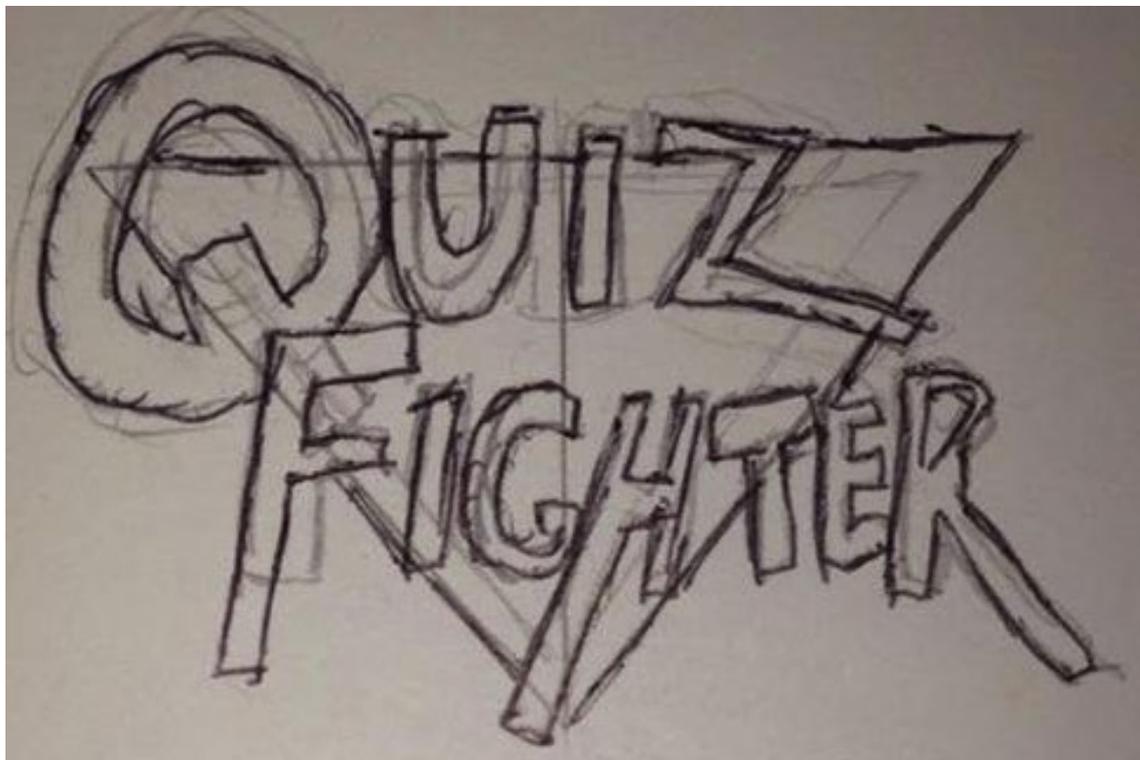


G4M3R G4LZ

****, ****, ****, ****, Dan, ****



Things the Module Outline Brief States to Include in this Presentation

- The game's title
- The game's abstract
- The game's plot
- An introduction to lead characters
- The genre of the game designed
- What you do in the game
- Unique selling points (USPs)
- Target audience
- Supporting artwork
- Research

Our Target Audience and USPs

Audience:

- 11-15 year old school children is our target audience

Unique Selling Points:

- Knowledge gives you an advantage in this game more than skill
- It encourages school children to keep playing, hence learning more as they go along (both enjoyable and educational)

Other game ideas and our journey so far...

Game Idea 1

Gallium

Arsenic

Mercury



Artwork with Research Continued...

Jamie Madigan has stated that researchers have looked at various reasons why horror games are popular, one being 'It helps us master our fears by experiencing them in a safe way' (Butler, 2016 [online]).

Philippe Morin is the co-creator of 'Outlast' and he has stated that in relation to players 'with horror experiences, they get a range of emotions most games don't give them' (Butler, 2016 [online]).

From looking at a blog online, a good point was made about Minecraft. It stated that it contains many different parts which can be linked with the survival horror genre (Lamble, 2014).

