Video Game Proposal

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1 Title and Developer

- Title: Puppylympics 2008

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2 Game Overview

In Puppylympics 2008, the player trains his puppy to compete in a variety of events in varying levels of competition. The events in which the puupy competes include Puppy Racing, the Bone Relay, Speed Fetch, the Doggie Paddle, Treasure Hunt, Frisbee Catch, the Puppy Long Jump, and the Downhill Food Bowl. Depending on the number of events the puppy wins, he can earn a number of puppy biscuits which can be spent on training to develop certain skills or attributes.

Puppylympics is a hybrid of the sports and adventure genres and is meant to be a fun, all-ages, family oriented game that can be played by both boys and girls on the Xbox game console. As such, it is expected to have an 'E' rating. The target audience is expected to have little to no experience with video games, so it will be easy to learn and play. Although Puppylympics is primarily intended for entertainment, it is possible to include some educational elements, such as factoids about dogs and specific breeds of dogs.

Puppylympics can be played by one or more players and is expected to be primarily played in adventure mode, although there is also an option to play in practice mode. In practice mode, the player simply chooses a puppy and an event and practices that particular event.

In adventure mode, the player chooses a puppy that will be used throughout the game. The puppy begins at the lowest level of competition and the player must work his way up through increasingly difficult levels. When the player begins, he is presented with a choice of puppies, varying by breed. Each selection has a different background story. Every breed has a set of attributes, which include strength, intelligence, agility, and stamina. These attributes will effect how the puppy performs in the events. For example, strength will allow the puppy to run faster and jump higher or further. The attributes of the puppies

will be representative of the real world breeds. For example, a labrador retriever puppy may have higher than average stamina, but it may have lower than average intelligence. The player can further customize their puppy by choosing a color scheme for the puppy's uniform.

The player will control the puppy with a third-person point of view in a 3D environment. The stages of the game or marked by mini-tournaments, comprised of a subset of the available events. For example, the first tournament is at the "local" level and the NPC puppy opponents may be breeds similar to the player's choice. The player progresses to the next stage by finishing in at least third place in the mini-tournament. The next stage of the game will be a larger tournament, where the NPC puppy opponents are more varying and the number of events either increases or varies slightly. Depending on how well the puppy performed, he may win some number of bones. Between tournaments, these bones can be spent on additional training. The goal of training is to improve the puppy's attributes. Training consists of "real world" activities, such as bird chasing or garden digging. (No birds will be harmed during gameplay.)

The final stage of the game is the worldwide Puppylympics tournament. Puppies from around the world will compete in this global, so the NPC puppy opponents will be breeds such as the Chinese Shar-pei, the Black Russian Terrier, or the English Setter. The goal of this event is to win the highly coveted Gold, Silver, or Bronze Bone.

3   Gameplay

The core gameplay of Puppylympics 2008 is the individual event. The player must do well in each of the events in order to succeed in the game. These events are described below:

- **Puppy Racing** - This is a simple race that the puppy must win. The strength attribute is important here, as it will contribute to the puppy's speed.

- **Bone Relay** - A racing event in which the bone is passed from one team member to the next. The computer will select the puppy's teammates, while the player's puppy will be the last to run. Stamina will be the important attribute here, as each leg will be longer than the distance in the simple Puppy Race.

- **Speed Fetch** - The puppy is given a set amount of time to fetch the most number of balls. Strength (for speed) and stamina will be important for this event.

- **Doggie Paddle** - The puppy swimming event will emphasize strength and stamina.

- **Treasure Hunt** - In the Treasure Hunt event, the puppy must navigate an obstacle course while digging up buried bones. This is a timed event; however, even though strength is essential, agility will be even more so.

- **Frisbee Catch** - In this event, the puppy must catch a series of thrown frisbees with each successive frisbee thrown a longer distance. The puppy that catches the furthest thrown frisbee wins the event. This event primarily emphasizes stamina.

- **Puppy Long Jump** - Simply, the puppy that jumps the furthest wins the event. The puppy will require strength to gather speed, but it will also require agility since it is a requirement that the puppy land on all four paws for a successful jump.

- **Downhill Food Bowl** - In the Downhill Food Bowl, the puppy sits in his food bowl, which happens to be on wheels, and steers it on a curvy, downhill track. Agility will be stressed in this event.

It should be noted that regardless of the event, the puppy will only have a certain amount of stamina, so that the longer the puppy is running, swimming, digging, or jumping, the more stamina will be used. If the puppy depletes his stamina, he will be forced to walk and cannot jump or dug; however, during that time, the puppy's stamina will replenish and the puppy can then resume running, jumping, or digging.

If the puppy does well in all of the events, he will win the tournament for the current stage in which he is competing. At the end of the tournament, the puppy will be rewarded with a number of bones depending on how well he did in the competition. These bones can be spent on training time, so that the more bones he has, the more time the puppy has to train. In training, the intelligence attribute comes in to play. The more intelligent the puppy is, the better the chance he will have at increasing the attribute he is training. The puppy can train in the following exercies:

- **Bird Chasing** - The puppy must chase a bird that flies around the yard. If the puppy catches the bird (by plucking tail feathers from the bird), then the puppy's agility attribute has a chance of increasing. If the time spent doing this training exercise is sufficiently long, then there is a chance of the stamina attribute increasing.

- **Garden Digging** - The puppy has a fixed amount of time to dig as many holes as possible in the garden. With each hole dug, the puppy's strength attribute has a chance of increasing. If the time spent doing this training exercise is sufficiently long, then there is a chance of the stamina attribute increasing.

The controls for the puppy will be relatively simple. Movement will require the standard movement pads or sticks on the controller. The available buttons will be for jumping, digging, and grabbing. For amusement, one of the buttons will cause the puppy to bark.

The HUD will be simple and will vary with each event. There will always be a stamina bar to display how much energy the puppy has. For timed events, there will be a timer. For events which involve collecting (Speed Fetch, Treasure

Hunt), there will be a counter displayed. For racing events, there will be an indicator showing which place the puppy is currently in.

The graphics will not be a priority in this game, as it is meant to appeal to players of all ages. Therefore, the general look will be a 3D environment, with cartoony graphics and bright colors. The use of lighting will be minimal.

Sound effects will be very much puppy oriented. For example, audio cues may consist of puppy barks in varying pitches. Background music should be kept light and happy and should be representative of the intensity of the current event. For example, fast-paced music should playing during the Speed Fetch event.