Firebreath Forest

GAME PROPOSAL

Johannes Madest

Mingyang Li

Bassant Elnaggar

GAME DESCRIPTION

THEME REVIEW

When exploring the theme of rollercoasters, the first thing that came to our minds are the emotions they elicit. Anticipation, speed, excitement, fear, heights, and even nausea are all part of the roller coaster experience. One idea that arises from this theme is the incorporation of mini-games that simulate these emotions. This would provide an opportunity for players to experience the thrill of a rollercoaster in a virtual setting, and add an extra layer of excitement to the overall gameplay.

STORY

The player will be on an adventure in a Dragon Forest, where the mission is to collect as much gold as possible. Initially, the player sits in a roller coaster wagon on top of a slowly moving train track, where the option is presented to choose between the different mini-games representing the characteristics of rollercoasters. Once a game is selected, the wagon accelerates towards a portal that teleports the player to the chosen mini-game. The dragon will show up in each mini-game to guard their treasure. The player needs to successfully achieve the goal of the mini-game without losing lives to the dragon.

INTRODUCTION

As mentioned in the game story, the player will be riding a rollercoaster wagon moving slowly across train tracks through a forest. The player will be presented with multiple buttons inside the rollercoaster wagon, corresponding to the available mini-games. Each of those buttons has a different color, which is tied to the emotions implemented within the corresponding mini-game. Our main plan in the beginning is to finish two mini-games along with the main rollercoaster scene. After that, we can continue to implement more mini-games for other emotions. Anticipation and excitement/speed will be the primary focus of emotions to be implemented.

The anticipation game will focus on stealing gold from the dragons' forest while it's sleeping. The player will find themselves in a lighter part of the forest close to the dragon's resting spot, which is scattered with various boxes and chests containing valuables, as well as piles of gold. The objective will be to collect as many goods without being noticed by the slumbering dragon. While the dragon is sleeping, it follows a random pattern of behaviors that may or may not indicate that the dragon will wake up soon. The task of the player will be to observe the dragon's sleeping patterns and anticipate when it may wake up and hide accordingly. If the dragon spots the player while being awake, it will spit fire and the player has to retreat. Otherwise, the dragon falls back asleep and the cycle repeats.

The excitement/speed mini-game involves stealing a cart full of gold from under the dragon's nose and driving away as fast as possible using a trolley. The path to safety will lead the player through various parts of the forest, following an abandoned railroad, while the angered dragon is in pursuit. Using the trolley attached to the wagon filled with gold, the player has to continuously gain speed in order to escape from the dragon. To accelerate, the player is prompted with quick time events consisting of multiple randomized button inputs that have to be pressed in order. While failing such a quick time event leads to a loss of momentum, passing the challenge will accelerate the cart according to how fast this quick time event was completed. Once a quick time event is either failed or passed, a new one will immediately appear with

a new sequence of button inputs. This cycle repeats until the player escapes from the dragon's reach and is awarded with gold according to how fast the player escaped.

The game will be featuring two characters:

- The Dragon: third person, present in the scene to guard the gold
- The player: First person, controlled by the user, mission is to steal gold from the dragon forest

The scoring system of the game will be calculating the amount of gold collected from each mini-game. As the game ends by completing all mini-games, there will initially be a local leaderboard for the player to keep their highest score from each completed play through, with the option to add a global leaderboard for players to compare their records later on.

