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**Project Title:** Just a cloud

**Brief Introduction:**

In this computer game, you are a cloud that has to safeguard a boy, Tommy to his destination. Throughout the trip, there may be obstacle that blocks the way of Tommy. As a cloud, you have to find ways to help Tommy and make sure that he is save.

As a cloud, you possess numerous abilities. You can strike thunder, rain and blow winds. Some abilities can be both harmful and helpful. For example, thunder can destroy obstacles standing in front of Tommy. But it can also kill Tommy. If Tommy can reach the final destination, you win.

**Target System of the game:**

It will be on PC.

**Story:**

You are a cloud and the god has assigned you a task, to protect Tommy. You do not understand why you have to do so or why it is important. All you know is that Tommy is extremely dumb. Throughout his journey, he will encounter a lot of dangerous situation. A lot of people will also try to kill Tommy. All you have to do is to make sure that he can reach his destination.

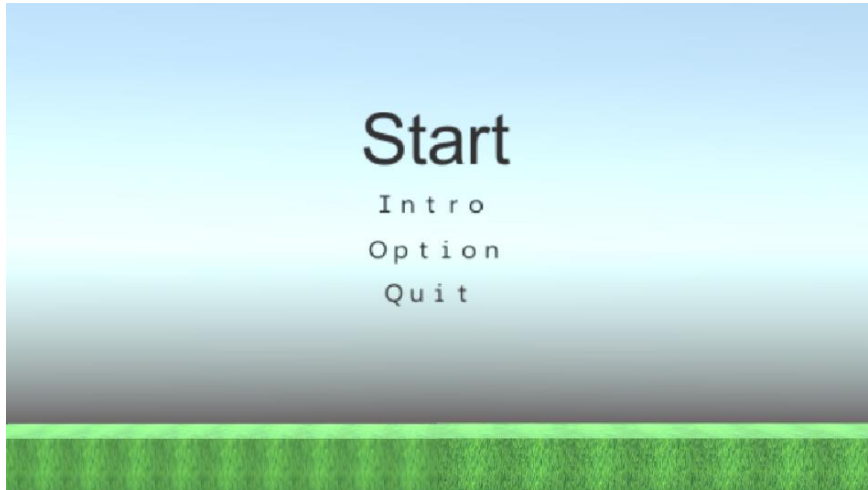
**Theme:**

The game should give players sort of funny and ridiculous feeling. The graphic will be simple and looks a bit like cartoon. The music will also sound a bit funny and trolling in a sense.

Potential theme song: [https://www.youtube.com/watch?v=wX\\_pAjMmHoU](https://www.youtube.com/watch?v=wX_pAjMmHoU)

## Menu/ UI of the game:

(All pictures are just for demonstration purpose, they do not represent the final game)



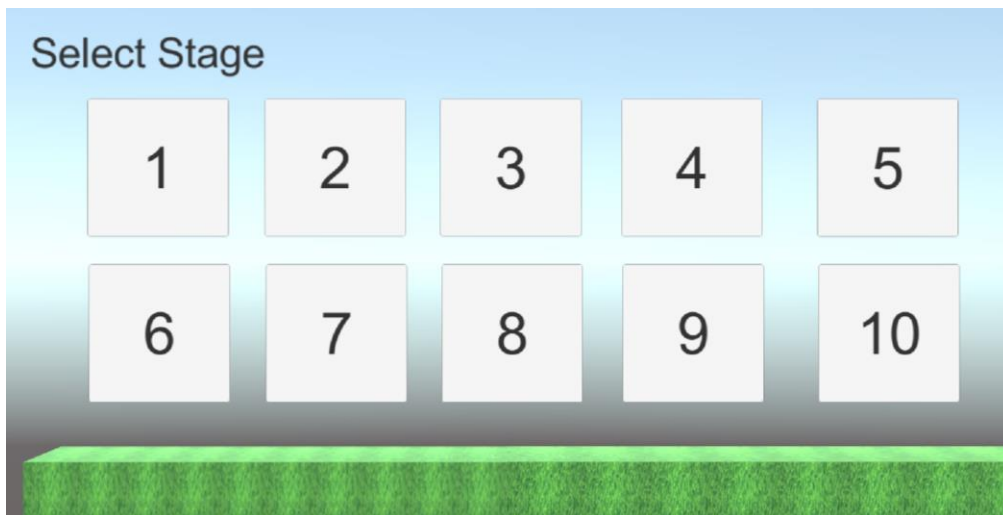
The Menu will not be too fancy. It consists of all the basic functions.

