Dingus Dan: Return to Neverland

Game Pitch

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Executive Summary

### Summary

Dingus Dan and Buster Bill have been kidnapped by the villainous Captain Crook! You and a friend are in control of helping Dingus Dan and Buster Bill get out of the lair and back on track to getting to Neverland. The goons of Captain Crook have been very lazy about keeping an eye on you two, and even worse about keeping your weapons (and theirs) locked away. Once you make it out of the lair, you fly off into the moon to go and see your old friends once more. Of course, Captain Crook won’t let you two out very easily.

### Gameplay

Two players fight alongside each other in an effort to escape the clutches of Captain Crook. Using swords to cut in front and a charged spin move, the players fight hordes of Captain Crook’s underlings to get out.

### Mindset

The players should be in a lighthearted mindset as they cut their way through their foes, but they should still feel somewhat pressured by the enemies approaching them. They should understand that the game is a parody and be in it to have fun.

## Technical

**Screens**

There are a few screens in the game:

1. The Title screen
2. The actual game screen
3. Dialogue Screens
4. Game Over screen
5. Victory screen

**Controls**

Controls will use both gamepad and keyboard. The main functional will have two buttons for attacking, one action button(for example, pick up items), and control stick/arrow buttons for movement.

The game will feature two players, so using gamepads is recommended.

**Mechanics**

Since the game is a very simple game, the mechanics included aren’t very extensive. Simple movement and pickup item mechanics as well as a health system. Scoring will be determined by time taken to clear the waves.

### Development Specification

Hardware:

* OS: Windows XP, Vista, 7
* Processor: 2.5 GHz
* Memory: 1GB

Software:

 Construct 2

 Html5 Browser

### Algorithm Style

The game will be constructed using a tiling system and we will use collision detection with sprites to handle collisions with obstacles as well as hazards.

Level Design

The game will only feature one level, with 5-6 waves. The level will be in an urban environment, in a hive of scum and villainy.

**Enemies**

Bums: Bums are the most common grunt in the game. With only a few attacks, they are basically target practice for our heroes. They run in a straight line and attack the closest hero.

Level 2 Bums: Watch out, these Bums are dangerous. With broken glass bottles as their weapons, these monstrous homeless men offer a greater challenge than your average bum. They hit harder and run faster than the other bums.

One-eyed bums: Ranged goons, they use eye patches to improve their drunken accuracy.

Captain Crook: The final boss of the game, this powerful captain has a hook for a leg and he’s not afraid to use it. Has a powerful sweep attack and fires shots randomly.

**Game Flow**

1. Player starts in an enclosed area in the ghetto
2. Player encounters waves of enemies.
3. Player battles enemies
4. Player encounters final boss
5. Player defeats final boss
6. Game won

**Development**

**Abstract Classes and Components**

1. BaseCharacter
	1. BasePlayer
	2. BaseEnemy
	3. BaseBoss

 2) Base obstacle

1. BaseInteractable

**Derived Classes/ Component Compositions**

1. BasePlayer
	1. DingusDan
	2. BusterBill
2. BaseEnemy
	1. EnemyBum1
	2. EnemyBum2
	3. EnemyOneEyedBum
3. BaseBoss
	1. BossCaptainCrook
4. BaseObstacle
	1. Obstacle
5. BaseInteractable
	1. InteractablePickup

## Gameplay, Look, and Feel

### Appearance

The Game is meant to be taken very lightly, so the art assets in the game will be composed of brighter colors for Dingus Dan and Buster Bill and the enemies, with the environment objects being slightly darker colors.

### Player Roles and Actions

The players take on the roles of Dingus Dan and Buster Bill. Each player fights against Captain Crook’s underlings to escape his captivity and eventually defeat him and return to neverland. The actions players may execute are move, swing sword, use item, and spin move.

### Strategies and Motivations

The player must make decisions on which types of enemies to take out first and when to use the items they pick up. Decisions must also be made about if they make a risky maneuver to try and get a faster time or if they play it slow but steady.

The player is motivated by the story and silly atmosphere to defeat Captain Crook. Pickups provide extra unpredictability and fun for the players to discover.

Level Summary and Story Progression

The level is the same level played throughout the game, however each wave introduces a different set of enemies culminating with the final boss, Captain Crook.

The story is introduced to the player via an intro dialogue between Dingus Dan, Buster Bill, and Captain Crook and only advances once the player completes a wave. The story concludes when the heroes defeat Captain Crook and return to Neverland.