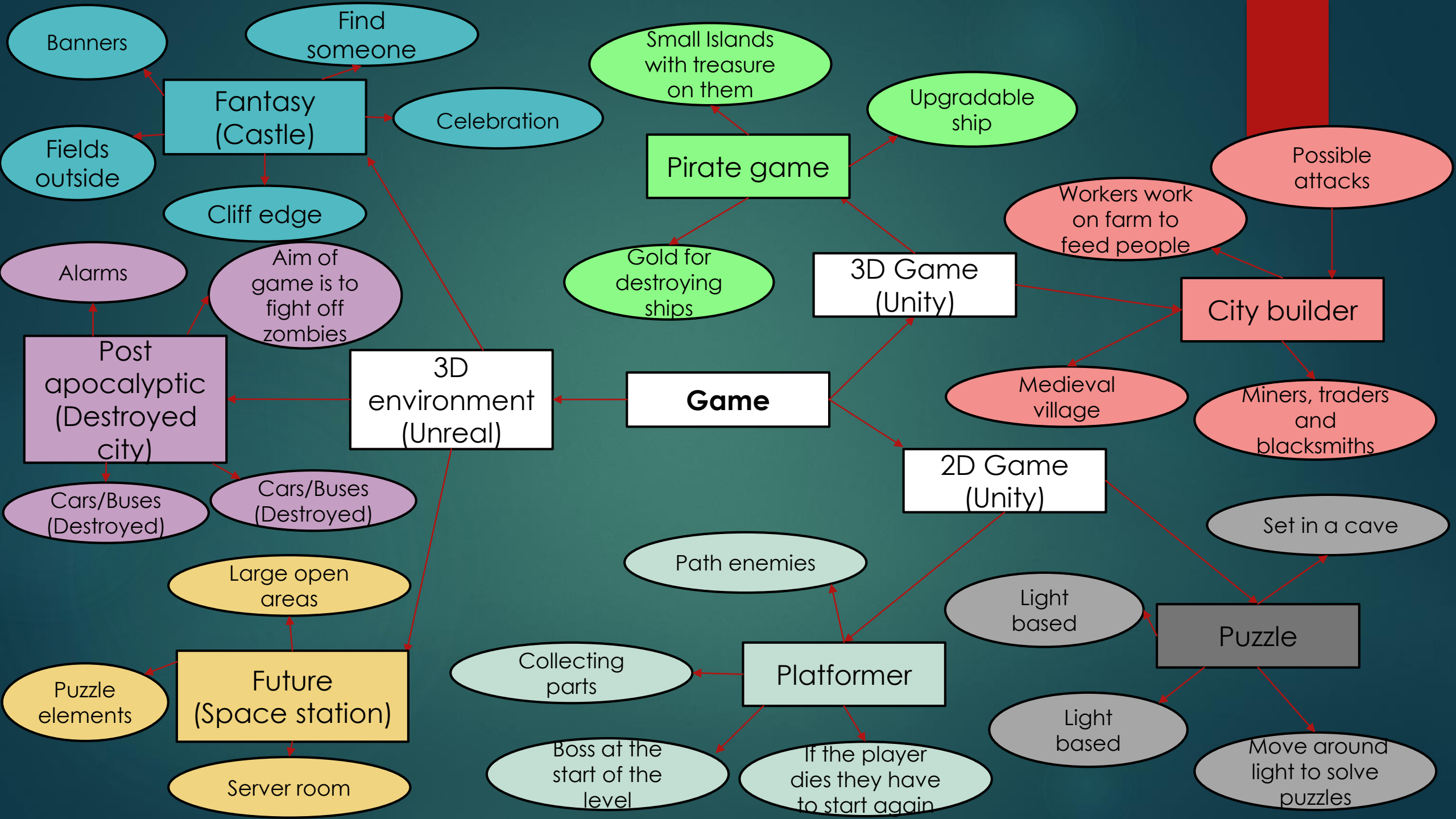