Start: to start the game

Intro: Tutorial of how to play the game

Option: to turn off the sound effect or the music

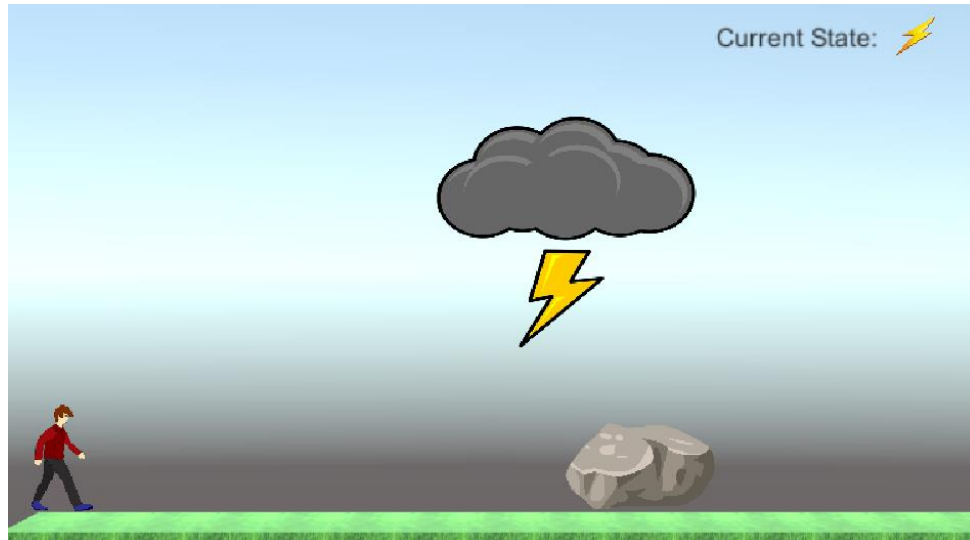
Quit: To quit the game



When started is clicked, you can select different stage. For now I am planning to make around 10 stages for the final submission.

## UI of the game:

(All pictures are just for demonstration purpose, they do not represent the final game)



The Guy in red clothing: Tommy

The thunder Cloud: Players

Rock: Obstacle

UI on the top right corner: what kind of cloud you are currently are

## View Description:

The game will be a 2D game. The view angle is similar to old console game such as Mario.

## **Controller Diagram:**

Keyboard is used when playing the game.

“W”, “A”, “S”, “D”: the player can fly the clouds around in any position as long as it does not collide with other game objects.

“Tab”: the player can switch between different state.

“Space”: player can perform the actions/ skills of his current state.

Thunder state: strike thunder

Rain State: Create rain water

Wind State: Blow wind (Which can freeze water)

## **Characters:**

The only characters are Tommy, the cloud and some enemies on the way. The enemies act more like obstacles in a sense. They are not really relevant or important to the storyline.

## How to Play/ Mechanism:

The responsibilities of player:

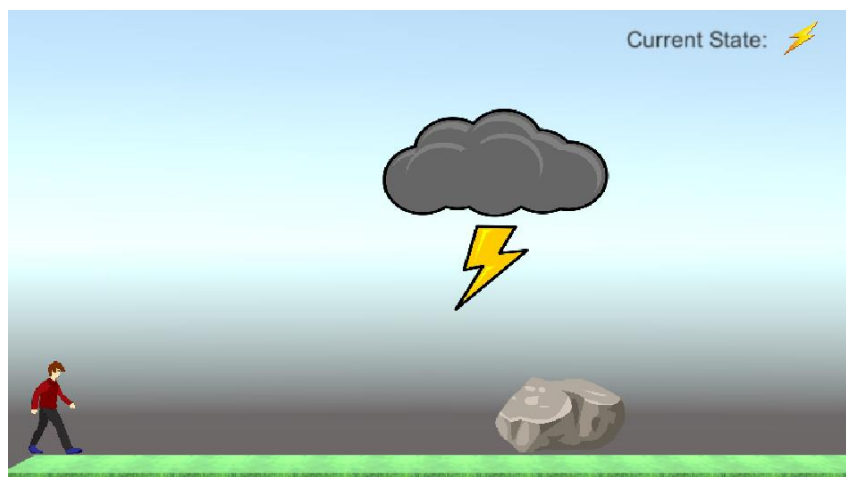
Destroy Obstacle.