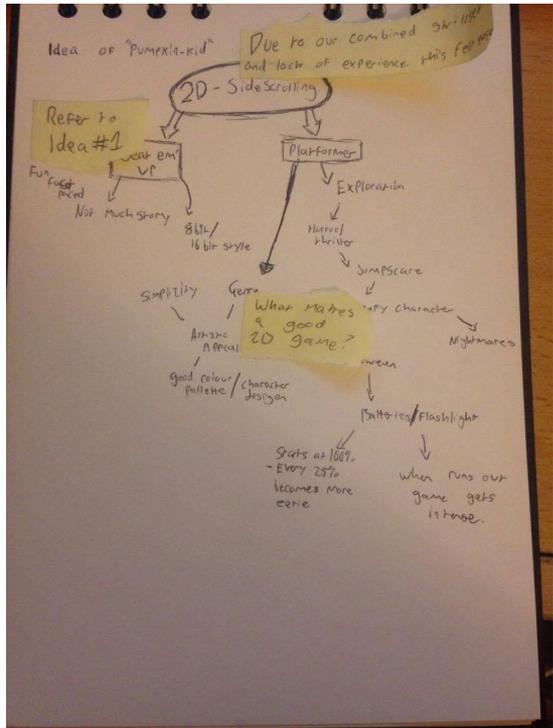
References:

Butler, M. (2016) Why people play horror games *iNews The Essential Daily Briefing*. Available at: <https://inews.co.uk/essentials/culture/gaming/people-play-horror-games/> [Last Accessed 17th January 2017].

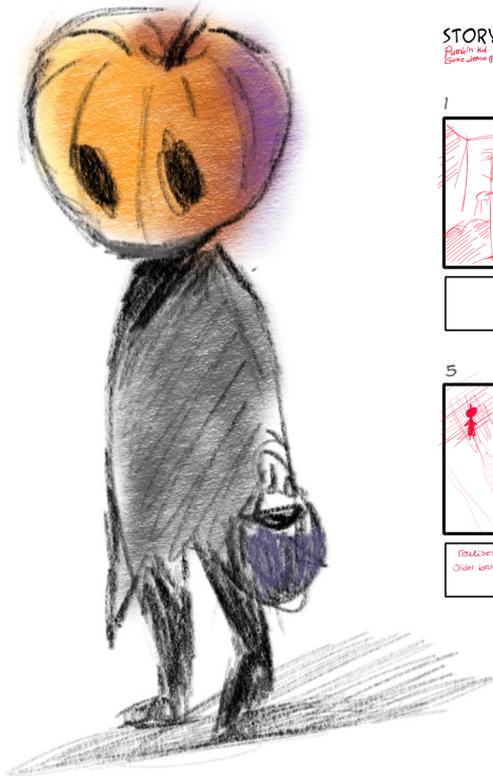
Lamble, R. (2014) Why horror games are scarier than horror movies. October 17th. Available at: <http://www.denofgeek.com/us/games/horror-games/239947/why-horror-games-are-scarier-than-horror-movies> [Last Accessed 17th January 2017].

- PUMPKIN - KID -

Story Idea 1:



Artwork with Research (Other Idea - Pumpkin Kid)



