

The ENSEA Experience: A Mini-Game Adventure in France

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Executive Summary

The ENSEA Experience: A Mini-Game Adventure in France is an exciting 2D game where the goal is to successfully complete 5 mini-game levels to complete your study abroad term and graduate from ENSEA.

- Single Player Game with 5 mini-game levels
- Mini-Game 1: Party Night - serve drinks to characters waiting at the bar
- Mini-Game 2: La Beauf - identify the correct character at the party
- Mini-Game 3: La Tour Eiffel - climb to the top of the Eiffel Tower
- Mini-Game 4: Un Séjour à Paris - buy croissants without getting pickpocketed
- Mini-Game 5: Le Flunky - finish your drink before the other team does

Game Overview

High Concept

You are an American student that just arrived to Cergy for your study abroad program at ENSEA. If you want to graduate, you have to successfully navigate several French experiences by winning 5 mini-game levels.

Genre

Single-player adventure game combining aspects of platform games, puzzles, and mazes with timed missions.

Hooks

- **Wide variety of game types across each level** allows for a new and interesting challenge that players must adapt to with each mini-game
- **Top-down perspective** allows for the player to see all of the game board easily and have a good sense of orientation
- **Timed game-play** makes for an exciting and adrenaline-inducing game that is fast and easy to improve on
- **Real ENSEA student experiences** adds relatability and humor to the game-play experience for both French and American players

Technology Highlights

- Top-down perspective
- Keyboard and mouse control for movements
- Computer opponent with pre-set movements

Art and Audio Highlights

- Pixel drawing style
- Map self-drawn
- Musical Background
- Sound effects

Game World

Background: ENSEA building map: each building corresponds to one mini game, your character hop on the round platform located in it. If you win a mini game: just click and the map and the character will hops on the next platform.

Objective

The player's objective is to win each of the 5 mini-games to graduate ENSEA.

Characters

The game includes real FAME students inspired characters that the user can play as:

- Zoe
- Guy wearing Michigan shirt
- Guy wearing Illinois shirt
- Guy wearing Pitt shirt

Mini-Game 1: Party Night

Objective: serve the people coming to the bar

Characters: user, characters

Background/Setting: room with bar on the bottom section of the screen, DJ table on the side, banners/decorations on the remaining sides (gorilla and tiger decorations)

Rules:

- Player starts behind the bar at the bottom of the screen
- Characters start at the top of the screen and move down
- Player must use the arrow keys (←, →) to meet the characters and give them their drinks
- Player has 3 lives - shown using an animation of 3 bottles in the top right hand corner
If a character isn't served before the end of a small timer one of the bottles in the right hand corner disappears
- Must serve 2 waves of characters

How to Lose: all lives lost (0 bottles remaining)

How to Win: by the end of the final wave, have > 0 lives remaining

Mini-Game 2: La Beauf

Objective: search through many similar looking faces to correctly identify the correct character at the party before the timer runs out

Characters: many guys with mustaches, Jade (character that is being searched for)

Background/Setting: La Cave background (pixel version)

Rules:

- Player sees a board filled with many faces of people wearing mustaches and one of them is Jade
- Player must use cursor to click on the correct person (Jade) before the timer runs out
- Player has 1 life
- 3 rounds that increase in difficulty (faces get smaller and more people added to the board each time)

How to Lose: clicking on the wrong person or the timer runs out

How to Win: click on the right person within the given time for 3 rounds

Mini-Game 3: La Tour Eiffel

Objective: jump on sturdy platforms to get to the top of the Eiffel Tower

Characters: user

Background/Setting: Eiffel Tower (camera moves up each time)

Rules:

- Player starts at the base of the Eiffel Tower
- Player must use arrow keys (←, →) jump on sturdy platforms to get to the top
- Player must avoid breakable platforms and birds that fly downwards that cause player to fall back down to the base
- Player has 1 life
- 1 round where player must jump a set distance without falling

How to Lose: jumping and missing any platform, jumping on a breakable platform, or hitting an obstacle (bird)

How to Win: jump on enough platforms to take you to the top of the Eiffel Tower

Mini-Game 4: Un Séjour à Paris

Objective: navigate the maze and avoid the pickpockets in order to buy croissants

Characters: user, pickpockets

Background/Setting: Metro car where you move between range of seats

Rules:

- Player starts in middle of maze
- Player must use arrow keys (←, ↑, →, ↓) to go through the maze
- Player must avoid pickpockets that move throughout the maze
- Player must collect 3 croissants that pop up randomly
- Player has 3 lives - shown using an animation of 3 hearts in the top right hand corner
- Player loses a life every time a pickpocket catches up to the character

How to Lose: all lives lost (0 remaining)

How to Win: collect 3 croissants

Mini-Game 5: Le Flunky

Objective: win the Flunky by finishing your drink before the other team does

Characters: user, user team (4 other characters), computer team (5 characters)

Background/Setting: a green field with a bottle in the middle

Rules:

- 5 characters on computer team are lined up horizontally at the top of the screen
- 5 characters (including user) on user team are lined up horizontally at bottom of the screen
- Animation of one bottle is in the middle
- Animation of a bottle with liquid filled to top is in the upper right hand corner to show user team progress and the same animation is in the top left hand corner to show computer team progress
- When each team has the ball and throws it, the ball hits the bottle in the middle (bottle animation turns sideways), then 1 player goes to the bottle and puts it upright (bottle animation turns back to original position) and 1 player goes to get the ball and returns (takes the same amount of time for both)
- User team: during the time when the players are running, user must press the spacebar as fast as possible—each spacebar click decreases the amount of liquid in the animated bottle in the upper right hand corner
- Computer team: during the time when the players are running, the computer team bottle decreases the amount of liquid by $\frac{1}{3}$

How to Lose: computer team's bottle has 0 liquid left and user team's bottle has > 0 liquid remaining

How to Win: user team's bottle has 0 liquid left and computer team's bottle has > 0 liquid remaining