Status Report 1

Team

Our team members are: Pablo Cruz, Francisco Sandoval, Matilde Yanez and Pablo Torres

And our respective roles are:

- **Team Leader**: Pablo Cruz.
- **Programmers**: Pablo Cruz, Francisco Sandoval, Matilde Yanez, Pablo Torres.
- **Level Designers**: Pablo Cruz, Francisco Sandoval, Matilde Yanez, Pablo Torres.
- **Art and animations**: Pablo Cruz, Pablo Torres.
- **Music and SFX**: Francisco Sandoval, Matilde Yanez.
- **Beta testers:** Francisco Sandoval, Pablo Torres.
- **QA and shipping**: Francisco Sandoval.

Task list

- **Game concept:** Pablo Torres
- **Prototype creation:** Pablo Cruz, Francisco Sandoval, Matilde Yanez, Pablo Torres
- **Game design:** Pablo Torres, Francisco Sandoval
- **Documentation:** Pablo Cruz, Francisco Sandoval, Matilde Yanez, Pablo Torres
- **Testing:** Francisco Sandoval, Pablo Cruz
- **Programming:** Pablo Cruz, Francisco Sandoval, Matilde Yanez, Pablo Torres.
- **Art and animations:** Pablo Cruz, Pablo Torres.
- **Music and sound effects:** Francisco Sandoval, Matilde Yanez.
- **Final quality assurance:** Francisco Sandoval, Pablo Torres
- **Submission to marketplace:** Francisco Sandoval

Game Concept

- **Title (tentative)**: Parallel Dimensions
- **Genre**: Puzzle, Platformer.
- **Game Mechanics**:

Our game is a platform/puzzle game, where the player has to solve individual stages to advance in the game. The objective for each stage is to reach an exit door.

The game has a 2D sideways perspective. In the first stages all the action will occur on the same screen, and later (bigger) levels may need scrolling.

The main game mechanic is that protagonist of the game can't jump. Instead, he is able to switch between different "parallel dimensions" versions of the same stage at will. When this ability is used, the game is paused and the player is presented with pictures of the other "dimensions" to choose from, and his position within them. When a new "dimension" is choosen, the game will unpause and the player will be able to continue normally. He can switch back and forth between them freely.

These “parallel dimensions” are all similar variations of the same stage, but may differ in small ways that allow the player to reach his objective. For instance, in one stage we can have a bottomless pit separating the protagonist from the exit door. Then the protagonist activates his ability, and sees that he can go to a second dimension where that same stage has a bridge in it. He then walks through this bridge, and finally he switches back to his original dimension and reaches the exit door.

On later levels, we may add additional mechanics to make more complex puzzles, such as locked doors with keys in other dimensions, levers/buttons to alter the stage, etc.

We have included some pictures of the game mechanics in the annex.

- **References**:

Echochrome: We are using its idea of manipulating the stages, but instead of doing it by moving the camera we’re doing it by switching dimensions.
Gameplay: http://youtu.be/QfICeBtVv8U

Continuity: We are using a twist of this game’s mechanic of moving tiles. In our game, the player will remain still while the world is being switched around him.
Gameplay: http://youtu.be/0c2geDqtNtM

Technology Platform

We are going to develop our game for Windows Phone 7 devices. Because of this, our framework will be XNA Game Studio and the IDE will be Visual Studio 2010. Additionally, we’ll be using Farseer physics engine for gravity and collision detection.

Our main concern at this moment is that we don’t have any physical device to do the testing.
Our idea is to target future Nokia devices with WP7, but at the moment we just could get a LG Optimus 7 or Samsung Focus (both can be found in Chile). It is likely that if our game runs well on that devices, it will be fine on Nokia devices with 800x480 resolution.