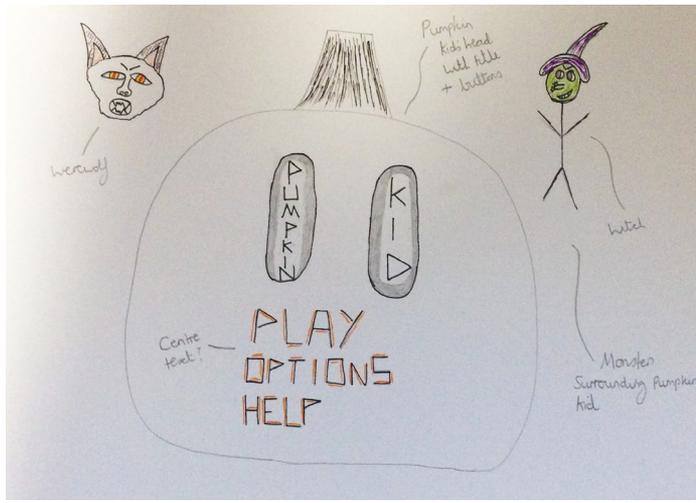
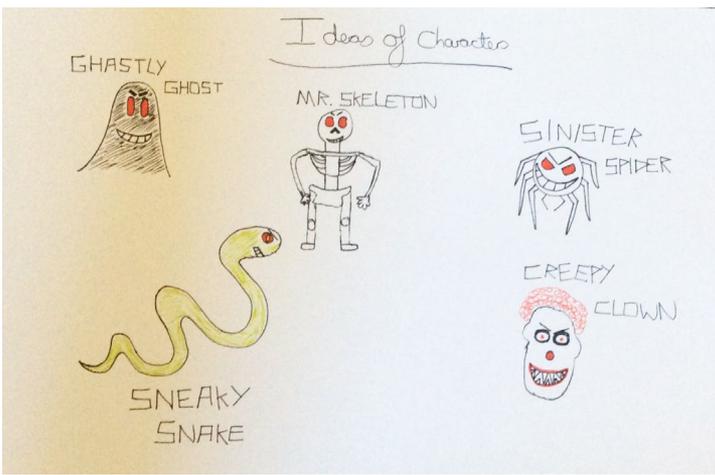
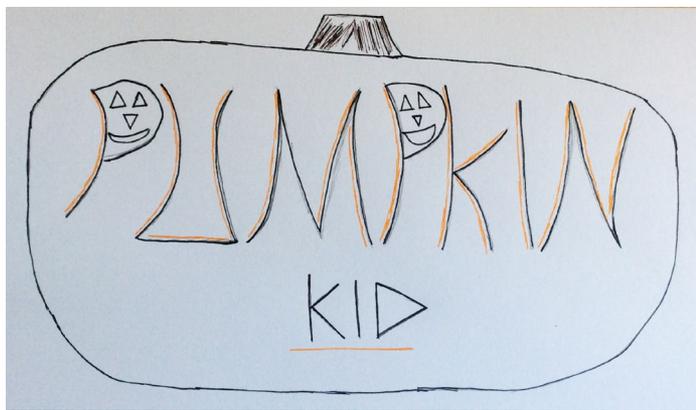
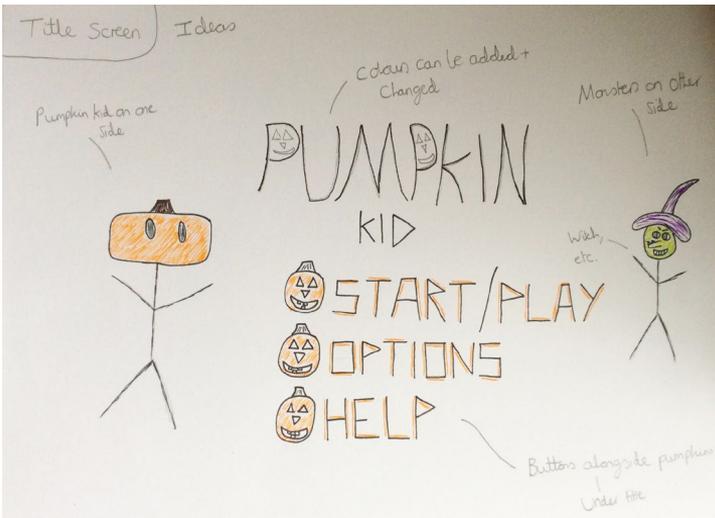
STORYBOARDS

*Pumpkin kid
Genre: horror / thriller*

1	2	3	4
	<p><i>Pumpkin kid using the house with over burner</i></p>	<p><i>Dark morning (horror) and gets chased for a minute</i></p>	<p><i>Terrified around - scared, criticism</i></p>
5	6	7	8
			<p><i>Perhaps an official illustration? Artwork</i></p>
<p><i>Perhaps he was a lover - Over summer is gone</i></p>	<p><i>Dark, heavy, price, goes to find older brother. So dramatic :33</i></p>	<p><i>Reminds / fusion a language that they brought with them to fear of the dark...</i></p>	



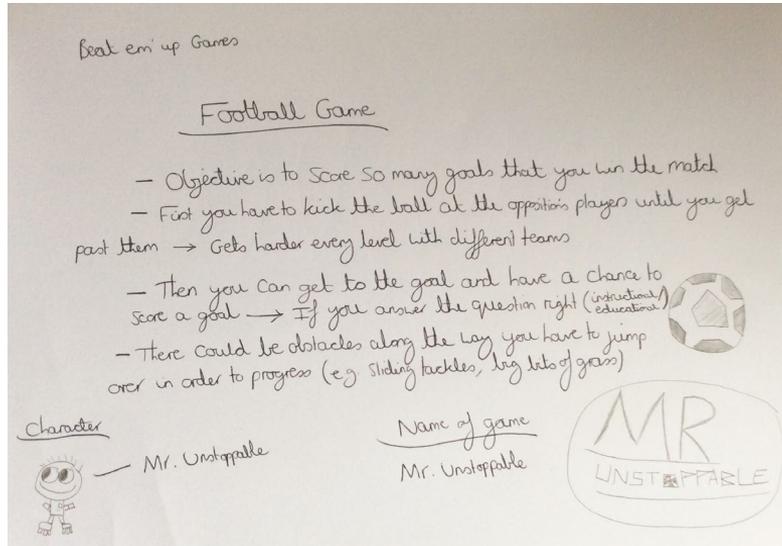
dise



Artwork with Research (Includes Other Ideas Prior to Quiz Fighter)

