

Group 7 (Mike Brennan, Will Muto, Matt Smith)

Game Title.

BUNNNNIIIIIEESSSS!!!!

Game Logline.

Collect as many bunnies as possible with your falling ball of joy by manipulating time to control the environment around you.

Game Synopsys.

Overview & Gameplay Description

The game mechanic is simple – a ball is falling through a level and interacts with the widgets around it. These widgets all move, however, and you can control their movement by manipulating a timeline that controls their positions and orientations in the game world.

The goal is to collect as many bunnies as possible as you fall through the level. You can reach the bunnies by bouncing off of the surfaces of the widgets.

The planned list of widgets are a spinning triangle, a moving rectangle, a water wheel, an extra-bouncy balloon, chute which takes the ball from one point to another after a set period of time, and a hazard piece that ends the game if the user touches it.

Bunnies can also have adverse effects. Some do nothing while others can spit you in a random direction, shoot you straight down, or reverse your x-direction. All bunnies give one point to the overall score.

Controls and Interface

The controls are also relatively simple as well – the left and right arrow keys are used to control the speed of time that controls the widgets. You can hold down the arrows for a smooth change or tap them for an incremental change. You have the ability through this control scheme to keep everything moving forwards, backwards, or paused. All the widgets are controlled by the same timeline.

The user will be able to see the entire level in front of them on a tall-looking game board. This will allow the user to see what is coming ahead and plan accordingly. We think this will add to the fun factor by challenging them to plan in advance rather than react to each moment.

Also displayed to the user will be the current number of bunnies collected and the speed and direction of the timeline (for example, 50% Forwards).

Rules

Simple rules of physics apply, of course. The ball consistently falls downwards unless it hits a widget and bounces back. Different widgets will apply different forces.

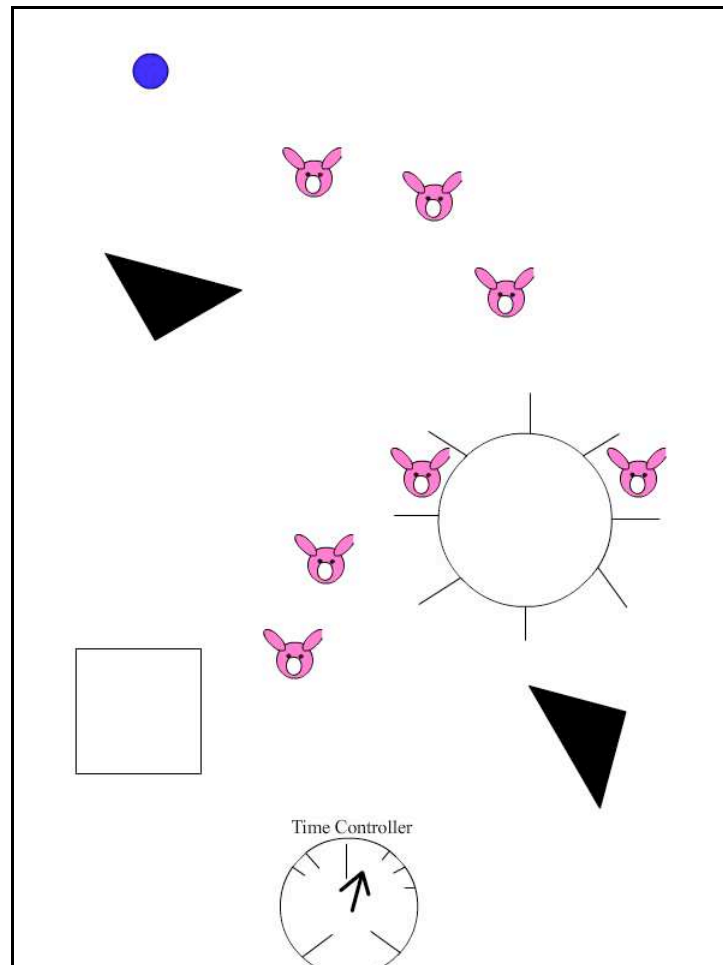
The player can manipulate the timeline in any way in order to obtain the most bunnies before reaching the bottom of the level.

The game ends if the ball hits a hazard piece.

Scoring/Winning Conditions

The player reaches the end of the level when the ball hits the bottom. The user is trying to get a high score and the ultimate goal would be to arrange everything perfectly to catch all the bunnies.

Concept Sketch



Division of Labor.

Mike – Basic game mechanic and physics.

Will – Control input and how it affects the objects.

Matt – Level design.

Game Characters.

Bunnies, Widgets, and ball, which have all been explained in detail.

Story.

We do not feel a story is necessary for a simple puzzle game of this sort. You just really love bunnies and want to collect a lot of them!

Game Levels.

Our goal is to have five pre-made levels. Random levels aren't going to be much of a possibility because we would come up with unbeatable levels.