

# Displaced

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## Summary

**Title:** The name of game is Displaced. There are multiple reasons for this title. First of all, you play as an intergalactic blob species that is captured from your home and put into the trails and trivia arena planet. Not only are you displaced from your home planet, but you are also severely under qualified compared to the other aliens who look down on you.

**Elevator Pitch:** You are an intergalactic alien species that has to battle your way through different challenges in order to return to your district and your family. All the while, you are discovering how to deal with the fact that you seem to have no abilities and weigh your group down. This is a 2D, side scroller platformer style game.

**Genre:** Platformer / Arcade

**Audience:** The audience of this game is pre teens / teens who can relate to the struggles and challenges the player character goes through. These pre teens / teens will want to prove that they're good enough to complete the intergalactic challenges.

**Game Flow:** There are two elements of flow in this game. The first is through the challenges - as you barely scrape by each level, you slowly start to learn how you can turn your disadvantages into advantages. Some levels you are better at, while others you virtually can't complete correctly. The other element of flow is through the story line. During each inter-challenge lobby level, you interact with the other aliens, learning about their backgrounds and the background of the area around you. Each level ends in some sort of cliffhanger, to be resolved upon completing the next level. The Fiero comes when you discover how to use your seemingly hindering traits to your advantages and you are better than everyone else and able to save them.

**Basic look and feel:** The game is 2D space theme, specifically dry mars / earth tones and textures. The background is darker brown and fades into black space. The characters are bright and colorful blobs.

## Gameplay

The game will alternate between completing challenges that take place on stages in an arena (challenges in the form of mazes, puzzles, and platform levels to traverse) and navigating the social scene during downtime in the contestant quarters.

Challenge levels (for now) will include standard 2D platformer levels, which can break down further into time trial levels, puzzle levels, and brute-force, jumping-puzzle levels (unless those end up not being fun, as they often do). Later in the game, some

challenges may have another alien accompanying you as AI. They may ignore you or help you, depending on your relationship at that point in the game.

Downtime levels serve primarily for story development. You still have all the same mechanics, but you can go around and interact with the other aliens to further progress the story along. By going to your room and falling asleep in your bed, you move onto the next challenge level (by waking up the next morning) and the process continues. Occasionally, events can happen during the inter-challenge levels - things like discovering new mechanics or new uses for your mechanic, improving relationships between you and other aliens, and a couple bonus levels (sneaking out for snacks with someone else? Bonus features TBD).

## **Mechanics**

The character's mechanics will include all the common platformer mechanics, including move left, move right, jump, crouch, and crawl. At first, those will be the only mechanics apparent to the player, while a bunch of garbage keeps sticking to your body, weighing you down.

Later in the game, after befriending other aliens, you and them can have cooperative powers. When working with the strong alien, your character passively pick up rocks and garbage as always, but the strong alien can hit you and launch you like a cannonball. It can be used to destroy objects in the level, or to allow for you to cover great distances quickly.

When working with the fast character, you help him out by weighing him down as you pick up more weight. This can be helpful when you are on slippery surfaces when sharp direction changes are needed.

During inter-challenge downtime levels, the character will have the ability to interact with other aliens along with the movement mechanics. Interaction will primarily consist of dialogue, which may be linear or tree-style.

## **Story/Setting**

How did you end up here? You're in some massive intergalactic coliseum, and there's a massive, daunting stage in front of you - full of chasms, spikes, and terrain that requires athletic feats to traverse. Athletic feats your slimy body might not be able to handle.

All around you are these impressive alien specimens. Some are super strong, some are lightning fast, some are extra bouncy - and before you have time to take everything in, they're off. They're shooting through the level with ease. Their abilities help them glide through the level. You're not so lucky. You struggle to make it through the first level, barely making it to the finish before you're out of time, and you have a bunch of garbage stuck to your body. At least the challenge is over - at least you can retreat to the lobby.

As the rinky-dink character with no apparently helpful ability, the other aliens don't take you very seriously. They may pick on you in the beginning, while you begin to learn

about the other interpersonal (interalien?) relationships and the backstory of why you're in this arena.

The cycle continues - suffer through a challenge, deal with asshole aliens, fall asleep exhausted, repeat. Eventually, as the game progresses, you start to learn the nuances of your sticky ability.

Your character becomes more powerful and useful. The other aliens take notice and start to open up to you. Eventually, you befriend some other aliens. You look forward to lobby time to talk to your friends and mess around. Eventually, they start to accompany you on other levels, and you learn that your abilities combined are even more powerful and useful.

You might even be able to survive this challenge! There's an end in sight! But do you want to play your captor's little game? Should you continue as their pawn, performing for their entertainment? Maybe there's another way to end the challenge, once and for all.

## **Levels**

Challenge levels in this game will be primarily 2D platformer levels, many of which contain challenging puzzle element to be solved before completing the level. Some levels can be solved by just the player alone, while others require cooperation with other aliens.

The recurring lobby level will have the main "common room" and a room for each alien, accessible by door. This level will remain relatively static, serving just the purpose of furthering the story through interaction with other aliens.

## **Interface**

Computer and keyboard

## **Artificial Intelligence**

There will be other competitors that are controlled by AI. The AI characters will have different movement abilities, and will consequently be controlled with AI that reflects the difference in abilities.

## **Technical**

The game uses the Unity game engine's 2D capabilities.

## **Game Art/Audio**

The game will have a simple, 2D art style.

## **Milestones and Production Timeline**

- Due Week 5: Paper Prototypes: "Fun"
  - **Level designs/Paper prototype**
- Due Week 6: Digital Prototypes: "Quantity."
  - **One level grayboxed**
- Due Week 7: Full Playable Prototypes: "User Clarity."
  - **Overworld/lobby/shower**

- Due Week 9: Revised prototypes: “Fun.”
  - **More levels and art**
- Due Week 12: Beta Complete: Art and Audio locked.
  - **finish art, polish levels**
- Due Week 14: Alpha Complete: Levels done, bugs fixed.
  - **polish story and overworld**
- Final Presentations: Playable Game and completed. Marketing materials: Trailer, Website, Press Release, Icon, and Marketing Plan.