

Conway Middle School

GAME DESIGN CONCEPT DOCUMENT

“Olympus Olympics”

Designers: Johnny X. Box, Joy Stick, Billy E. Rated

In our game we are making an Olympics recreation. Each level will be a different sport.

When a player does something or an action that was amazing in the background you will hear the audience clapping with joy. If something wrong happens the crowd will get bored and start booing, but will cheer at the end of an event when the winner is declared. In the front end the title will show above the Olympic rings and trumpet music will play. The levels will begin with swimming, then snowboarding.

The sports are from the winter Olympics and summer Olympics. There will be 2 players and they both will be controlled by the keyboard. Before each level there will be training for the level in the form of written instructions. If it is snowboarding, before the level it will give you a mini training level. We will have the sports; swimming, snowboarding, archery. Since the Olympics originated in Greece, the player objects will be Greek gods. Swimming will be god Poseidon's talent because he is half fish. Snowboarding will be Aphrodite's talent. She will be snowboarding on a heart since she is the god of love. Each sprite will be better in one sport but not all sports. If you are player one you will use the arrow keys, if you are player two you will use the keys W,A,S,D. when controlling your player they will jump, run, duck, dive, flip, and of course fall. Scoring will be like the real Olympics. The bar will show the player's name and score. If they mess up they will lose a point. They will have to pass if they reach a certain amount of points. All the sports will take place outdoors. For the summer one it will take place in Rio, and the snowboarding will be in Sochi, Russia. The art will be cartoonish but not pixelated. There will be a game information screen with credits and player controls.