ARTISTIC DESIGN
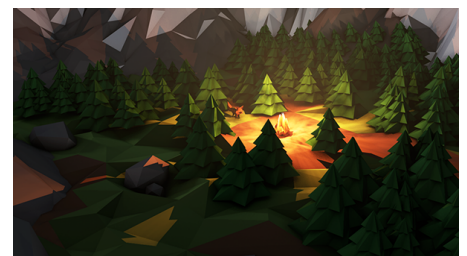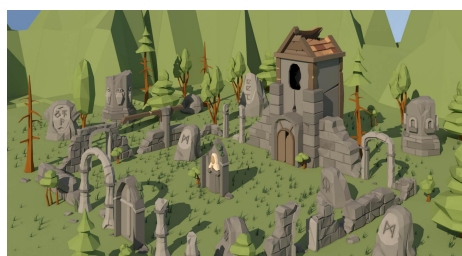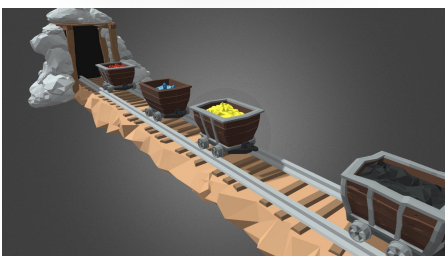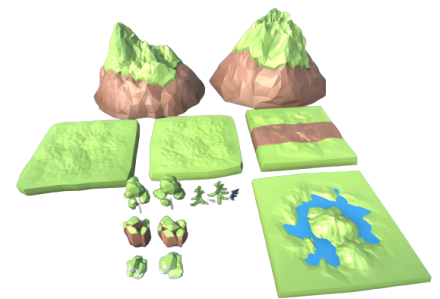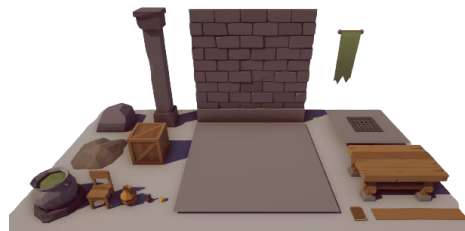
We will be considering 'Low poly' for our assets, mainly from the asset store, but if we have the time then we will try to build some assets on our own. The game environment that will be used is an open forest, and the player will be finishing each mission within a different place in the forest.

TECHNICAL ACHIEVEMENTS

- Implementation of different mini-games within one game
- Abstraction for cross using of the functionalities for the mini-games
- Integrating a database within the game to store the users' data

BULLSEYE

Functional connected Mini-games

Conveying emotions associated with rollercoasters
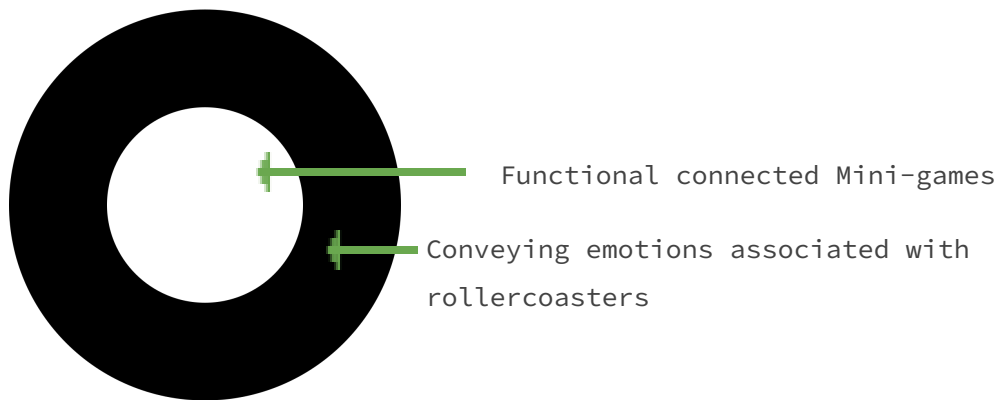
Goals

- **Functional minimum:**
  - Player can switch between the main scene and the mini-games

  - Two functional mini-games each depicting one of the associated emotions (Anticipation & Excitement/Speed)

- **Low Target:**
  - Building the roller coaster level

  - Having a local high score consisting of the sum of individual mini-game scores

- **Desired Target:**
  - The mini-games connected with the main roller-coaster level

  - Player is affected with the exact emotion of the corresponding mini-game

- **High Target:**
  - 4 functional mini-games connected with the main game
  - Having a global high score leaderboard

- **Extras:**
  - Polished games
  - Soundtracks
  - Tutorial scene

TASKS

Based on the defined project structure, we have outlined the following development tasks:

