

Snow Fort

Team 3

Brian Mueller

Erik Krajnikovich

Lorenc Liti

Game Logline:

Defend your snow fort from the evil bullies; unfortunately all you have is snow

Gameplay Synopsys:

Overview:

The object of Snow Fort is to stop the invading bullies from destroying your snow fortress by pelting them with snowballs until they run home crying.

Gameplay Descriptions:

Your character will be located in the snow fortress at the top of the screen and the bullies will be divided into two types; throwers and runners. The throwers will hide behind trees and throw snowballs at you that will delay your next throw, while the runners will move towards your fort from the bottom. Upon reaching the fort the runners will beat on it until it is either destroyed or they are hit enough to run home. To take out a bully you will need to hit them with three snowballs each and you can dodge the snowballs thrown at you.

Controls:

Your character can move left and right or duck using the arrow keys to dodge the snowballs.

Your character will be able to throw snowballs by using the mouse to determine both angle and power.

Interface:

The user interface will consist of a health meter for the fortress as well as a power and angle meter for the snowballs.

Rules:

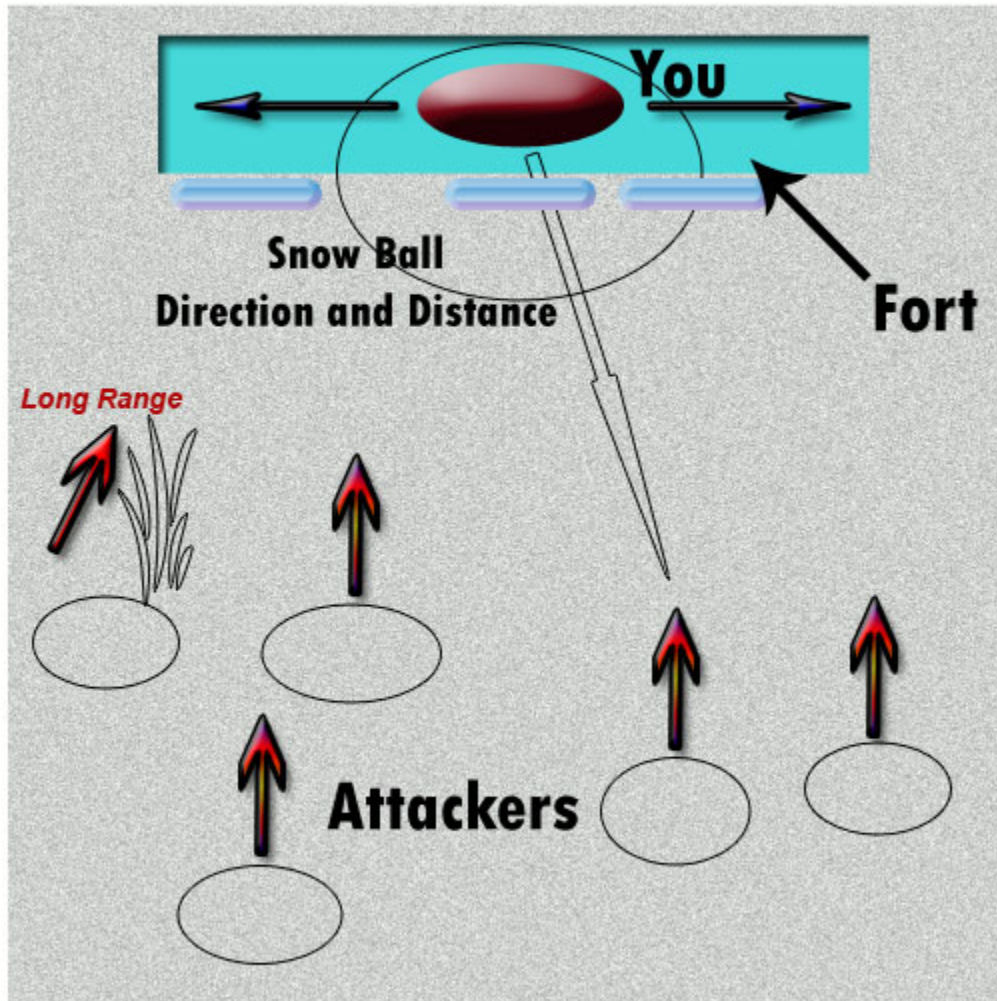
The rules of the game are simple hit the bullies with snowballs and try to dodge the ones thrown at you. If you get hit ten times the game is over.

But, you have to watch out for the runners as well. Once they break through the fortress the game is over.

Win Condition:

All the bullies are hit by the snowballs and ran away leaving your fortress intact

Concept Sketch of the Battle Field:



The Attackers are divided into two main groups,-throwers and runners. Throwers will try to take you out by hitting you with snowballs and runners will try to do the same but by bringing the fortress down

Character and Level brief descriptions:

We were thinking about using South Park characters and also include sounds and dialog from this show. But, we have to see whether we will infringe any copy rights or if we could get any of them from open source.

Intensive thought was given whether to use AI for the movements and behaviors of the field soldiers (throwers and runners). Given that the game will be more realistic and fun to play chances are at least some AI will be used.

The First Level will consist of at least 20 bullies. This will be divided into throwers and runners (chances are 15-5). Depending on the beta feedback and how fun the game will be to play, a larger number may be used. The feedback from the beta will be analyzed to decide the degree of the AI going into bully's movement and strategy to take down the fort.

To make the game more fun, serious thought was given into having at least a second level. After protecting your fortress so bravely from the barbaric armies of the bully land, you are called upon yet again, this time to defend your fortress from parents and teachers that will try to get you back to school. After all, in a snowy day, last thing on your mind would be to go to school.

Division of Labor:

Brian: Lead Programmer

Eric: Lead Designer

Lorenc: Lead Integration