The Team

Felipe Balbontín: Will work as a software engineer. Felipe has developed an augmented reality application for windows phone, so his knowledge will be incredible useful in our game. He'll be working in the software design as well as the programming parts of the game.

Alfonso Lobos (team leader): We see Alfonso helping the team to code some parts of the game and exploiting his love for algorithms and art. We also think that his way of seeing the world will help us to have a more general approach of the target customer.

Tomás Arriagada: Will work as a software engineer. He's been trying to make videogames since he was child, which has led him to learn a lot about game development concepts. He has worked on independent projects and mobile applications for Android phones. He'll be working on software design, programming and part of the art.

The three of us have previously worked together on many successful university projects: Photodaft, an advanced image editor that supported network collaboration and PadrobG, a software we developed for the mechanical engineering department at the Pontical Catholic University of Chile that allows students to model mechanical structures.

We have an outstanding team, so only awesome games can be expected.

The Tasks

The tasks each of our group members is going to perform are the following:

	Felipe	**Alfonso**	**Tomás**
Game Concept	X	X	X
Prototype Creation	X		X
Game Design	X	X	X
Document	X	X	X
Field Testing		X	
Programming	X	X	X
Art	X	X	X
Localization	X		
Music		X	X
Sound Effects		X	X

Final Quality Assurance	X	X	X
Submission to online store	X		

Game Concept

Game title

Adrenaline Runner

Game Genre

Platform

Game Mechanics

- Our game is about running fast, grabbing random stuff, modifying your surroundings and killing enemies.
- The hero will run to the right automatically. Like every good platformer, the hero is able to jump. His speed can be changed to avoid obstacles and stay away from danger, such as falling rocks, crates and buildings.
- Our hero can grab elements from his surroundings and use them to kill enemies and break through obstacles.
- The objective of the game is to achieve the highest possible score. You obtain points by killing enemies and by the distance you've ran from the beginning. Whenever the hero is killed by an enemy, falls from a cliff, is crushed by a boulder or die for any other reason, the game ends and you start the game again from the beginning.
- The control of the character is done through one scrollbar located on the right side of the screen and two buttons located on the left side of the screen. The scrollbar allows the player to control the speed of the hero. One of the buttons makes the hero jump, and the other button makes the hero grab a weapon that is next to him or use it.
- Together with the onscreen buttons, a second input method is the accelerometer. When the player tilts the device, a boulder, rock or the hero might move due to the change of the gravity's direction. This way he can overcome obstacles and find creative ways to kill various enemies at once.
- The player can earn in-game money which can be used to buy clothes, running shoes, weapons, among other items that will aid the hero through his endless mission.
- The game will show the player a procedurally generated storyline. The storyline will be extremely simple, randomly generated and only expressed through visual cues (which means no boring and extensive text). The possibilities are endless and the player won’t know them before hand. In this game, destiny owns the player. His decisions only determine whether he lives or dies in the short term.

References:

The main inspiration we had for the idea of this game were the runner-like games. These games are a type of platforms in which the character is always running avoiding obstacles. Some games of this type are Cannabalt and Bit Trip Runner. Another game that inspired this is Half Minute Hero, a games that gives you 30 seconds to save the world.

Cannabalt: http://www.youtube.com/watch?v=Mfzs8GdiWt4

Bit Trip Runner: http://www.youtube.com/watch?v=G7f7OZpuffM
Half Minute Hero: http://www.youtube.com/watch?v=HX0AAQkXsvg

Technology Platform:

At first, we are planning to develop our game for the iOS, and afterwards we are planning to port it to other mobile platforms. The framework we are planning to use is Cocos2D-x, which is an open source framework written in C++ that includes the Chipmunk and the Box2D physics engines. Because it is written in C++, we would be able to program our game in this language and it will be easily ported to other mobile platforms we have in mind.

Simulated Screen