Matthew Surdej

Project Proposal/Milestones

“Urban Frogger” (working title)

* **Pitch**

Urban Frogger is a game built using the Unity Engine that is intended for older gamers looking for something new so that they can see how an old classic has evolved.

* **Concept**

Urban Frogger is my idea of reworking an old game into a more relatable experience for the 21st century person. By taking the concepts form the original Frogger game, changing the game from a linear objective to more spread out objectives, adding pick-ups that need to be protected, and a time limit, I hope to make the a game that is both simple and fun to play over and over. In the game, you will play as a man who is doing errands around the city, and only has a limited time to do them all, and must navigate around a city full of cars, buses, and bikers, without getting run over.

* **Game Mechanics**

Urban Frogger will use the basis of the original Frogger as a springboard, using similar movement to the original game. However, in this game, when the player doesn’t have a truly straightforward goal, and must constantly move down, up, left and right along city streets to reach their destination. Once at their destination, players pick up an item that moves behind them, and acts as an extension of the player. The player also has a set amount of time to complete tasks. When one task is completed, time is added to the clock, and a new task is given.

* **Aesthetics**

For aesthetics, the game would have an urban environment. The majority of the world would be a blend of blacks, greys, and blues, the player character would be a green in order to contrast the player from the world, with the pick-ups being either a red or a yellow. This contrast will make the player stand out more, by making the bright character and pick -ups pop out from the rest of the world.

* **Narrative**

So far, the narrative for the game is a person going out to do a busy day of errands. I’m leaning towards having the player character being a male sent out by his wife to do the errands, but would like further feedback on the idea before fully committing, as I’m not sure if this would help or hinder people getting into my game.

* **Technology**

For this project, I will be using Unity to create my game, using C# as my choice of programming language, because it is a tool and language that I would like to learn more about. If I believe that I will not be able to use Unity to my liking within the first few weeks of the project, I will switch to Flash and ActionScript, due to my familiarity with it. Either way the target platform will still stay the PC/Mac.

**MILESTONE #1**

* **Moving Character:** I want a character that will be able to move around in four directions: up, down, left, and right.
* **Map:** Have a map of a city for the player character to move around in, with city buildings, streets, and sidewalks.
* **Pick-ups:** Have pick-ups that randomly spawn on the sidewalks that the character can interact with.
* **Enemies:** Have at least 1-2 types of enemies added to the game, that when hit, cause the player to die and start over.
* **Enemy Pathing:** Have the enemies follow the streets of the city, making themselves an obstacle for the player.
* **Scoreboard:** Have a GUI that indicates the player’s current score.

**Milestone #2**

* **Time:**  Add time to the GUI, so that time goes down at a constant rate, and time is added when the player picks up an object.
* **Other Enemies:** Add the additional 1-2 enemies to the game that weren’t added in the first milestone.
* **Music and sounds:** Add music and sounds to the game.
* **Menus:** Have three different menus for the game: A start screen, a pause screen, and a game over screen.

**Final**

* **Balancing:** Tweak the game so that the level of challenge increases the longer the game goes on.
* **Everything Completed:** Everything is put into the game.