

Fall 2015

CIS-587-002- Game Design and Implementation I

Assignment 2 – 2D Game Pitch

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**Executive Summary**

**·         Abstract of game story**

Name of the game: Maze I

2D game that consists of a Maze where the player can take shortcuts and reach a goal. Three levels of difficulty are available. Whenever the player finds a shortcut it can be used to shorten the time to arrive to the goal.

**Game Play Look and Feel**

**·         Appearance**

The following diagram describes the levels of Maze 1:

**Level 1**

START

END

Time: **mm:ss**

**Level 2**

START

END

Time: **mm:ss**

**Level 3**

START

END

Time: **mm:ss**

·

**Final Screen**

Score

Maze 1

Time: **mm:ss**

Maze 2

Time: **mm:ss**

Time: **mm:ss**

Maze 3

**Player roles and actions**

·         Strategies and motivations

The strategy of the game is to reach the goal in the shortest time possible. To do that the player can take shortcuts to lessen the required time. The running time will be displayed on the upper right corner.

·         Level Summary/Story Progression

 Three levels of difficulty are provided. Every time that the player reaches a goal, the next maze is displayed.

**Development Specification**

**·         Hardware**

No special hardware is required. The game was deployed in a computer with Windows 10, Intel Core i7 and NVIDIA GEFORCE graphic controller.

**·         Software**

The game is developed using Unity 5.2.1, 2D configuration and standard assets downloaded from Unity Asset Store are going to be used.

The programming language to be used is C#. Four scenes as described in the section **Game Play, Look and Feel** will be implemented.

**·         Algorithm Style**

No special algorithm is used in this game. The player decides the way that is going to be followed in the maze and this is made in a “try and fail” approach.

**Conclusion**

The objective of this game implementation is to get familiar with the main concepts of Unity development. No elaborated art and design are used.