Other General Ideas

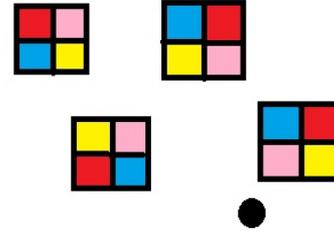
Mr Unstoppable, a Football Based Game



Colour Coder, A Colour Sorting Puzzle Game

Objective of the game - Sort blocks into sets of colours or patterns.

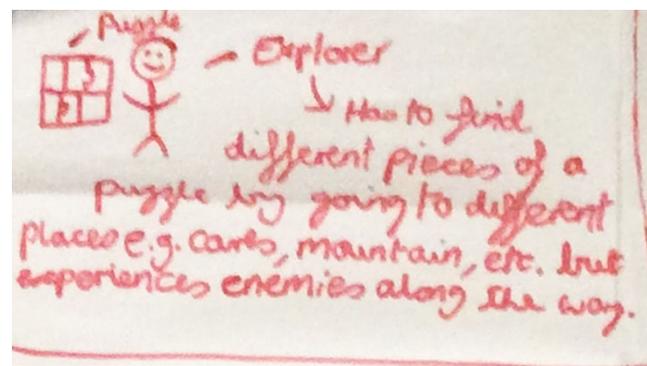
Character controls a robot that can pick up and place blocks.



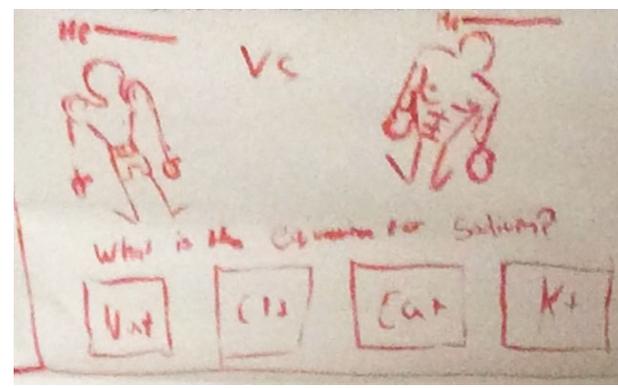
Levels become harder as the game progresses as the puzzles get more complicated and it becomes easier to get blocks stuck or in the way of each other.

The game aims to develop the players problem solving abilities.

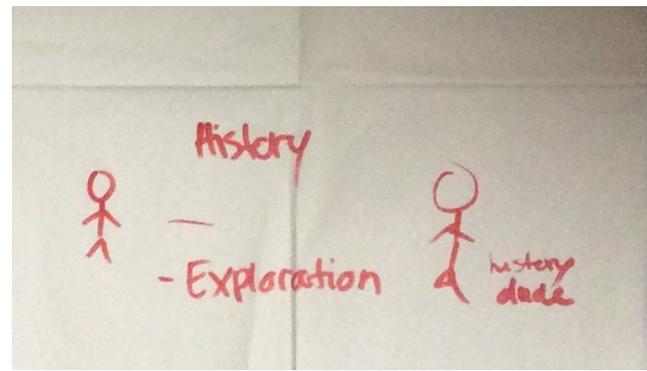
Artwork with Research Continued...



Explorer game finding pieces of a puzzle



Quiz Fighter (the idea we have chosen to make)



Explorer game where you go through history meeting different people and learning about the time periods

Artwork with Research Continued...

*

8-bit Game Menus



Game Menus in General



Our Version of Game Menus



Artwork with Research Continued...

From looking online at personal opinions, Tekken was so popular due to the fact of the amount of characters you could choose from and with each one came different styles of fighting (Cruz, 2016).

According to one person, there are hardly any big special moves in Tekken like a big spell of magic because all of the special moves are made to be realistic (Khan, 2016).

According to an article online, Tekken was the top selling fighting franchise with 42.5 million copies being sold around the world (Grey, 2013, [online]).

References:

Cruz, M. (2016) What makes Tekken so popular?. August 16th. Available at: <https://www.quora.com/What-makes-Tekken-so-popular> [Last Accessed 22nd January 2017].

