



Game Studio:

Game title:

Crossing the Roads of time

Trademark:

The title “Crossing the Roads of time” is not trademark, which mean it, is open for use.

Demographic:

The audience for this game is all ages and genders that would be interested in playing a casual game. The audience should be feeling relaxed and entertained from this game.

Genre:

Casual

Birth of the idea:

The idea came from being inspired by classic games like Frogger and concepts from history.

Project Scope:

The project consists of one main character sprite, a pterodactyl sprite, a T-Rex Sprite, Many trees, green grass, a dodo bird sprite that will be compiled into one stage. There will also be another stage with a button link to the game for the start menu.

Influences:

The main influences for this game are classic Frogger, Run Fat Boy Run Frogger, and other flash based games.

Original high Concept:

The original game concept was to have multi-level game that starts in a fictional pre-historic time. The main character/player starts a point A on the map to reach point B by avoiding obstacles. Once the player gets to point B the game starts over in a different time period. This would continue from Pre-historic all the way to futuristic, with the obstacles changing throughout time. For example pre-historic obstacles would be a variety of dinosaurs, rocks, and animals to avoid. Then farther the player goes through the game the farther the player will go through history, after pre-historic obstacles would be horse drawn carriages, cars, and spaceships.

Changed game concept I:

Based on the limitations with programming and knowledge of the engine the game concept has become more basic. The game will be only one time period. The concept has been changed to focus on pre-historic time period that will be made in Flash. The main character will start from the top of the map and travels downward by avoid obstacles such as variety of dinosaurs, rocks, and animals. There will also be bonus that will give one free hit to the player instead of having to start over when the player is hit. The bonuses will be pieces of meat the player will have to collect. However the player can only use one bonus meat at a time.

Changed game concept II:

The success of the concept has inspired the designers to challenge themselves to not only make a 2D Flash game but also a 3D game in The Unity.

The Original Look:

For both the 2D and 3D version of the game the character will have a cartoon, caricature, illustrative style. The colors will be natural tones such as

Browns and Greens, except for the main characters that will have bright pink hair.

The bright colors of the main characters are to bring emphasis to the character.

Characters:

There is one main character, many NPCs, and verity of obstacles characters.

- Original Main character – Pink hunter.
 - Pink hunter has unkempt hair and bushy beard and eyebrows that are pink. He is wearing a loin cloth and brown shoes. He has blue flowers in his hair because the bush he fell in had blue flowers. This element also relates the Pink Hunter to a Female in the village that also has pink hair and a blue flower in her hair.

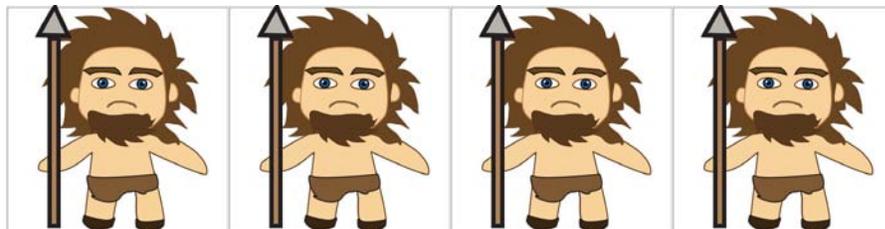


- Changed Main character – Lost hunter.
 - The main character still has unkempt hair and bushy beard and eyebrows; however, to appeal to a wider audience that hair, bread and eyebrows have been changed from pink to orange. Which will still allow the character to stand out from the background and have contrasting color scheme with the blue flowers in his hair. The main character still is wearing a loincloth and brown shoes.



- NPCs- Village Hunters

- The village hunters are introduced in the cinematic in the beginning of the game. They have the same style and look as the main character, which includes unkempt hair and bushy beard and eyebrows; they each wear a loincloth and brown shoes. The Village Hunters differ from the main character by having a more neutral tone and look with brown hair, eyebrows and beard. The village hunters are uniformed.



- NPCs - Village Women

- The village women are introduced in the cinematic in the beginning of the game. The women wear leopard print loincloth and a leopard print bow in their hair. The facial features are enlarged to be able to be seen on a small scale. There are slight variations in the look of the women to show the diversity of the village.



- Main Characters “Love” – Pink Village woman

- Like the rest of the women in the village, the pink village women wears leopard prints loincloth and a leopard print bow in her hair.