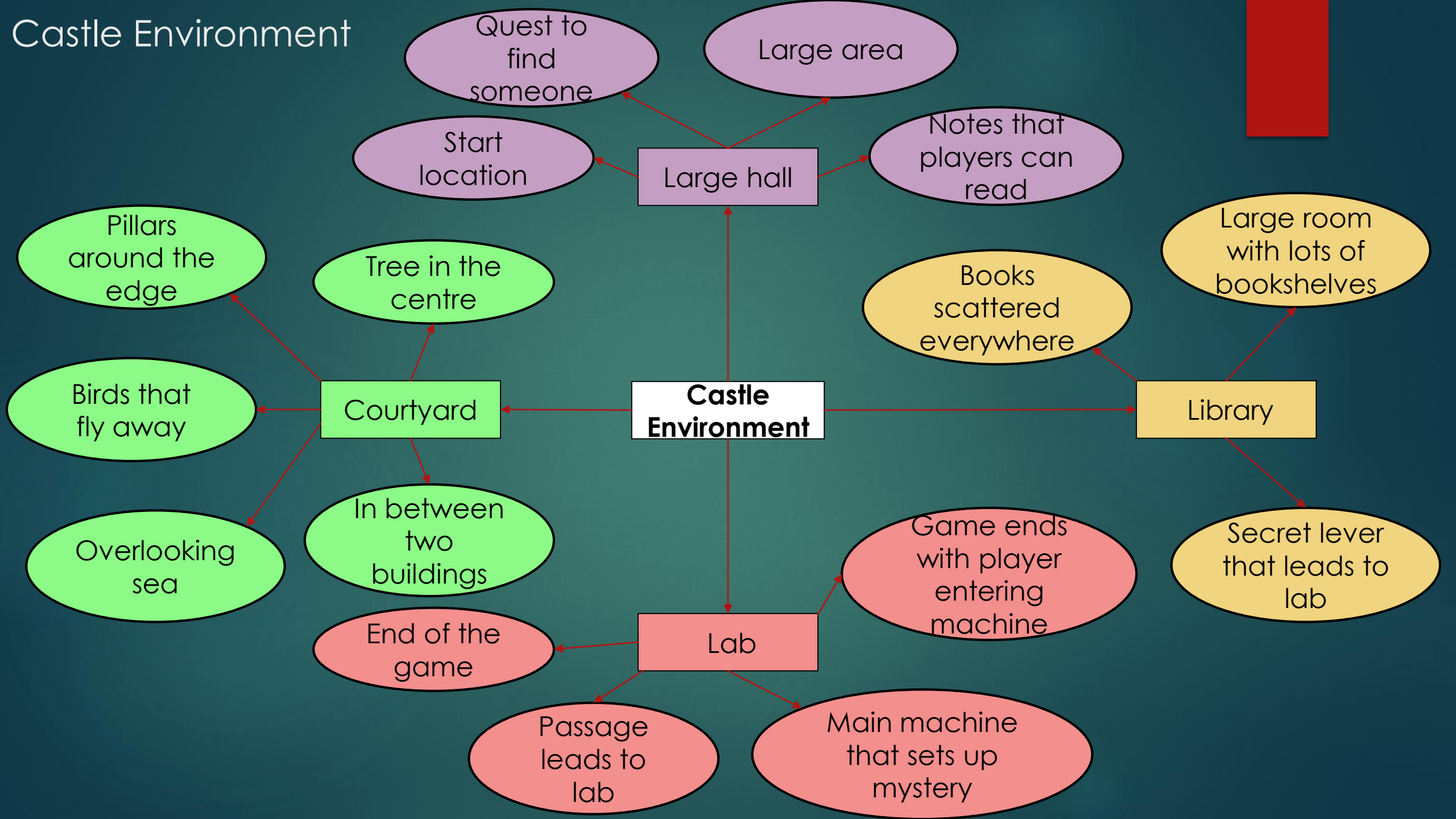
Final Major Project