Grey, J. (2013) Who's #1 in fighting game sales? Harada says Tekken with 42.5 million copies sold to date. Available at: <https://www.eventhubs.com/news/2013/sep/20/whos-1-fighting-game-sales-harada-says-tekken-425-million-copies-sold-date/> [Last Accessed 22nd January 2017].

Khan, I. (2016) What makes Tekken so popular?. August 7th. Available at: <https://www.quora.com/What-makes-Tekken-so-popular> [Last Accessed 22nd January 2017].

QUIZ FIGHTER

Abstract and Plot of the Game

- The objective of the game is to get as far as you possibly can
- Each level gets progressively harder (harder multiple choice questions and opponents)
- You play as the character of your choice against different characters each level
- The game can be a 2 player game
- The more questions you get correct the more health you start with!

The Title

/



**GUILTY GEAR XRD:
REVELATOR**
ARC SYSTEM WORKS



HEARTHSTONE
BLIZZARD
ENTERTAINMENT



KILLER INSTINCT
DOUBLE HELIX GAMES,
IRON GALAXY STUDIOS



**MORTAL
KOMBAT XL**
NETHERREALM STUDIOS



**POKKÉN
TOURNAMENT**
BANDAI NAMCO
ENTERTAINMENT, THE
POKÉMON COMPANY



**SKULLGIRLS
2ND ENCORE**
AUTUMN GAMES



**STREET
FIGHTER V**
CAPCOM



**SUPER SMASH
BROS. MELEE**
NINTENDO



**SUPER SMASH
BROS. WII U**
NINTENDO



**ULTIMATE
MARVEL VS.
CAPCOM 3**
CAPCOM



**ULTRA STREET
FIGHTER IV**
CAPCOM

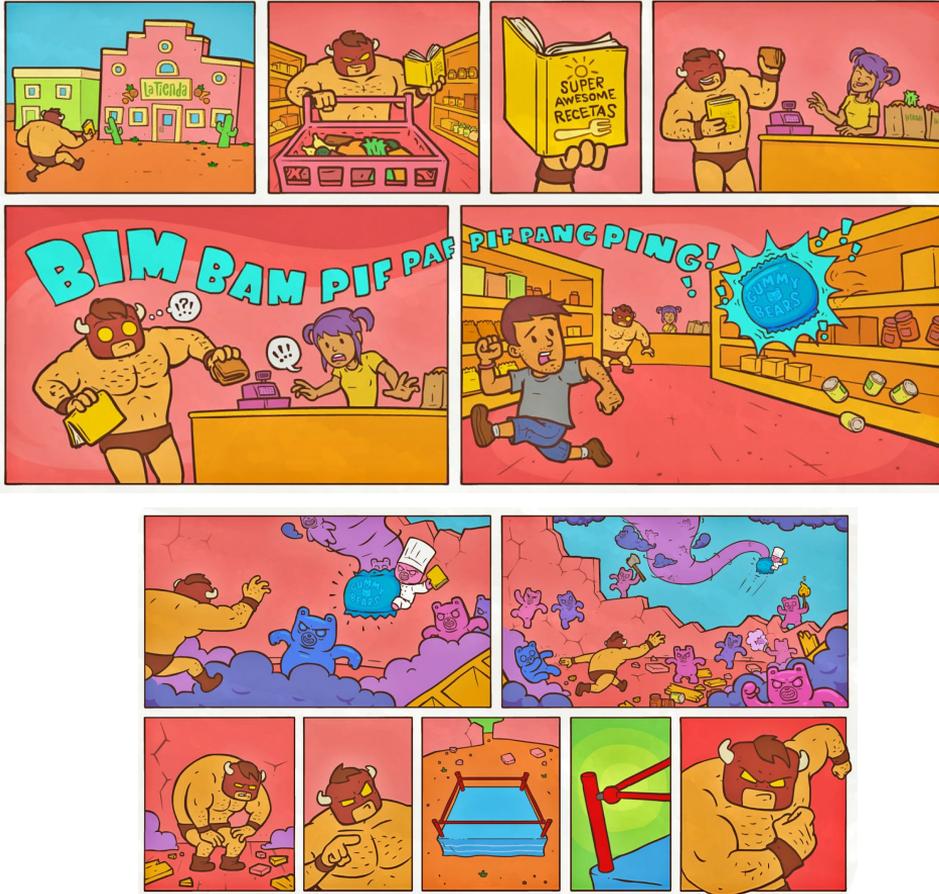
**Quiz
FIGHTER**

**QUIZ
FIGHTERS**

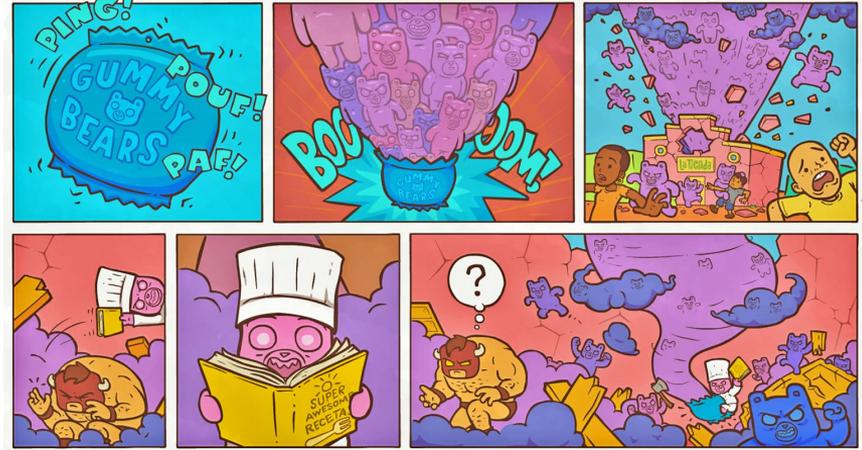
**Quiz
FIGHTER**

Storyboards of Introduction

D/*



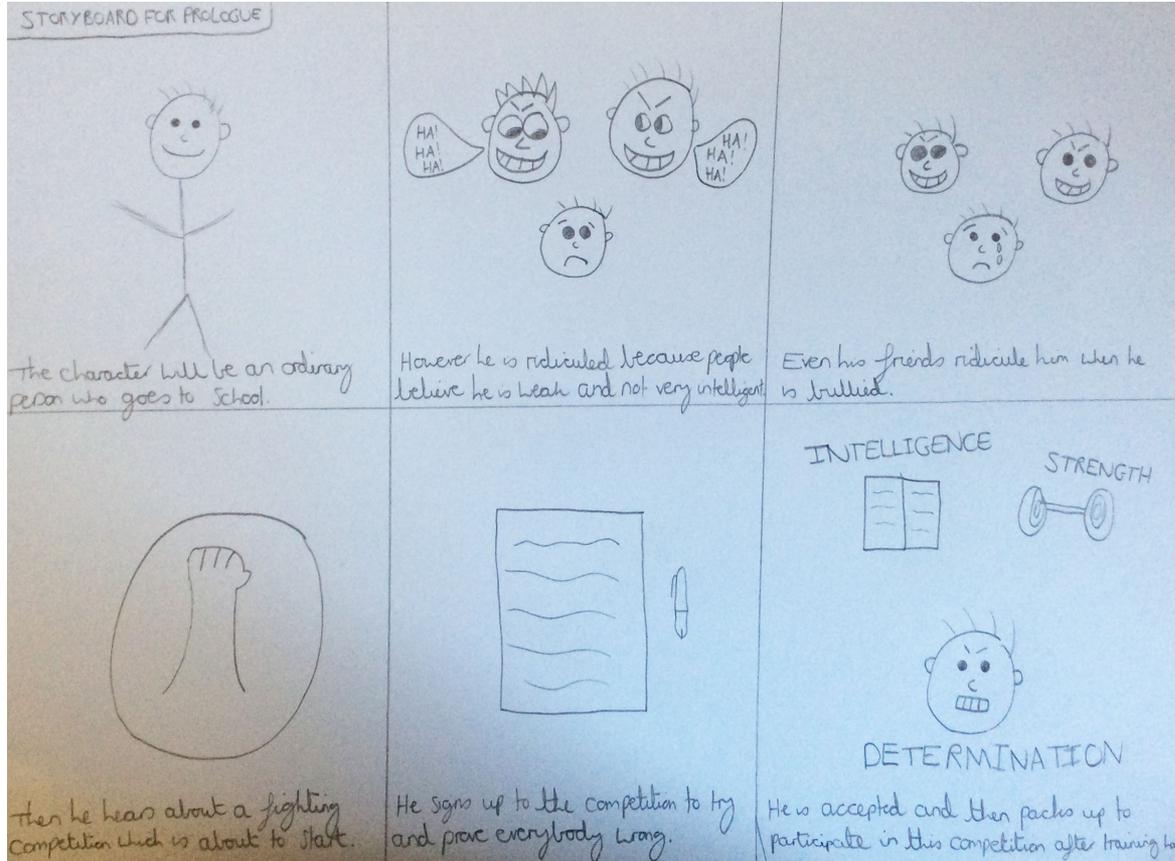
1 Introduction to Burrito Bison: Launcha Libre



2

3

Storyboard of Introduction (Idea 1)



Story Idea 2

The selected character is trying to fight their way through the “World Education Boxing Association.”