Create path for Tommy

Don't kill Tommy

Tommy will keep walking no matter what is ahead of him. You should make sure nothing is in his way. The difficulty of the game depends on the speed of Tommy.

### Example 1:

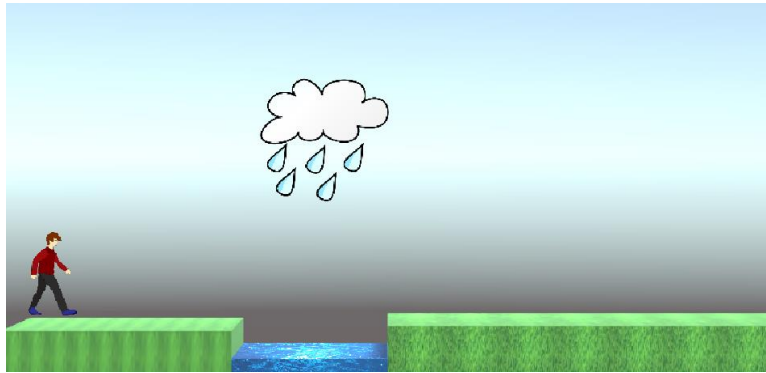


There is rock in front of Tommy. Players should switch to thunder mode and destroy it.

### Example 2:



There is a hole in front of Tommy. Players should first switch to rain mode. And flood the hole.

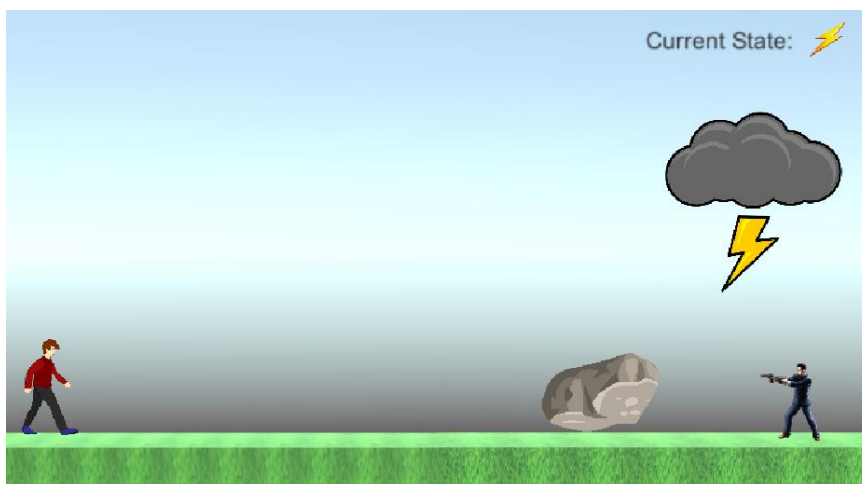


And then switch to wind mode and freeze the water.



Tommy can then walk through the hole.

Example 3:



There is an enemy behind the rock. If you destroy the rock, the enemy will shoot Tommy immediately. What you should do is first strike thunder and kill the enemy first. Then destroy the rock.

