

Status Report 1 - Video Games Creating

Team

Members & Roles:

- Javier Bravo: Game Design, Art, Testing, Publisher.
- Mario Cortés: Game Design, Programming.
- Sebastián Largo: Game Design, Programming.

Tasks:

Concept:

- Game Concept: Javier Bravo, Mario Cortés, Sebastián Largo.
- Prototype Creation: Mario Cortés, Sebastián Largo.
- Game Design Document: Javier Bravo, Mario Cortés, Sebastián Largo.

Programming:

- Programming: Mario Cortés, Sebastián Largo.
- Level Design: Sebastián Largo.

Art:

- Music: Javier Bravo.
- Sound Effects: Javier Bravo.
- 2D Character & Environment Design: Javier Bravo

Testing:

- Game Testing: Mario Cortés, external users.
- Final Quality Assurance: Javier Bravo.

Publishing:

- Submission to Online Store: Javier Bravo.

Team Leader: Sebastián Largo.

Game Concept

Title: Ant's Squad

Game genre: Estrategy, Wit, Creating paths.

Game mechanics:

The theme of the game is about a colony of ants that needs to bring food to their home from a human house, because winter is coming. This dangerous mission must be made by the brave army of ants in the colony. The idea is that the different stages of the game are set in the places to go on their way from the kitchen to the garden. For example, a refrigerator, a bedroom or a garden with swimming pool, pets and children's games.

The player must interact with some items (such as jumping beds, catapults, elevators or levers, operated by touching it) to move as many ants as possible to the next stage, from a start to an end point on the screen.

The player wins if at least a certain number of them arrives to the next stage with the food collected, otherwise, he loses. The player also earns some points for each extra ant that arrives to the next stage above the amount required to pass the stage.

The camera works in a 2D view, as a classic platform game.



References: The main idea was taken from the game "Caracol Bob":
<http://www.juegos.com/juego/Caracol-Bob.html>

Technology platform

Target Device: Android Smartphones

Programming Language: Java

Engine: AndEngine: <http://androideity.com/2011/08/23/andengine-el-motor-de-juegos-2d-opengl-para-android/>