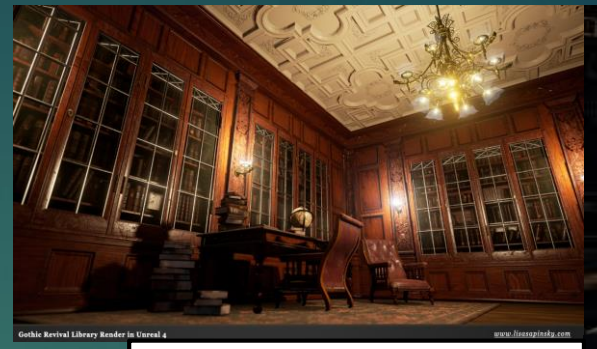
By Max Thorpe


Banners
Find someone
Fantasy (Castle)
Celebration
Fields outside
Cliff edge
Small Islands with treasure on them
Upgradable ship
Pirate game
Gold for destroying ships
Possible attacks
Workers work on farm to feed people
3D Game (Unity)
City builder
Medieval village
Miners, traders and blacksmiths
Alarms
Aim of game is to fight off zombies
Post apocalyptic (Destroyed city)
3D environment (Unreal)
Game
Cars/Buses (Destroyed)
Cars/Buses (Destroyed)
2D Game (Unity)
Set in a cave
Path enemies
Large open areas
Light based
Puzzle
Collecting parts
Platformer
Puzzle elements
Future (Space station)
Light based
Boss at the start of the level
If the player dies they have to start again
Move around light to solve puzzles
Server room