You have to fight an ensemble cast of colourful characters with three in the Minor Circuit, four in the Major Circuit, six in the World Circuit

The goal is to win a final "Dream Fight" against a highly skilled boxer – In order to achieve the title of the Heavyweight Quiz Champion of the world.

Idea
of Trash casting Steve

*

Genre and Lead Characters

- The genre of the game is 'educational fighter'
- Questions to start with and then a fighting scene

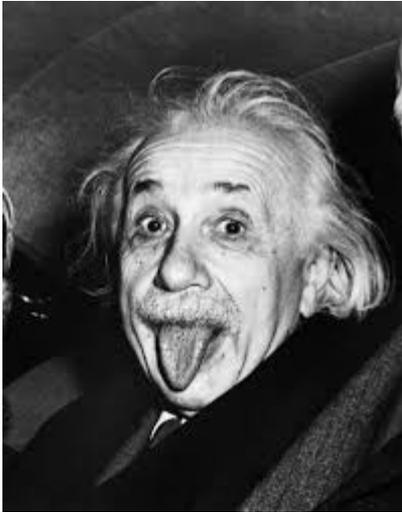
Lead Characters:

- Multiple playable characters (different looks)
- Multiple different enemies

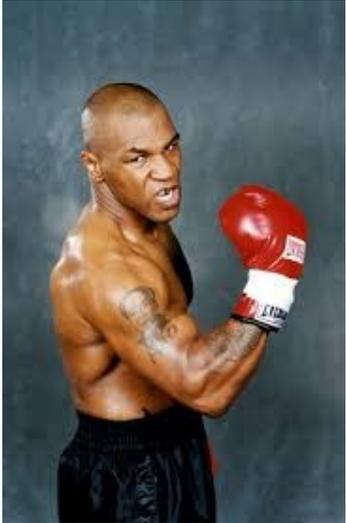


Character Concepts

ALL



+



= FINAL BOSS

What do you Actually do in the Game?

- At the start of each level there will be a series of multiple choice questions
- The questions will be associated with subjects such as science and maths to implement the instructional/educational aspect.
- Then you will fight another person/character (similar to Tekken)
- If you win, you will then proceed onto the next level where the questions will become harder (hence making it harder to earn more health)

Idea
db Quick Witted
Watson 66

D/*



Game Play

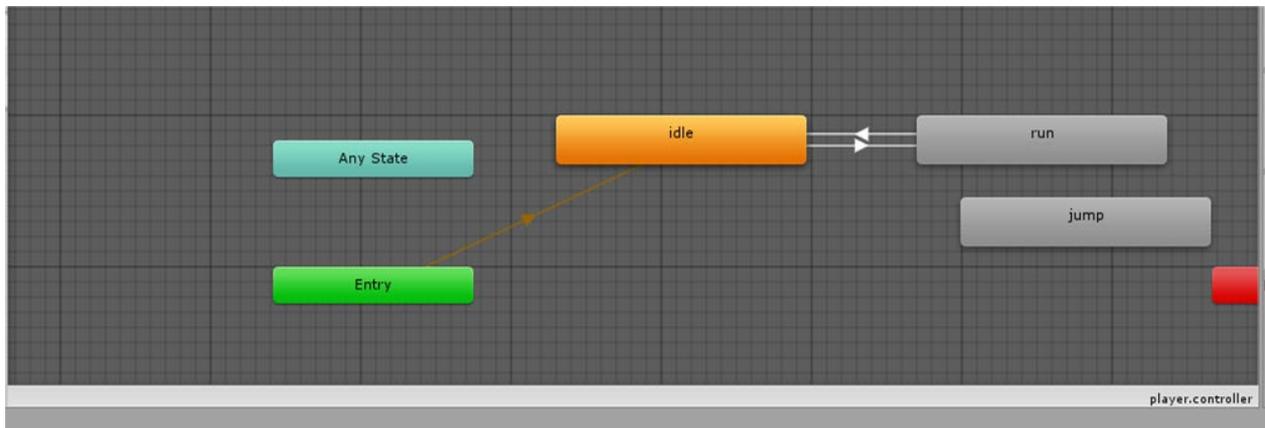


How Will we Develop it?



