

# Pup Chaser

Presented by:

Illest Villains

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# Concept

- Top down adventure/fighter
  - Single Player
  - Dungeon crawler style
  - Linear Stage Progression
  - Simple Puzzle Elements
  - Instances of Action and Fighting

# Target Market

- Casual engaging gameplay for most audiences
- Game will be most enjoyed by teens
- Male and Female

# Resources

- Members of our team have a limited understanding of Unity. With this in mind, we have made a list of possible resources.
- Code AI for enemies
- Time to plan out a cool world with unique stage designs.
- Lots of sprites, textures, images, tiles, sounds, etc.
  - Hopefully we can find some stuff with free licenses, create a little bit of our own game art, and if necessary purchase inexpensive licensed material.
- Time put into ensuring proper flow of the game.
- Time put into planning puzzles and fight scenes for players to beat.
- We would like to focus most of our time and effort on the AI, combat, and puzzle aspects of the game.

# Description

- Storyline
  - You play the antagonist, the object of the game is to steal the victim's dog A.K.A. pup.
  - You spend the majority of the gameplay chasing the pup through the stages, solving puzzles and fighting enemies and bosses along the way.
  - After defeating the boss, you will manage to successfully steal the pup and complete the game.

# Description

- Game Components
  - A world consisting of distinctive stages, crafted using licensed artistic resources.
  - Multiple enemies in each stage consisting of a few different types.
  - Different weapons in each stage to keep the material fresh and the player engaged.
  - The player dies when his health becomes depleted (health bar).
  - Health packs will be strategically placed where needed to aid players progression.

# Description

- Gameplay Elements
  - We would like to have different attack patterns for each type of enemy in order to give the game variety and provide the player with a new challenge.
  - The player will encounter unique puzzles with increasing difficulty.
  - Weapons and Items will be randomly generated to provide a different experience with each re-spawn.



# Description

- Why is this game worth making?
  - Taking the viewpoint of the antagonist as the main playable character gives a new spin on game design.
  - Adding these new elements to a classic genre of game will entice players to play the game.
  - The game is worth making because it will give the player a feeling of nostalgia while playing a story that they haven't seen before.

# Technical Elements

- Our group would like to focus on a few select areas of the game including:
  - Artificial Intelligence
    - Each type of enemy has a different way of attacking.
    - The boss(es) would have their own unique AI for movement and fighting.
  - Content Generation
    - Randomly spawning enemies and items.
    - We want to make stages feel fresh with each re-spawn so it would be interesting to randomly generate parts of each stage.
  - Testing
    - We want to rigorously test our game to provide players with the best experience.
    - We don't want bugs to interfere with enjoying the game.

# Summary

- We are making a casual game for all audiences that will be enjoyed most by teens.
- This game should be made because it features a fresh take on a classic genre
- Illest Villains should make this game because we are experienced playing games in this genre, and we are confident we can make Pup Chaser a fun new addition.

Thank You