Castle Environment



Lab

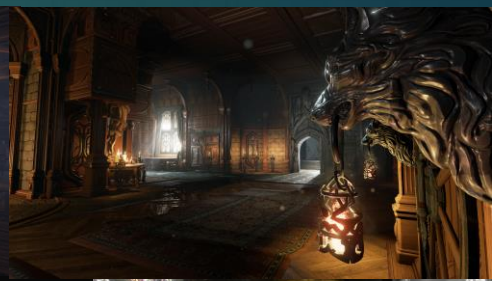


Library

Castle

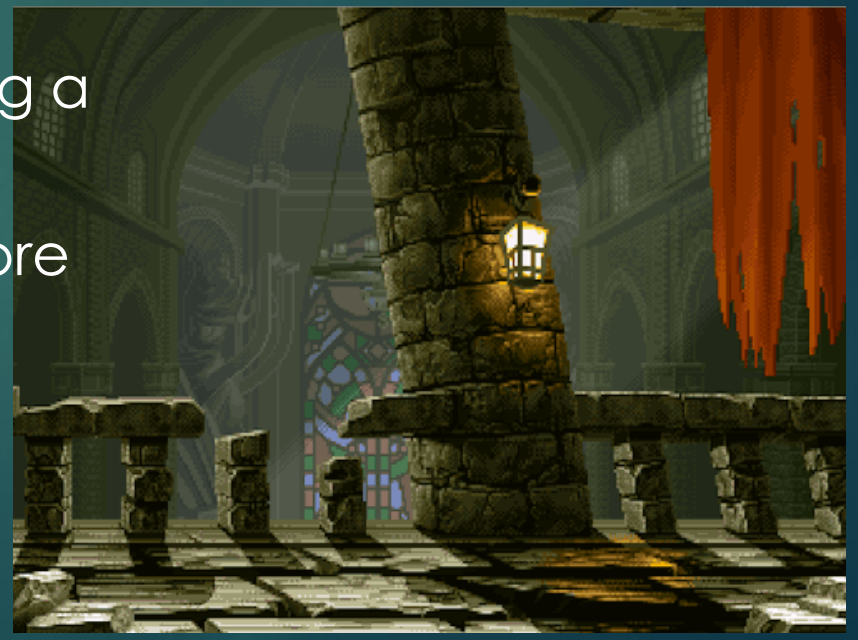
Outside designs

Hall



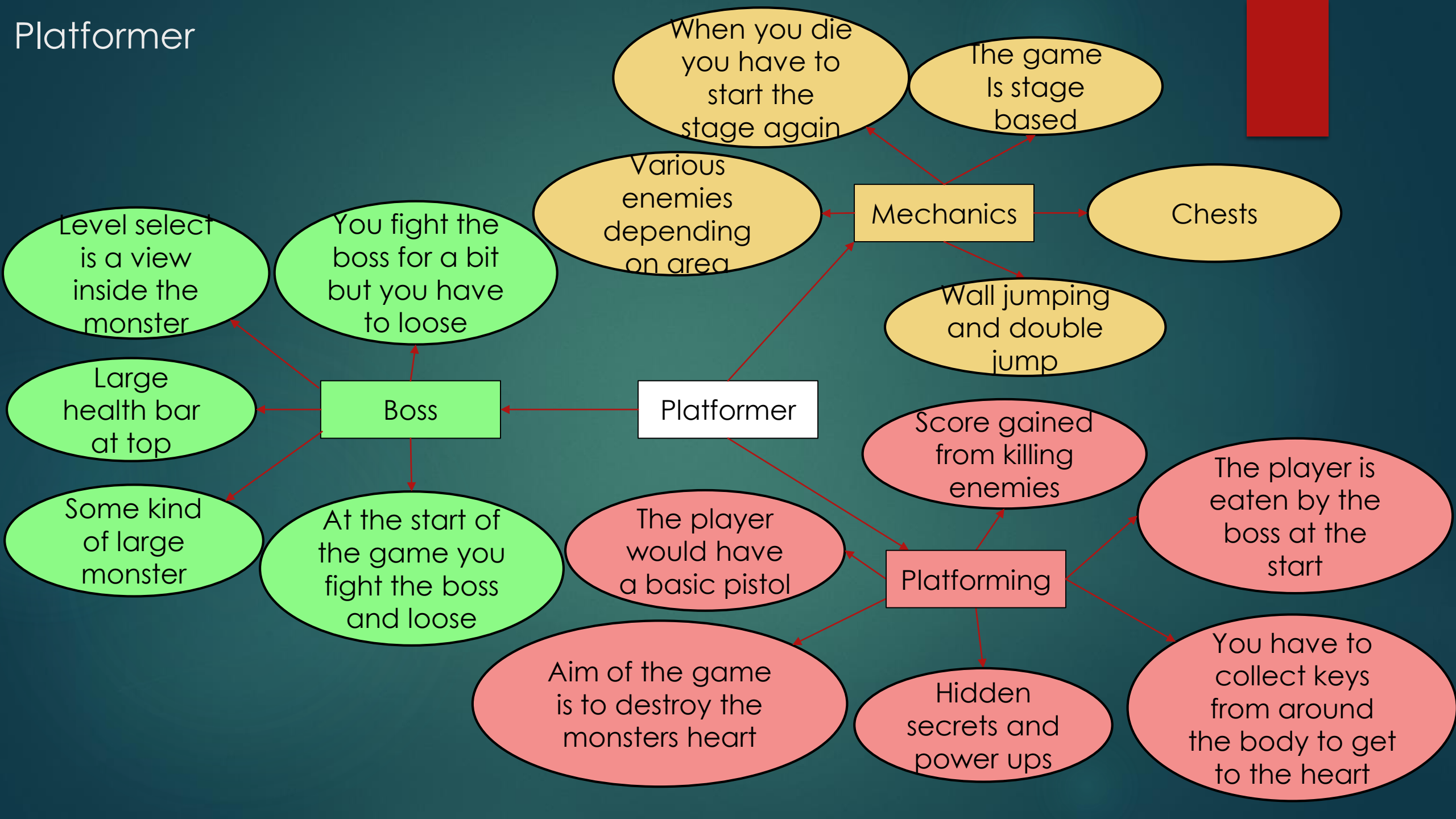
Castle Idea

- Linear story telling game set in a medieval castle
- With small puzzles to progress through the each of the rooms
- Story based around everyone disappearing after a celebration
- Story told through notes and visuals
- It will end in some sort of lab with the player activating a machine
- There will be secrets that will give the player some more lore



