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Precipice

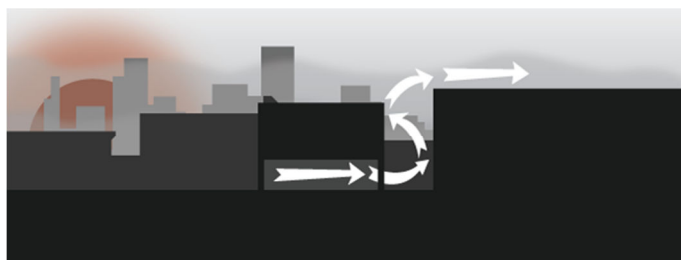
**Abandon the Streets
Rule the Rooftops**



Summary

Enter this post-modern, action packed side scroller in which you take control of the interesting and treacherous city skyline. Navigate the increasingly difficult terrain with your unmatched dexterity and skill at free running. Master your ability to run, jump, and scale every interactive aspect of the game, in order to maximize your skill chain, your prowess, and your bragging rights.

- Practice your skills to further the game play
- As your combo increases, the faster and more difficult it becomes to keep up
- Dodge insane obstacles in order to survive
- Fun to play, but challenging to master
- One of the only free running games out there

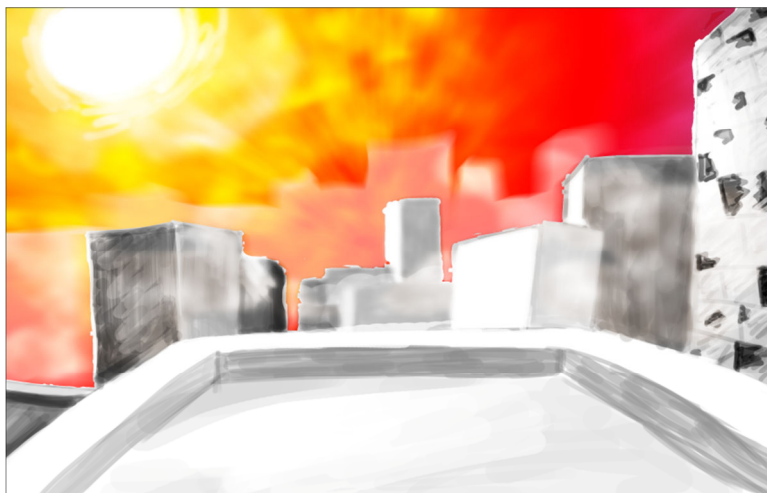


World / Setting Description

In an alternative future, technology has run rampant and so has society. The lack of order has spun the nation into chaos. Throughout the nation, no place is safe; at least, no ground is safe. The remaining few survive by navigating the remnants of the nation's great metropolis.



The rooftops are the only sanctity in this world. They have become the world, and it is up to you to traverse them. You take the role of one of the few left alive, skilled in the art of survival. Gain familiarity with the skills, and quickly begin to progress. As you progress, the world becomes more difficult and much faster. Anyone can play the game; only few can truly master it. For all, however, it is a fun filled and intense action side scrolling arcade game.



The map is completely random, thus making each experience and play unique and never

monotonous. Each rooftop will never be exactly the same. With different objects come new opportunities and new chances to falter. Every object on each roof will have some sort of interaction (see game play description) with the player. As the game progresses relative to the player's combo, so does the map (see game balance). Since the game play revolves around the player's use of the map, the map becomes a very dynamic part of the game.

Game Play Description

The *Player* has a unique move set to interact with objects. The game utilizes simple controls to enhance playability and make the focus on reaction time, and not knowing certain combos.

Controls:

Space: Used for jumps and wall jumps.

Left / Right Arrows: Movement Controls

Up Arrow: Used to hurdle over objects, less space needed than jumping

Down Arrow: Used to slide under objects; again, to be more effective than jumping in small spaces.



Player Actions:

Jump: a large leap through the air mainly used for large gaps between rooftops

Wall Jumps: when a player collides with a wall, at any height, he will begin to slide down. If the player presses space, he will jump off the wall. This can be used to recover after mistakes or to combine wall jumps to access higher areas.

Running: should be a smooth acceleration that doesn't feel awkward to the player. The acceleration should directly relate to the map scale in order for optimized game play.

Hurdling: if the player is holding the up arrow, and is running towards that object, the player will quickly jump over that object with no excess space used to jump.

Sliding: if the player is holding the down arrow, and is running towards a low clearance object, the player will slide under the object and continue to run afterwards.