Annex

Game Mechanics

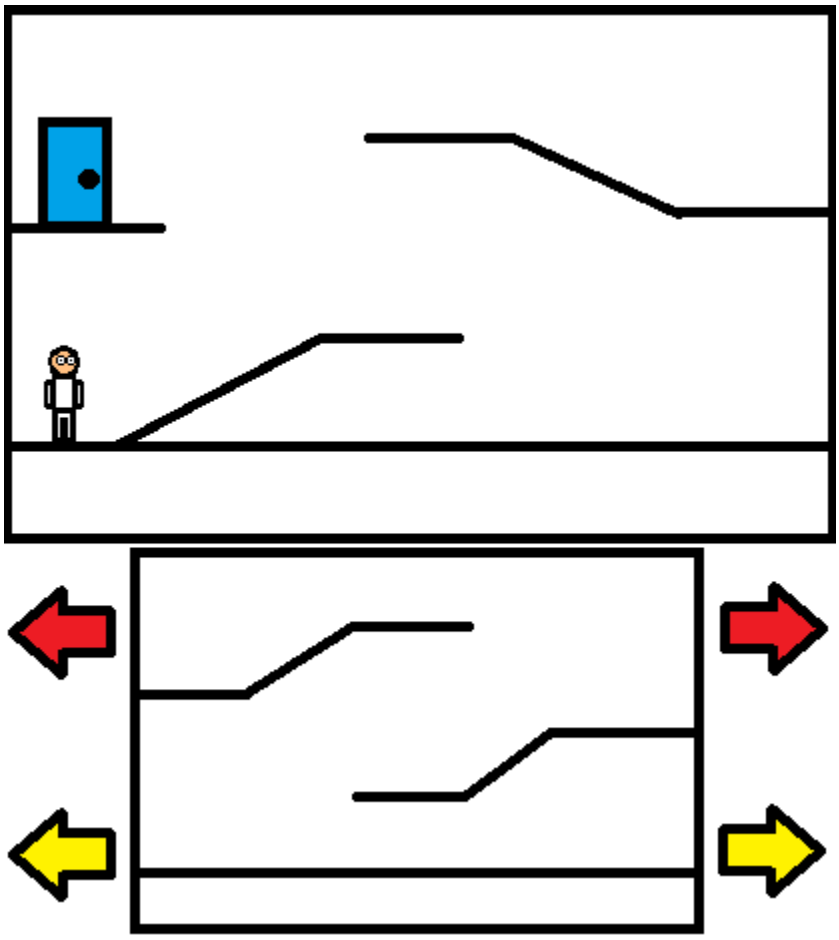

Fig. 1: While in a stage, the player is able to summon a "switch dimensions" menu.

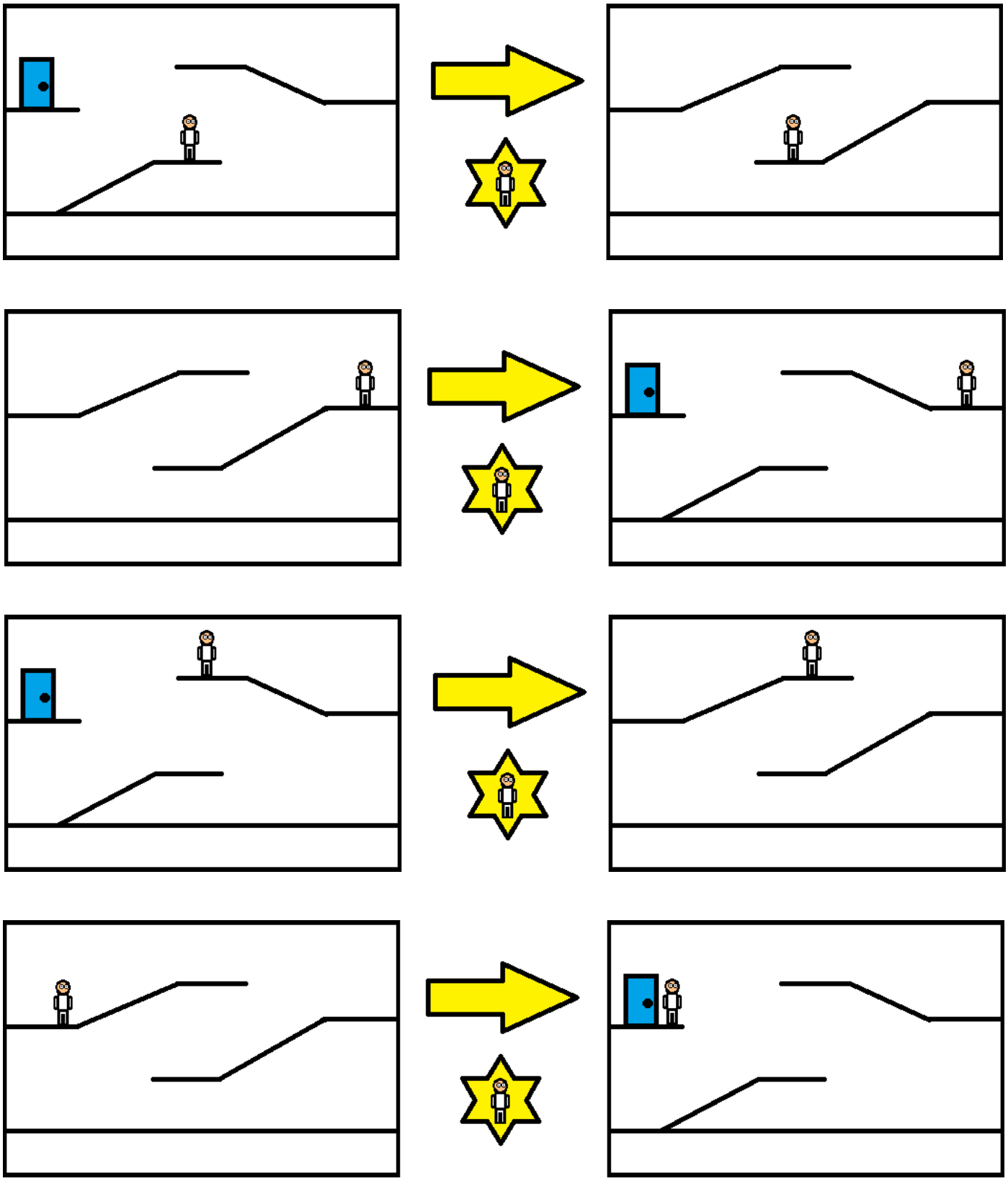

Fig. 2: Solving sequence for the previously shown stage.