Market research: Environment

Platformer


When you die you have to start the stage again
The game Is stage based
Various enemies depending on area
Mechanics
Chests
Level select is a view inside the monster
You fight the boss for a bit but you have to loose
Wall jumping and double jump
Large health bar at top
Boss
Platformer
Score gained from killing enemies
The player is eaten by the boss at the start
Some kind of large monster
At the start of the game you fight the boss and loose
The player would have a basic pistol
Platforming
Aim of the game is to destroy the monsters heart
Hidden secrets and power ups
You have to collect keys from around the body to get to the heart

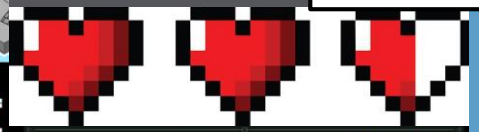
Platformer Idea

- Starts off with losing a boss fight
- You start off inside the stomach (The tutorial level)
- You have to collect keys from different parts of the bosses body to unlock its heart so you can kill it
- You can collect these different keys in any order
- After each level it takes you to a level select screen that's called "The nervous system" This is a level select screen where you can select which part of the monster you want to go to
- Different enemies depending on the area you are in
- Some chests that would give the player buffs

Platformers

Platformer

UI



Characters

Market research: Platformer

9/10	89%
Steam	Metacritic

Initial release date: 10 May 2017

Developer: Motion Twin

Publisher: Motion Twin

Composer(s): Yoann Laulan

Platforms: Nintendo Switch, PlayStation 4, Xbox One, Microsoft Windows, Macintosh operating systems, Linux