I. Game Idea

	Task	Responsible	Estimated Time	Actual Time
1.	Group Kick-Off Meeting	ALL	2 hours	2 hours
2.	Brainstorming	ALL	4 hours	8 hours
3.	Idea Refinement	ALL	4 hours	8 hours
4.	Slides & Report	ALL	4 hours	4 hours

II. Alpha Release

	Task	Responsible	Estimated Time	Actual Time
1.	Anticipation mini-game	J	20 hours	TBA
2.	Excitement/speed mini-game	J	20 hours	TBA
3.	Simplified main roller coaster scene	L	30 hours	TBA

	Task	Responsible	Estimated Time	Actual Time
4.	Modeling and Arts (Level design)	B	20 hours	TBA
5.	UI	B	20 hours	TBA
6.	Slides & Report	ALL	2 hours	TBA

III.   Play testing

	Task	Responsible	Estimated Time	Actual Time
1.	Prepare Survey & Questionnaires	ALL	6 hours	TBA
2.	Playtesting	ALL	20 hours	TBA
3.	Analyze Playtesting Results	ALL	20 hours	TBA
4.	Slides & Report	ALL	2 hours	TBA

IV.   Final Release

	Task	Responsible	Estimate Time	Actual Time
1.	Game Polishing	B	20 hours	TBA
2.	Rollercoaster scene polished version	L	20 hours	TBA
3.	Feedback Changes	J	20 hours	TBA
4.	Slides & Report	ALL	2 hours	TBA

* J stands for Johannes, L stands for Li, B stands for Bassant

DEVELOPMENT SCHEDULE

The project timeline can be depicted on the diagrams below. Changes may occur to the schedule and tasks if game modifications or problems occur.
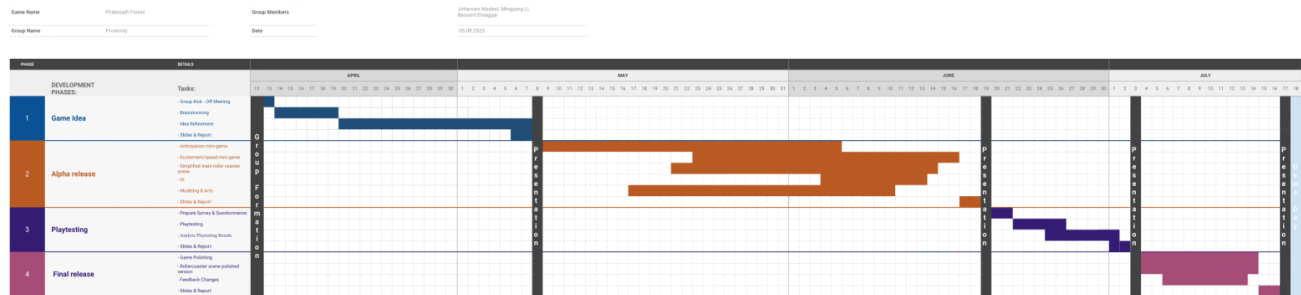
ASSESSMENT

The Rollercoaster adventure is a fun and thrilling experience that keeps the players engaged with its unique associated feelings. Our game will take the players on a thrilling ride through a dragon forest. The incorporation of mini-games that simulate the emotions of a rollercoaster adds an extra layer of excitement to the gameplay. The anticipation and excitement/speed mini-games are the primary focus of emotions that are initially implemented in the game. The anticipation game focuses on the player stealing gold from the dragon's forest while avoiding detection, which elicits feelings of anticipation and fear. The excitement/speed game involves stealing a cart full of gold and escaping from the dragon while maintaining speed using quick time events, which elicits feelings of excitement and adrenaline. Overall, the game effectively utilizes emotions to create an immersive and thrilling experience for players.

To evaluate our game's performance, we will be considering several key factors. These include the creativity and strength of the storyline, the level of game complexity, the quality of game design, and overall functionality. Another important consideration is the extent to which players experience the corresponding emotions in each mini-game. In order for our game to be considered a success, it will need to meet all of these criteria. By paying close attention to these factors, we can ensure that our game is engaging, entertaining, and provides players with a truly immersive experience.