CSS 452 Final Game Pitch

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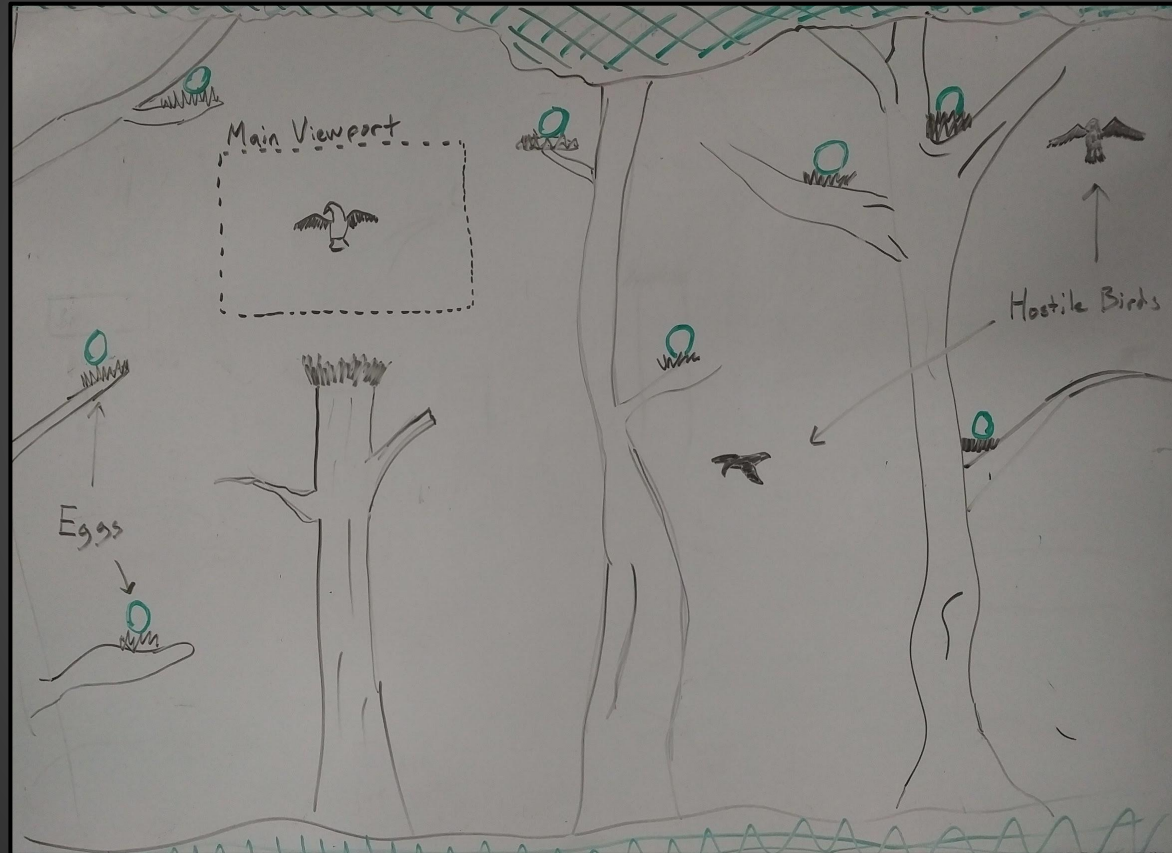
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Concept

You are a bird who must fly around to other bird's nests to retrieve your eggs which were stolen from you.

The player guides the bird through the forest, being careful to avoid or attack hostile birds.

The game is complete when all eggs are either collected or broken.

Conceptual Diagram

Technical Requirements 1

Scenes:

- Initial Info Screen
- Game Level
- Game Over Scene

Game objects:

- Birds (including Hero and Hostiles)
- Eggs (many)
- Nests (Hero and Hostile nests)

Collision:

- Picking up the eggs
- Dive-bombing birds

Cameras:

- Main view following hero bird
- Map view revealing egg & nest locations
- (Popup view that follows falling egg)

Technical Requirements 2

Behavior:

- Birds shake when dive bombed
- Hostile birds chase hero bird

Physics:

- Hero bird is affected by gravity
- Eggs can be dropped and tossed

Particle System:

- Eggs splat on the ground
- Feather explosion when dive-bombed

Lights:

- **Directional**: Sun and/or Moon
- **Point**: Special Eggs
- **Spot**: Enemy Bird Field of View (FOV)

Proposed Timeline

Completion Dates:	Game Mechanics:	Art:	Sound & Effects:
Game Progress Demo (3/4/2019)	Cameras and canvas	Background	Background Music
	Player character movement	Boundaries	Bird Sound
	Egg physics	Player Character	
	Player Egg interaction	Egg	
	Egg Home nest interaction	Enemies	
	Enemy AI		
	Win condition checking		
Playtest (3/11/2019)	Main Menu Buttons	Main Menu	Egg Breaking Sound
	Controls menu	Button	Particle Effects
		Win Screen	
		Minimap icons	

Thank You!

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