FLEE!!!

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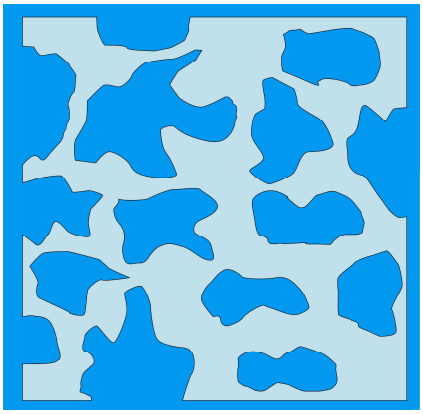

I. Artist Statement/Philosophy/The WHY Factor (why create this game? why would someone want to play it?)

We have created this game in an effort to explore new control schemes not currently available in most games. It was also made to see if a video game genre besides the rhythm genre can bring people to move to control their characters.

People will want to play this game, at first, for the novelty. However, they will return simply for the fun of controlling the character with both their feet and hands.

II. Predecessor or previous games/distinctive factors in this genre

Game influences: Adventure, Chase/Race levels of platformers

III. Target Audience

FLEE!!! is aimed at all age groups and would most likely end up with an E rating. Since it has an alternative control scheme, it has the potential to draw in as many females as males.

IV. Introduction & Story

You awake to find yourself in the ice fields of the Arctic Circle. Not knowing how you got here, you start trudging off in what you suspect is south. As you start out, you stumble upon a couple of polar bear cubs. You pet them for a few moments when you hear a growl behind you. The mother polar bear is back. Time to run.

V. Immediate and long term projected socio/cultural project impact

FLEE!!! may inspire other developers to create games with alternate control schemes beyond what is being done with the Nintendo Wii. This is a bit of a stretch and the game was created in the hopes that people would find it fun to play.

VI. Delivery System & Requirements

The game will be viewed on a TV or projection screen. It is run off of a PC laptop.

VII. Interface

There are two types of interaction in this game. The first is a pad that would sense when you are stepping down on it, and with which foot. The foot sensor would be able to sense when you are standing still (both feet on the sensor, not moving), "walking" (slow alternation of the sensors being pressed), "running" (fast alternation of the sensors being pressed). The speed of the character in the game would reflect the speed at which the player is alternating the sensors.

The second is a control pad that controls in which direction the character will move in. This is the more simplistic of the two and is more in line with conventional game controls.

VIII. User Interaction

See above. The reason for this interface is to get the user more involved in the game. Instead of sitting on a couch playing this game, the user would be standing and moving around, using more life-like motions.

IX. The World Layout

So far we have designated six levels:

Easy: Arctic and Desert
Medium: Jungle and Wild West
Hard: City and Space

All of the levels are like mazes, increasing in difficulty and complexity as the levels progress. In each level, there are different creatures or things that will try to come after your character and kill him/her. These things will correlate to what environment the level is in. For example, in the Arctic level there will be polar bears after you, and in the City level there will be things like taxies and burglars chasing you. In addition to these creatures that are "hunting" your character, there will also be non-moving objects in the level that can cause harm to your character, and also non-moving objects that will act like walls.

X. Level Design

Levels are created in Adobe Illustrator and are maze-like in nature. They are not interconnected and are designed to allow for multiple paths through a given stage. At this time, levels are very sparse with no real interactivity beyond preventing which way the player can move.

XI. Visualization- characters, flow charts, etc.

The character that the player will use will be just one guy dressed in tourist clothes. That was changed to an outlined and colored version of one of the designers. We also created an evil penguin The finished enemy is a large polar bear.

XII. Music/ Sound Design

Music in the game was created Alexander Enman. It is designed to be fast paced and daunting so as to get the player's heart racing.

Beyond that, our presented game will not have any sound.

XIII. Rules and Gameplay

A.) Rules

The rules are simple. Get to the end of the level by navigating through the maze and avoiding the enemies chasing you.

B.) Game Play

The character starts out in a different environment for every level, and must reach the door way to the next level without dying, and try to take the least amount of time possible.

C.) Scoring

The scoring of this game will be very basic, once implemented; the longer it takes you to die, the higher score you will receive. You will receive points for the amount of time that it takes you to get through the level, and also for staying alive as long as possible when moving through the levels.

XIV. Program Structure

This game is programmed in Python and uses the Pygame class. Character and Enemy classes have been created to allow for interaction between the two, while control is implemented in the main() function.

XV. Technical Specs: Physics, Rendering System, Lighting Models

None of these are implemented, given the basic nature of this game.

XVI. Implementation

This is a top-down two-dimensional game. This is a basic set-up but we feel that the unique method of control makes up for this.

XVII. Production Timeframe*

Feb 6: Ideas/concepts due

Feb 13: Phase 1 Proposal & Formal Group Presentation due

Feb 20: Phase 2 Reiteration

Feb 27: Phase 3 Game Prototype & Formal Group Presentation

March 5: Phase 4 Game Content

All game play systems implemented

March 19: Phase 5 Refinement

All art completed
March 26: Phase 6 Further Refinement & Formal Group Presentation
Footpad controller completed
April 2: Phase 7 Project Work
All levels completed
April 9: Phase 8 Final Project Reviews & Formal Group Presentation
Everything done except debugging
April 23: Perfected Game Festival–Ready Games formal Group Presentation
*This timeframe was not actually implemented; it was just a hopeful guideline.

XVIII. Research

Research was done on how to create the foot controller we've constructed and on how to create a game from the ground up in Python and Pygame. Research was done on how to program and control sensors, Wii sensors, and all python programming. Research was also done on how to use Adobe Illustrator.

XIX. References

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“How to Homebrew Wii Games: 73 Tips, Tutorials and Resources.” http://www.virtualhosting.com/blog/2008/how-to-homebrew-wii-games-73-tips-tutorials-and-resources/

Include rough concept ideas, storyboards, block out time frame of production, and obtain any necessary software, SDKs, and APIs needed. Reflect clear scope of preliminary technical information and methodologies of production needed.

Please remember that your completed game project is an innovative, original, purposeful work which goes beyond conventional style gaming paradigms and shows depth of creative goals, sensitivity to social issues, and quality of interaction. The game must be functional, or at the very least demonstrate some dynamic game play with a high end trailer illustrating the core game play concepts, and it must be accompanied by a completed, (web ready, stand alone) game design document and a well designed poster.