

Team

Sebastián Basaure : Programming

Tasks: Game concepting, Prototype creation, Art creation, Final programming, Submission to the appstore

Pablo Mendez: Field tester and beta tester

Tasks: Game concepting, Field testing, Music and sound effects, Final QA

Game Concept

-Temporary title: "Visions"

-Game genre: 2d platformer (mostly), mixed with action and some puzzle

-History: A steampunk scientist finds a way to get into dreams, finding out that is possible to extract "pieces" from those dreams and also that "stronger" dreams holds better pieces, therefore setting a quest to find pieces in nightmares (the strongest dreams of all) for an unknown objective (being a secret even to the player itself until the last levels)

-Game mechanics: these are based on 3 posible gameplays:

1)Chase: The player has to escape/catch a character/item, it depends on the story but that is the base.

Win condition: the player catches their objective or passes a "safe area" in case is being chased.

Lose condition: the player is caughted or their objective escapes to a "safe area".

2)Collect: The player can explore areas where he can collect items (like the coins from Mario games) where if he succeeds there is a bonus (a life or an unlockable)

Win condition: the player collects all the items given the time

Lose condition: the player cant collect all the items and therefore loses.

3)Boss battles: The player fights with a boss in a battle (reference: megaman), after the boss is defeated, the player gets the item he wanted in the first place

Win condition: the boss is defeated

Lose condition: the player is defeated

NOTE: There is a "general lose condition", in case the character has too much damage and their lifes drops to cero, he loses the game.

NOTE 2: Given the fact that there are many "lose conditions" the game is very dynamic (if you lose, you are spawned near the place you lost, so there is no "general frustration" if the player loses to many times (like in super meat boy)

-Camera: sidescroller modified for 3d (is not exactly "sticked" to the character, has some degree freedom)

-Control: Capacitive screen, left part of the screen will simulate a joystick, right part of the screen will have options (like “jump” and “use”), and the middle will have modes for moving the screen and the pause button.

The player can run, jump, double jump, stick to walls and do some “parkour movements”

-Win/Lose conditions: The player wins if the objective of the level is met (there are 3 possible objectives described in “game mechanics”)

The player loses if his life drops to zero or if the lose condition is met (described in “game mechanics”)

-References:

The player movement is based on “N +” game and “super meat boy”



The boss battles are based on the megaman ones and “I wanna be the guy” game

The collect gameplay is based on the Mario coins and their dynamics

The chase gameplay is based on “Mirrors Edge” for ipad

Camera is based on the “Mirrors Edge” for ipad



Technology platform:

-Target device: Ipad initially, planning on a port to iphone and ipod touch

-Engine: UDK (Unreal engine 3)

-Programming language: Unrealscript