## **System analysis and design:**

### **Display Use Case (Elements to be prepared):**

#### Game Object:

Ground

Background

Tommy (Constant animation of Running)

Cloud (Display current state)

- Animation and special effect sprites when perform certain actions
  - Rain
  - Thunder
  - Wind

Trees

Enemies

- Animation of shooting
- Bullets

Rocks

Rain Water

- Ice

Holes

#### Audio:

Background Music

Gun Shot (when enemies strike)

Sound Effect from cloud

- Raining sound
- Thunder sound
- Wind blowing sound

Screaming sound when Tommy dies

Winning sound effect

#### UI elements:

Top Right text

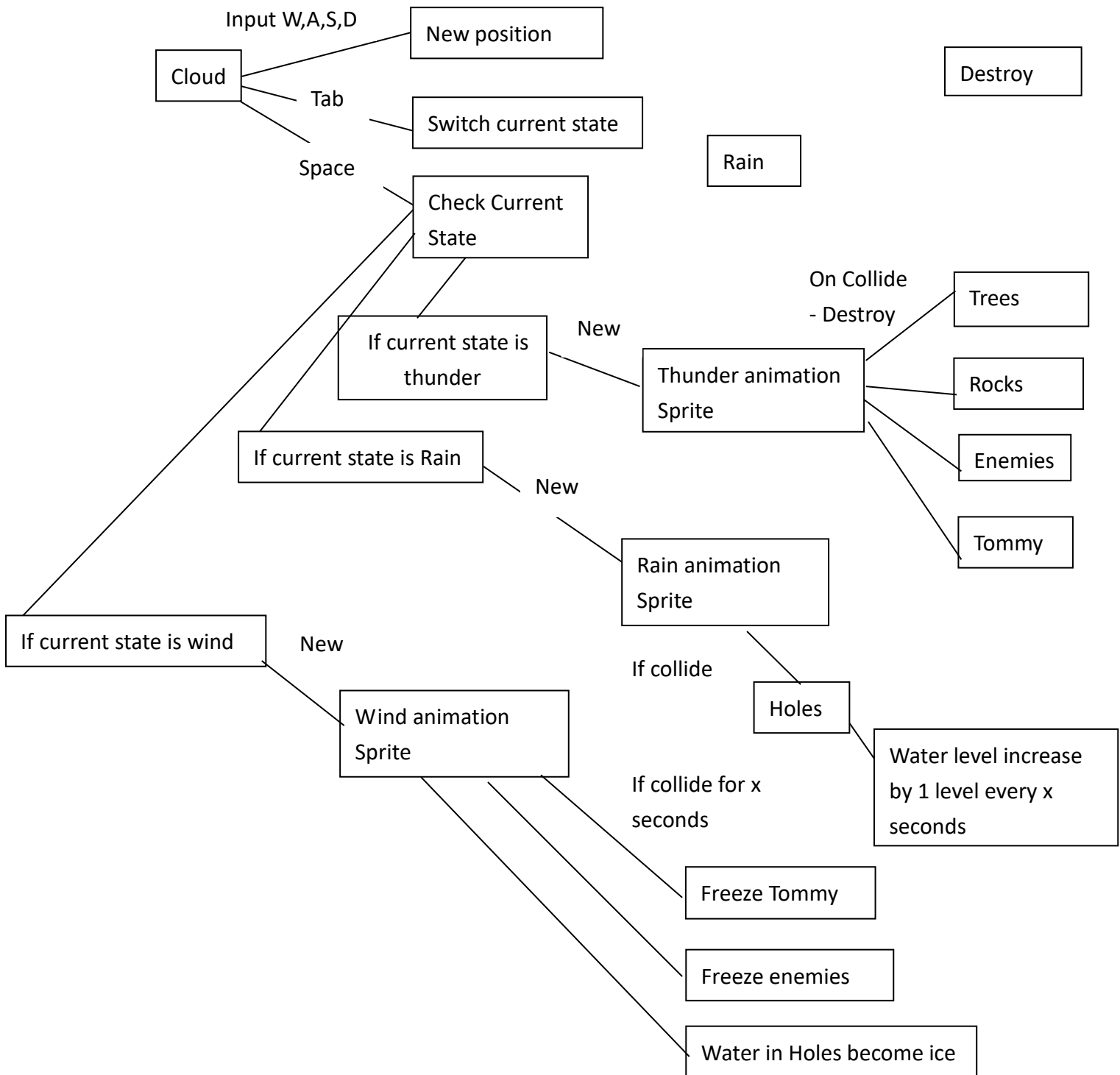
Top Right UI image indicating current state