Unity 2D

We have chosen to use this program, specifically its 2D section, as Unity comes with a built in sprite animator. This will enable us to add animation to our characters without having to physically code each movement for each individual sprite.



How Will we Develop it Continued...

2D Movement, Rather than 3D

Using Unity 2D instead of 3D allows us to work using Vector2 variables rather than having to worry about Vector3's (x and y coordinates rather than x, y, z).

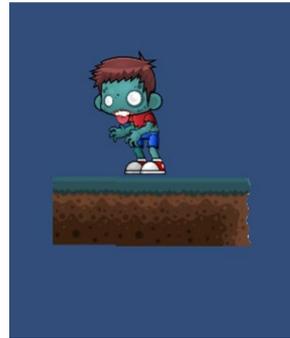
This makes character movement look far more stylised for our "StreetFighter" type game. Here is some screenshots of some work that we have already done on player movement.



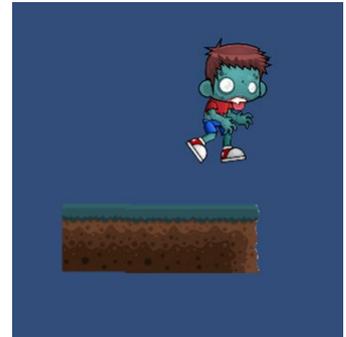
IDLE



WALKING



FLIP SPRITE

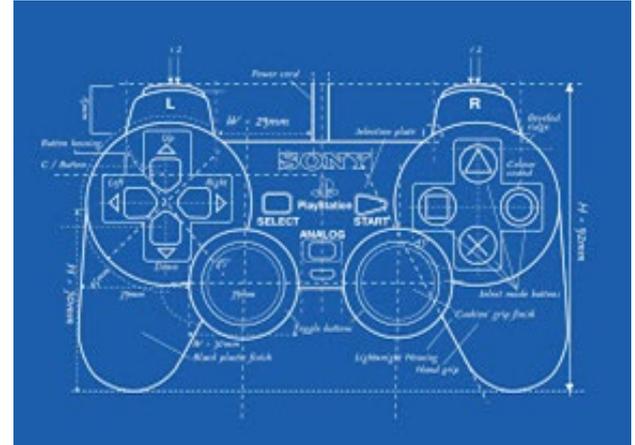


JUMPING

Continued.....

The game will be developed by focussing on three sections:

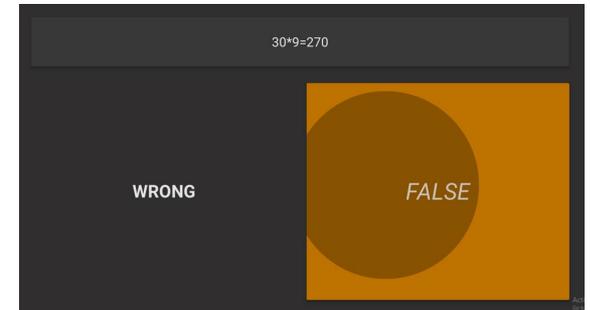
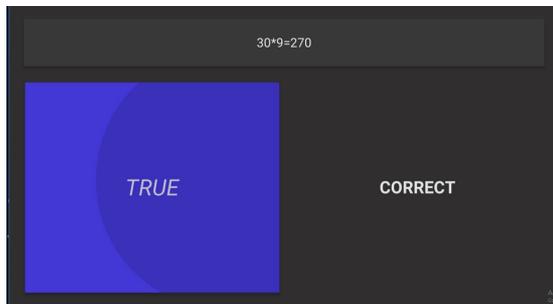
1. The “StreetFighter” style combat
2. The Questions
3. The UX stuff (Menus, controls, aesthetics)



By doing this we can delegate work easily between the three developers in our group.

What Have we Done so Far?

So far we have started to develop the quiz section of our game. At the start of each game the code resets the set of questions as 'unanswered' and gives each question to you in a random order. When the question is answered it will be tagged as 'answered' and will not come back into rotation. As well as this the buttons are animated so that the game reveals whether you answered wrong or right. Below are some images of the work that we have done:



What do we Need Done and When?

Next week: Very rough prototype, written proposal, character designs, sprites.

Week 3: Game should be finalised and just tweaking and bug fixing.

Week 4: Finish all and final presentation.

Any
Questions?