Awards: The Game Award for Best Action Game

10/10	9.4/10
Steam	ign.com

Initial release date: 24 February 2017

Developer: Team Cherry

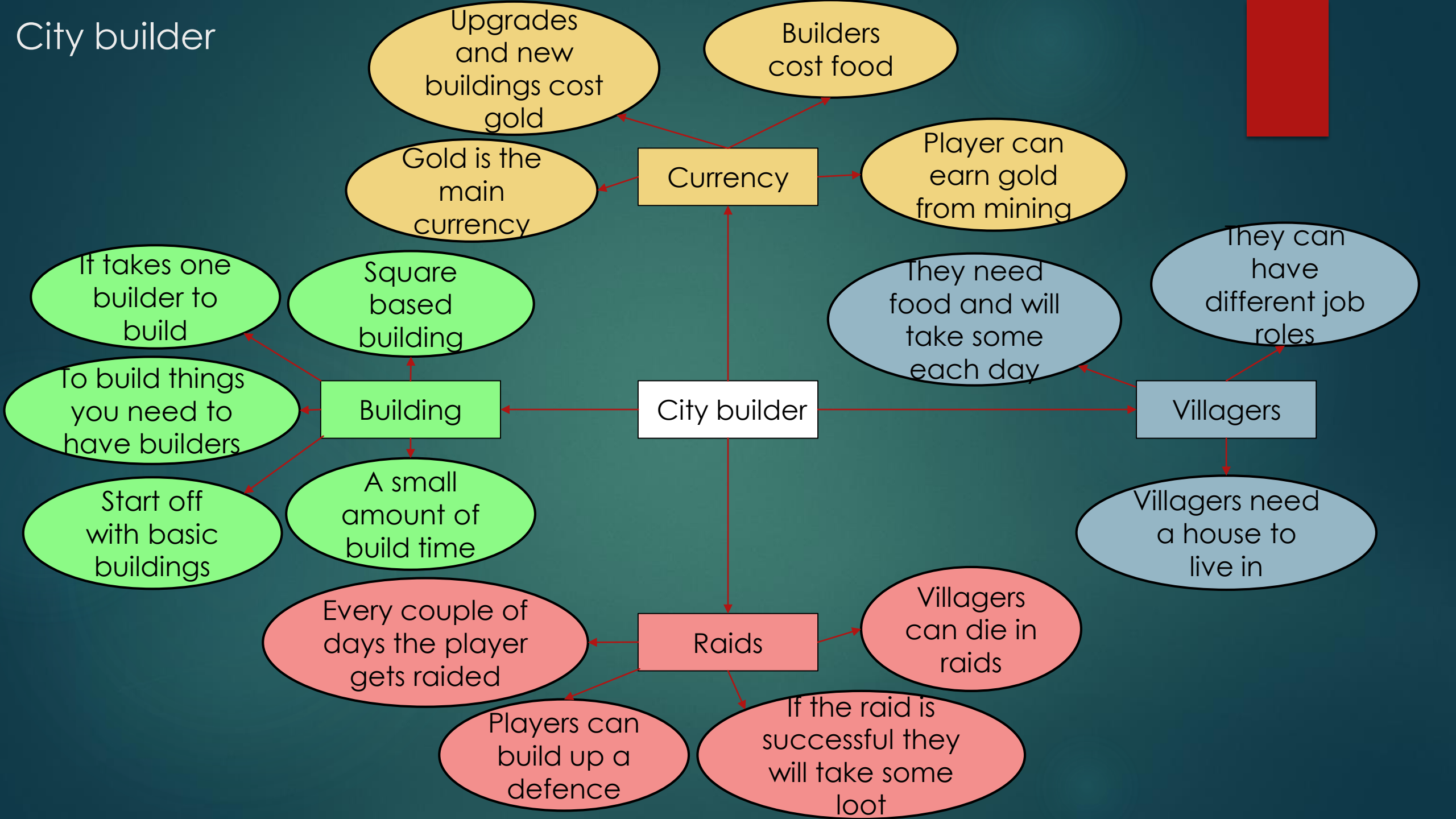
Engine: Unity

Designer: William Pellen

Composer(s): Christopher Larkin

Platforms: Nintendo Switch, Microsoft Windows, macOS, Linux, Xbox One, PlayStation 4

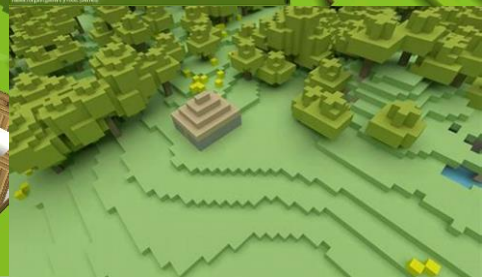
City builder



City Builder

- You have to build a village and defend against raiders
- Upgradable buildings and defences
- To build or upgrade anything you need builders
- Day/night cycle
- Set events on certain days
- Aim of the game is to survive as long as possible
- Set in medieval time

Cartoon

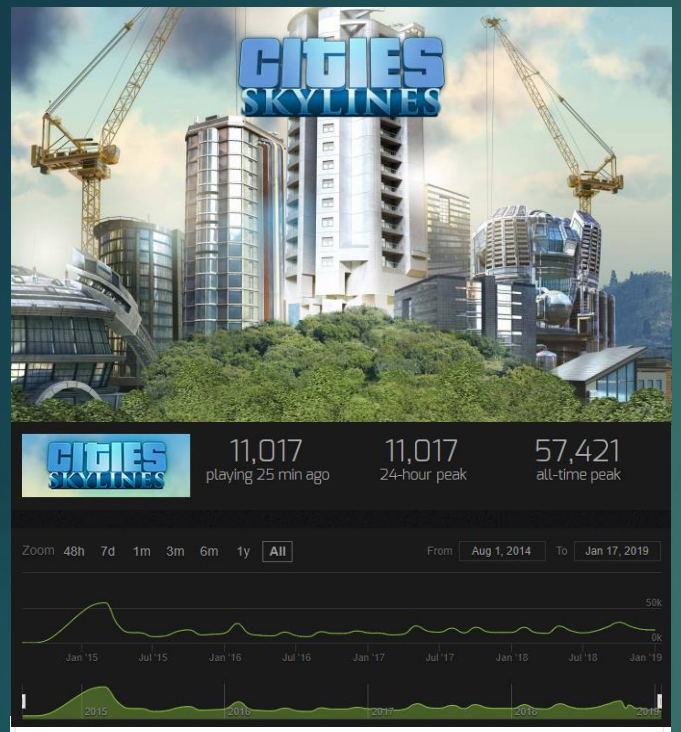


City Builder

Realistic

Voxel

Market research: City Builder



9/10 · Steam

Initial release date: 10 March 2015

Developer: Colossal Order

Engine: Unity

Designer: Karoliina Korppoo

Platforms: PlayStation 4, Nintendo Switch, Xbox One, Microsoft Windows, macOS, Linux, Macintosh operating systems