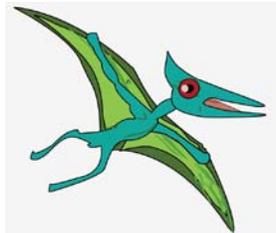
However, the pink village woman has pink hair and a flower in her hair to relate to the main character.



Obstacles:

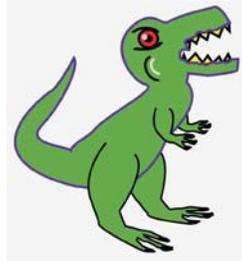
In the beginning of the game the obstacles will travel slower as the further the player goes through the game the faster and more frequent the obstacles will come. When the player comes in contact with the obstacle the player will reload to a check point to try and to continue the game. When the player comes in contact with obstacles 3 times the game is over. However, the player can collect bonus meat that will give a free hit to the player.

- Obstacle 1 – Pterodactyl
 - The Pterodactyl is inspired by illustrations of real Pterodactyls with green tones to represent a reptile quality. However, the Pterodactyl has an enlarged head and facial features to be able to be recognizable on a small scale. The Pterodactyl will fly across the screen.



- Obstacle 2 – Tyrannosaurus Rex
 - The Tyrannosaurus Rex is inspired by illustrations of real Tyrannosaurus Rex has green tones to represent a reptile quality. However, the Tyrannosaurus Rex has an enlarged head and facial

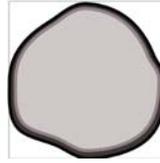
features to be able to be recognizable on a small scale. The Tyrannosaurus Rex will walk across the screen slower than the Pterodactyl and is less frequent. The Tyrannosaurus Rex will send the player back to a farther check point than the Pterodactyl.



- Obstacle 3 – Hole
 - Unlike the Tyrannosaurus Rex and Pterodactyl the hole will not move across the screen. The hole will appear randomly as the player progresses through the map. The hole will camouflage with the background which is to confuse the player. The hole will send the player to a closer check point than the Pterodactyl and Tyrannosaurus Rex.



- Obstacle 4 – Boulder rock
 - The boulder will roll across the screen. The boulder is grey colored that will be a similar tone as the background. The boulder will send the player to a similar check point as the hole.



Bonus Meat:

When the player comes in contact with obstacles 3 times the game is over.

However, the player can collect bonus meat that will give a free hit to the player. The reasons on why the meat looks like modern food is so the casual game player can automatically recognize with the objects. The game is set in a fictional historical period, which allows room for modern looking meat to come into play.

- Bird Leg



- T-bone steak



- Sausage link



The original Interface:

The original interface is very simple, with basic shapes represent that represent background objects like trees and grass. The background was stable and the character could move forward, backward, left and right. There was directional button to visually allow the player to understand how to move.



Changed Interface I:

The interface has changed by becoming more basic, without the directional buttons to have a full view of the map. The trees were changed from being very basic shapes to having a more realistic look that contrasts from the illustrated look of the characters. The background scrolls to give an illusion of the area changing as well as being able to move the character forward, backward, left and right by using the directional keys on the keyboard.



Changed Interface II:

The interface has changed by becoming more basic, without the directional buttons to have a full view of the map. The trees were changed from being very basic shapes to having a more realistic look that contrasts from the illustrated look of the characters. The background scrolls to give an illusion of the area changing as well as being able to move the character forward, backward, left and right by using the directional keys on the keyboard. Grass was added to have more texture to the ground.



Storyline:

In a small woodland village a group of people lived and survived by being hunters and gathers. One day a team of hunters went out for a hunt. Right before going out on the hunt a pink hair village women came up to one of the hunters, he had a orange hair, which was very different from the other hunters. The village women knew that this hunter had a crush on her. She told the hunter to bring back a rare purple bird for her. The hunter agreed to bring this rare purple thinking that this will greatly impress her and he will then get a chance to be with her. When the team of hunters were deep in the forest, a part of the forest that the orange hair

hunter has never been to before. He spotted the bird that the village women wanted. He decided to follow the bird, getting separated from the rest of the hunters. He hid behind trees and bushes so the bird could not see him following him. When the hunter thought he had a chance to grab the bird he jumped out of from behind the bush missing the bird and fell off a cliff. He fell on to a bush with blue flowers that cushioned his fall. Scared, alone, and without the bird he needs to find his way back to the village without being eaten or killed by the forest creatures, and hopefully find the bird again along the way home.

Game play:

The game play is very simple, the player using the directional buttons on the keyboard: left; right; up; and down, to control the character to avoid obstacles.