Game play mockup with foreground, middle ground, and back ground

The *Map* is a randomly generated set of rooftops, which change theme and difficulty as the game progresses. Each map object is relative to the players speed to insure smoothness, fair game play, and fun. The random factor of the map, specifically, is not completely random. It forces the player to make split second decisions, while still allowing for continues game play even if it is not the best decision. The player will never run into a situation where there is no way to continue.



Game play mockup with some more complicated obstacles

The game uses a minimalistic UI to draw attention to the game, not the text. The final product may only consist of a score and combo UI, if any.

The *interaction between map and player* is, above all else, the most important. The player's movements relative to the map should always be fluid; never choppy. Sacrificing "cool" map designs or player moves is imperative if it hinders the game play. Keeping this at its best is of the highest priority and will never be an afterthought.

The *Scoring / Progression* system are one in the same. Each successful move the player does in a certain amount of time will increase the skill chain. The skill chain directly affects the game's speed, map's difficulty, and number of obstacles on the map. The system makes the game easy to play, but hard to master. Anyone can play immediately, but as they get better and increase their combo, the game will need more experience to, again, further the combo. This, in theory, will make this game exciting for all levels of experience.

Player Concepts

Much thought has gone into the player to make it fit the setting while being relatable and attractive to the target audience.



Preliminary Character Concept Speed Paint / Sketches



We finally settled on this design...



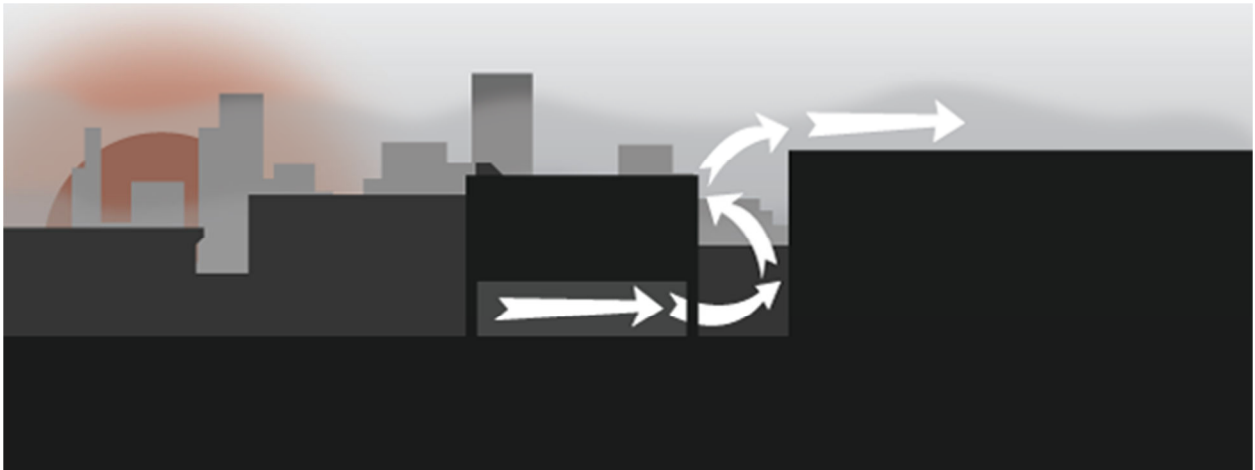
Final Concept Colored / Some Action Poses

Game Balance

The game's progression relies solely on the player's combo, which is dependent on the player's level of experience. Thus, the game's difficulty is based on the player's level of experience. This makes the game accessible and fun to players of all levels. The game progression keeps them coming back for more. The difficulty of the game does not consist of enemies or bosses, but within the map itself. Since the difficulty is directly relatable to the main game play aspect, it keeps the game flow nominal and away from the boredom and frustration levels. The map will have different stages of challenge that will load up different random map sets. Each will be entertaining to the player that can reach that difficulty.



Starts out easy...



And gets more complicated

Production Detail

Members:

Huan Meng- Lead Artist

Ryan Danas- Connection between Art and Programming

Chris Pien- Lead Programmer

Weekly Goals / Timeline:

Week 1 (September 15th):

- Major game play code / interactions started; at least more than halfway finished by the end of the week
- Level Sprites / Randomly Generated Maps to be almost finished
- Character Sprites started

Week 2 (September 22nd):

- Start compiling pieces of game (very preliminary)
- Add in preliminary connection code
- Initial map should be nearly finished
- Game should function, but not well

Week 3 (September 29th):

- Debugging and adding special features begins
- Title screen, combo, and progressive map features added
- Making the game be the most fun
- Adding sound and music

Week 4 (October 6th):

- Crunch time
- Fixing any minor bugs and polishing
- If time permits; adding extra features to further enhance game play

Note: There is about a week of leeway time to compensate for the underestimation of time needed.