Genres: City-building game, Construction and management simulation

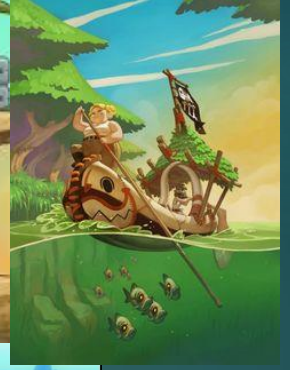
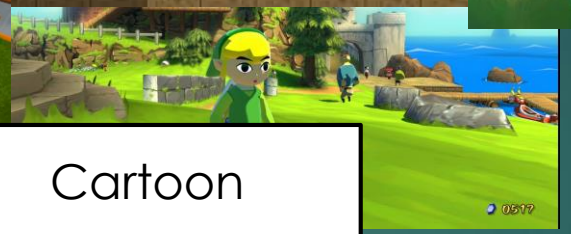
9/10 · Steam

Initial release date: 20 July 2017

Developer: Lion Shield

Publisher: Lion Shield

Platforms: Microsoft Windows, Linux, Macintosh operating systems

Cartoon

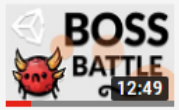
Stylised

Art styles

Pixel art

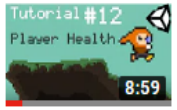
Tutorials

Platformer



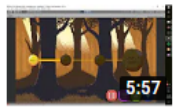
HOW TO MAKE A BOSS BATTLE WITH UNITY & C# - TUTORIAL

Blackthornprod



Unity 5 2D Platformer Tutorial - Part 12 - Player Health

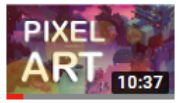
GucioDevs



Making an Opening Cutscene | Heart Battle Game Dev Log #8 Unity 5.5

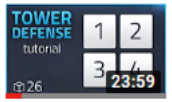
Chris' Tutorials

General



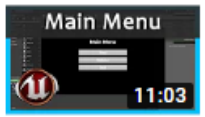
HOW TO DRAW PIXEL ART GAME CHARACTERS IN PS - TUTORIAL

Blackthornprod



How to make a Tower Defense Game (E26 LEVEL SELECT) - Unity Tutorial

Brackeys



How To Create A Main Menu - Unreal Engine 4 Tutorial

CodeViper

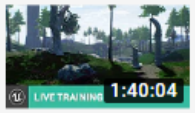
Environment

UE4 tutorial: How to make a simple puzzle game

Alen Loeb

🔍 SHADOW PUZZLE from RESIDENT EVIL 7 - UE4 Tutorial

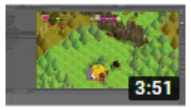
Medel Design



Getting Started with Landscapes | Live Training | Unreal Engine

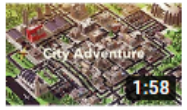
UnrealEngine

City Builder



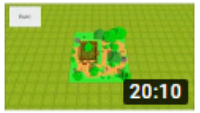
Unity City Builder

City Building Kit



City Adventure - Unity3D - AssetStore - Build City Game Yourself

beffio



Snap to Grid Building Placement For Mobile Devices in Unity

NoScopeTutorials

Final Idea:
Platformer

- Plenty of tutorials to help me create it but the others don't have many
- I can create this within my time limit but with the others I might not be able to
- I can continue to add levels to it if I have extra time at the end
- I have some other work that I could use to help me when I create it
- They are quite popular according to the market research