

Game Development Individual Proposal

Game Name: Counter Clockwise
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Overview:

“” Counter Clockwise! Imagine experiencing your life in reverse, where the foggy spots in your memory fill in one by one. You will revisit your past, reliving the events of your life to help make sense of your future. “”

The purpose of this game is purely entertainment. I am hoping that this will be a multiplatform game. From PC to the current gaming consoles, and maybe even made into an arcade style system. This game will be a RPG. I am hoping to have a more advanced audience in two senses. One, the player will be from 14 to 35 thus giving them the mental capability to understand the story. The other will be that they are a more experienced game player and can pick this game up fairly quickly to avoid a slower starting game. I do not play many games, but I do believe that a game should not be gender specific. Now, I know that the majority of the game players are guys, so in turn most games are geared towards the male player. This game will probably be geared in that same fashion. I would hope that it will be played by both genders. The rating will probably be at minimum Teen, but more likely would receive a Mature rating. It will be purely single player, no multiplayer aspects. The goal of the game is to simply finish the story, figure out what your future holds.

The role of the player is to guide the character through his memories. It will be 3rd person point of view with brief interludes of 1st person when discovering a clue or something of that nature. The setting of the game is to be in the future, something after a

catastrophic world war or something like that. The story starts with the character fighting a simple, almost impossible to lose battle, where the player can learn the controls and what not. However, the character is severely weakened by the battle and winds up in a daze somewhere safe. He can not remember anything of how he got to where he is. Slowly clues appear and he starts to link up his past. Going backwards in his life, piece by piece. As he nears his early age, he realizes how he ended up on the path he had taken. The end of the story or game is a final battle (now back in the future) with the person who years ago, twisted his past and misshaped his future, the mentor.

The character will have to overcome many challenges such as enemies of the past, puzzles of his history, and in the end he must defeat the one person he thought he could trust, the person he trusted most, and the person who taught him everything he knows, the mentor. The player will control only the character, NPCs will not be used as part of the characters personality and training makes him a "loner". He is set in his ways and the player can not do anything to change the characters personality. The character will gain experience and thus the other attributes that go along with it, the player can not do anything to affect the way the character evolves. The structure of the worlds is sort of unclear right now. Possibly one world with many towns, this seems to fit the time the best. The story will progress through the towns as places the character has been.

Game play:

Scoring and rewards will be given through experience points gained from defeating the bad guys and completing tasks. The player will be able to run, jump, crouch, shoot weapons etc. The core game play will be killing enemies and completing tasks. The player will have an inventory and an equipment chart to track the weapons and other items the character will have or has acquired. Some items might be upgraded weapons or armor, items to help complete a task or quest, items to revitalize etc. The

only manipulation the character seems to have over time is that he slowly works his way back in time or in his memories. The character will have only one life, if he dies, the memory will be ended and have to be restarted or back to the last save spot or something like that. His powers will be his special training from his “mentor”. This training will include survival skills, weapon skill etc. The interface will be standard for all methods of game play. There will be a map that is in the heads up display, as well as health, equipped items, and others. The game will be real time.

Audio and Video:

The video will hopefully be advanced enough to offer 3d realism. It is a fantasy game, so things can be made up and written into the story to give a more inviting look to the game. The audio will be mostly music; hopefully the small dialogs can be voiced.

This is a fairly rough outline of the game and hopefully will be a good building block for a game to be built.