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GAME PROPOSAL – “Destroying the Great Cathedrals of Europe”

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1. This game is of the general type “2D top down first person shooter.”
   1. OBJECT: the object of the game is for the player to navigate around several countries in western europe and attempt to destroy the gothic cathedrals which are considered an irreplaceable part of Europe’s cultural patrimony while evading local police forces deployed to stop him.
   2. SCOPE: This is intended to be small, prototype game suitable for a tablet or larger screen; although with targeting data display it could be adapted to a phone. Game times are intended to last only a few minutes and involve only one player.
   3. RELATIONSHIP TO EXISTING GAMES: Destroying The Great Cathedrals of Europe is a bit like (pub. HudsonSoft 1983) mixed with Metal Gear (pub. Konami 1987). Combining evading opponents who are guarding the cathedrals with the objective being the destruction of said cathedrals via placing a bomb, one could easily make the connection to these two classic games.
2. Inspiration for this game came from the satirical novel “The Magic Christian” by the American author Terry Southern. In this book, there is a reference to a game called “Destroying the Great Cathedrals of Europe” in which the goal of the game is to destroy them all. In the movie based on the book a scene makes use of this game. See YouTube video (<https://www.youtube.com/watch?v=b0A1agq2FIc>) at min/sec 38:45 to view this scene which lasts approximately two minutes.

Many contemporary first person shooter games attempt to justify their violence by pitting the player against various “forces of evil”. This game attempts through satire to display the full horror and mindlessness of the shooter’s actions in the spirit of Jonathon Swift’s “A Modest Proposal”. Only a lunatic or a savage would attempt to reach such goals. Yet there remains a desire for the game to provide a certain schadenfreude.

1. Primary components
   1. Levels/Backgrounds: Great Britain, German, Italy, France. Others if time permits.
   2. Targets: Cathedrals which have one of three profiles, currently randomly assigned. The number is level-specific. Level 2 and above have more cathedrals
   3. Obstacles: Local Police who deterministically move and shoot. If you are so careless as to collide with one, you are dead. They do not pursue. They are level-specific. At this writing we have no plans to implement barricades or other immoveable objects to player movement but may do so if time permits.
   4. Player: Moves, shoots bullets and drops bombs under keyboard control. Bullets are effective against police. Bombs are lethal to police in range and cathedrals.
   5. Bomb: Dropped by player when in contact with cathedral. Limited in number per level.
   6. Explosion: Short delay after bomb dropped by Player.
   7. Ammunition: Player has limited ammunition but can reload from caches randomly placed in each level. This, however exposes you to continued fire from police.
2. Challenges:
   1. Sizing, scaling and sourcing of actor images has proved a challenge to preserve some open space on a background not larger than 900X500 pixels to stay within 16:9 aspect ratio. Too small and they are hard to visually track/differentiate. Too large and the background appears crowded. As yet we have not used scrolling.
   2. As yet we are undecided as to how many police to spawn based on player success or level because of crowding.
   3. Much of the actor placement is random to keep repeated games fresh. We do not yet have methods to prevent super positioning of actors when a level is constructed.
   4. The size and effect of explosions, persistence and relative lethality of bullets, as well as the movement and aiming algorithms of police continue to be subject to discussion and experimentation.

The game has four levels all with custom background images and our own custom made sprites. Each level’s background will be representative of the current levels country, also each cathedral will have a unique look to it. All objects in the world, including the players starting position will be random. The enemies will have random movement to keep the player moving, they will also fire randomly with random pauses. The world will also contain ammo boxes that allow the player to return fire when collected.

Our game is primarily an action game. As for core mechanics and gameplay, we have a classic looking top down shooter. The game is made engaging thru the use of randomness and easy and intuitive controls. We have focused on a core gameplay mechanic of dropping bombs on cathedrals to get to the next level. The game in its current state is easy or mildly challenging leading to a feeling of competence upon every level that is beaten.

The aesthetics and look of the game have a throwback to the NES and Atari 8 bit style to them. This style was easily accepted among the group and some custom made sprites were made.

Challenging design aspects are collisions with random starting positions for all actors in the world. It is possible to spawn on top of an enemy and die from the start. Random positions can also put the player or the enemies inside the cathedrals and render the level impossible.

Quoting from the dust cover flap of the 1996 edition (originally published in 1959):

“One of the funniest, cruelest, and most savagely revealing books about American life ever written, The Magic Christian has been called Terry Southern's masterpiece.”

“Guy Grand is an eccentric billionaire--the last of the big spenders--determined to create disorder in the material world and willing to spare no expense to do it. Leading a life full of practical jokes and madcap schemes, his ultimate goal is to prove his theory that there is nothing so degrading or so distasteful that someone won't do it for money. In Guy Grand's world, everyone has a price, and he is all too willing to pay it.”

**This is what I have for the major areas of concern in the Pitch Document instructions. Please feel free to add take away or even trash the whole thing if needed**

Brett, Ryan, David, Zack