Video Game Design Top Down Arcade Proposal

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Student Name:

Game Name:

Section 1

Game Overview: (Genre, Concept, Game Flow Summary)

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Gameplay: (Mission/Challenge Structure, Puzzle structure, Objectives, Progression, Game flow)

Research:

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| Source | Information that you used |
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|  | If you require more space add an additional sheet. |

Mechanics: (Rules of the game, physics, movement, COGs, Actions, Combat, Economy)

Peer Assessment: Look for what is a hook and interest piece (why would a person want to play?

Potential gap, or problem for the player/customer? Any oversights?

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| 3 | 6 | 9 | 12 |
| * Your game has unplayable levels or errors out so that you cannot change from one level to another. * Your graphics are limited to the game object colors or very simple sprites. | * Your game implements the stock scripts with minimal errors or missing gameplay * Your graphics are of decent quality and are of similar theme | * Your game implements the stock scripts with no errors on player death or level change, all damage and health scripts function perfectly as supplied and intended. * Your graphics are of high quality and are thematically similar. | * Your game includes custom scripts to significantly change gameplay beyond the stock scripts. * You have included custom graphics that are very well drawn and animated, sticking to a colour scheme that is aesthetically pleasing. |

Story Setting and Character: (Game World, Characters, Story and Narrative)

Levels: (Provide a synopsis for each level: Include the objectives for each level, what changes)

Level 1 Name:

Synopsis:

Objective:

Level 2 Name:

Synopsis:

Objective:

Level 3 Name:

Synopsis:

Objective:

Game Art: (Main Character, Enemy, Hazards)

What type of game are you most interested in working on for your final project?

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Top Down Arcade Game Function Criteria

* Functioning character (can move left right, up and down and rotate).
* Collision events with platforms and walls
* Goals (coins, gems, etc. to get points, health what have you)
* Enemies with a bounded movement path (bonus if you program Ai)
* Unified theme
* Collision with projectiles, death event for player
* Particle effects
* 3 levels
* Level change on collision or all enemies destroyed or…….
* Each level has its' own unique look, though maintains visual continuity throughout the game.  Similar look, but a different feel.
* Hazards/enemies change throughout the game levels
* Difficulty arc is appropriate(starts fairly easy and teaches concepts, then gets challenging)
* Easter Egg (not a literal easter egg, a hidden room with a hidden entrance).
* Opening Screen/information screen

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