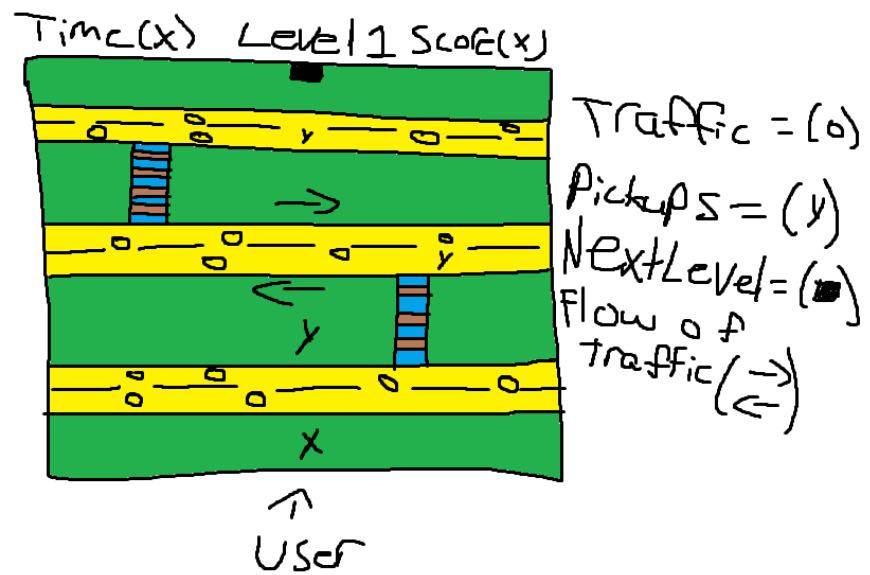
Challenges that I will face during the process of coding this game will be finding the sounds that fit the scene, as well as images of the different cars as well as the frog and other mechanics in the game. So, creating or finding the sound will be the challenge. Everything else in the game will be doable as we've seen it throughout the course. Being creative can sometimes be a challenge. Implementing a total player score at the ending screen will be a challenge, as I need to implement a way for time alive and space travelled to equal the total score and display that score on the ending screen. Implementing the mouse cursor on menu screens will be tricky because I have never done something like that, so a little reference will do the job.

WARNING: The sketches drawn below are not Picasso type paintings, as I am no artist, they do the best job at portraying my idea of this game.

This is a rough concept of what the title screen will be. It's all subject to change. Nothing is final.



This is a rough concept of what one of the levels will be. It's all subject to change. Nothing is final.



This is a rough concept of what the ending screen will be. It's all subject to change. Nothing is final.