Pause Menu

Game Over Menu

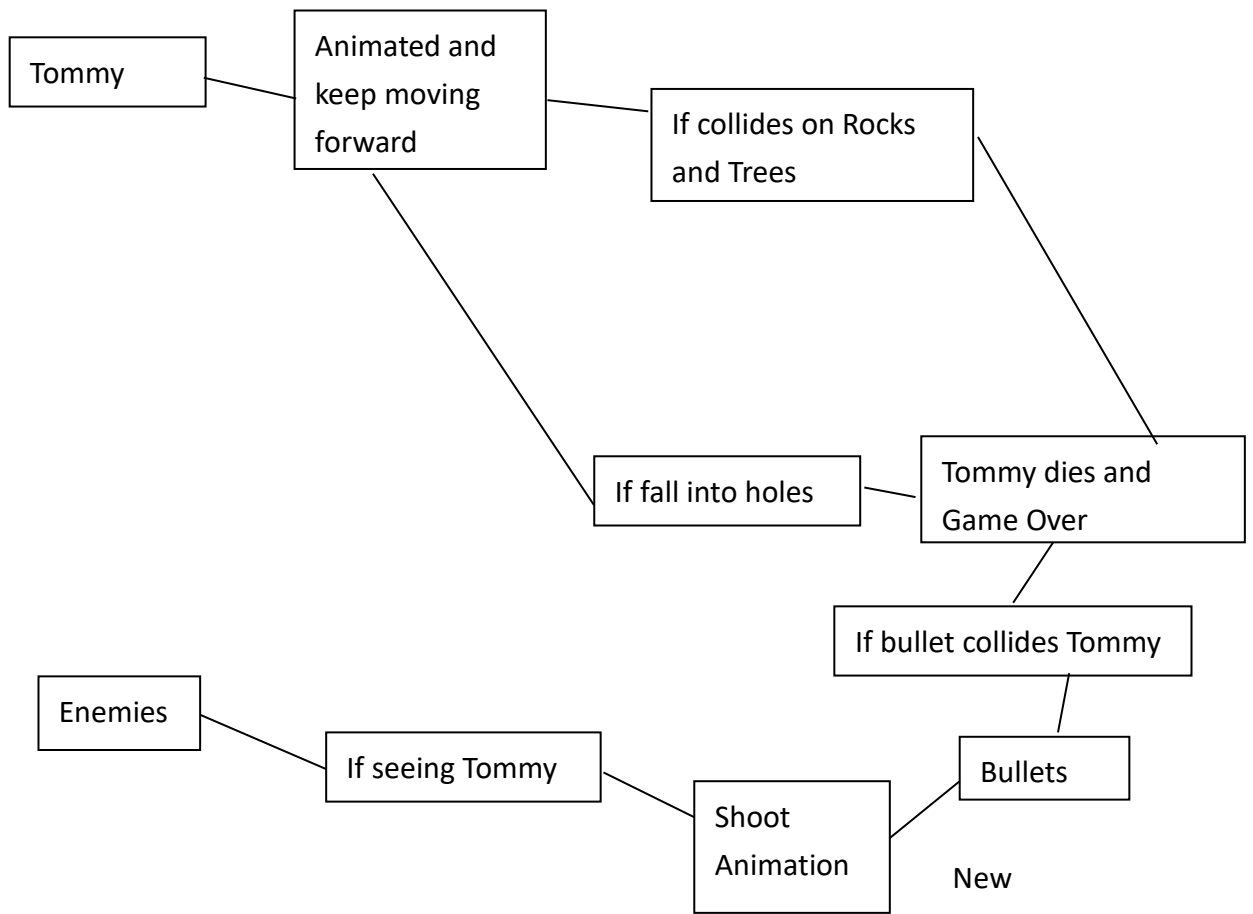
Winning Menu

# State Chart Diagram for the cloud (Main character)





State Chart Diagram for AI in game:



**Similar Games/ Inspiration:**

From Dust (2011):

<https://www.youtube.com/watch?v=yaJcpBrcM-s>