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Surreal

Genre: 3D side scrolled, puzzle game

Battle System: shooting enemies with projectiles, dropping objects on them

Character: “Dude” a stick man and his companion “Teh Bat”

Game Mechanic: A 3D side scroller where the player can interact with the background in order to complete puzzles and kill enemies. Surreal is kind of a mix between Little Big Planet and Braid with the difference being the ability to interact with the background. The player can only interact with the background using his tools, which are a gravity gun and mortar. This game will have a surreal art feel to it allowing an easy way of blending the usable objects in the background so that the player has to look for them. Figure 1 is a sample level that the player will have to navigate through for the game.

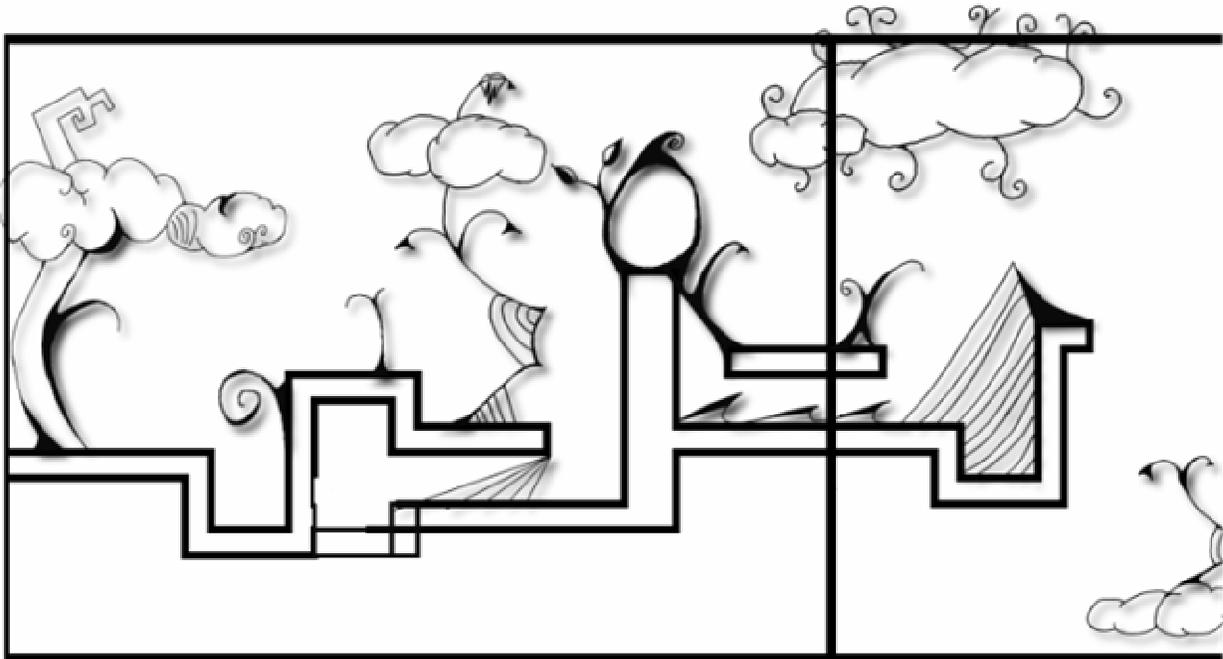


Figure 1: Sample Level

Controller Configuration: The controls for the game will be for the PC as well as the Xbox 360 controller (see Figure 2). The player will move with WASD or with the left thumbstick in the four cardinal directions. Players jump with either the spacebar or with the A button, shoot with left mouse click or the right trigger, use the gravity gun with the right mouse click or the left

trigger. Aiming is done with either the mouse or with the right stick. Pause is either the escape key or the back button and start is either enter or start.



Figure 2: Controller

The **Heads Up Display (HUD)** is rather simple in the game (see Figure 3). The top left hand corner holds the character icon as well as the health bar of the player. The top right hand corner has the game timer.



Figure 3: HUD

Level Design: 3D scrolling maps, battle happens in the world view

Target Audience: Mario lovers, puzzle people, and new age art people, 12 and up

Platform: XBox, computer

Resources: C# XNA

Team: 6 people