

Stonehenge

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Overview

The title of the game that I want to develop is “Stonehenge” and is a classic side scrolling game in the action/adventure genre. The game is targeted for the casual gamer of all ages and is designed to be the kind of game that can be played without investing a lot of time learning how to play. The game will have a rating of E for everyone and is designed to be a fun and simple game that is also entertaining. It will be based on a third person POV and will have a classic cartoon look but with a more grim setting.

The game will start with a simple cut scene to set up the storyline and introduce the main characters. The storyline revolves around the mystery of Stonehenge and its true purpose. The story starts by people destroying Stonehenge because they believe it is just a waste of space and serves no purpose. However, by destroying it they release an ancient spirit that was imprisoned within Stonehenge. The ancient spirit named Malum then precedes to possess the animals of the world causing them to turn extremely violent and dangerous. To counter the evil that was released another ancient spirit named Ventus awakens to battle the evil once again. Ventus has the ability to transform into various animals to help him combat the evil that he once fought long ago when he created the Stonehenge prison. His goal is to recollect the pieces of Stonehenge that Malum now holds and once again imprison the evil and save the world.

This will be a single player game that will be mostly action/adventure but will also have some small puzzles to solve within the levels. The game will be organized into different worlds that the user can choose from and within the worlds there will be a few levels the player must complete in order to clear that particular world. The different

worlds will each be a different nature setting: forest, snow, water, dessert, and a volcano world. Within each of these worlds the user will have to complete different levels which consist of fighting posses animals, clearing obstacles, and solving puzzles to reach the end. At the end of each world the user will face the boss of that world and must defeat them in order to clear that world and move on to the next world. As the player progresses thru the worlds he will gain new powers to help fight the evil.

Gameplay

The game will be a classic side scrolling game where the player will have to use its animal powers to defeat animals, jump/fly over certain areas, solve puzzles, and defeat the bosses. The player will be given a set amount of lives and no animal forms at the beginning of the game. As the player advances thru the game they will gain extra lives and new animal forms. There will be no clock to give the player enough time to complete each level. There will also be a running score so players can keep track of how well they are doing. Score increase by defeating monsters, bosses, or solving puzzles. The player will initially just be able to run, jump, and shoot a bow but will soon gain the ability to transform.

The player gains a new form in each world and must complete a puzzle to unlock the form. Once a player gains a form they can use it when ever they choose. This will also be a challenge for the user because they must learn how and when to use each form to accomplish a task. The different forms are a wolf, alligator, hawk, spider, and a penguin. Each form has it own abilities and usefulness. The wolf allows the user to run faster and to claw at the enemy to kill it. The alligator allow the user to swim in the

water and use its tail to defeat the enemies. The hawk allows the user to fly and the spider allows the user to sneak around without being seen by some monsters. The penguin allows the user to shoot ice at an enemy to kill it.

The interface for the game will be fairly simple involving just the keyboard or a simple controller. The game will just use directional pad to move the character and a few buttons (no more than 4) to perform actions such as running, jumping, transforming, and using an animal's special move. The player will have a health bar and it will decrease as the player takes damage from enemies. If the health bar reaches zero then the player dies and he loses a life. If a player loses all there lives then the game is over.

Audio and Video

The game will look like a classic side scrolling game and the characters will have a cartoon look to them but, the worlds will have a grimmer look to them and the lighting will be darker then most of the cartoon looking games. The audio for the game will have sound effects when killing enemies and performing animal moves. Also, there will be a simple melody for each world that will be unique to that world. There will be no spoken dialogue and the cut scenes will use displayed text to convey the story to the gamer.