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Game Concept

The player controls a snail shell, recently abandoned by its snail. Its goal is to roll until it finds a new snail to inhabit it. On the way, it faces enemies such as chickens and shrews, and environmental hazards like water and long drops. This game's audience will be those who played similar Flash games in the early 2000s.

Game Design

The shell will roll on its z axis using the left and right arrow keys, and jump with the space bar. The player will use the up and down keys for maneuvering the shell while swimming. Slime trails will increase the shell's speed, and it may collect little power-ups that heal it.

Game Task List

1. Make art (base sprites for snail and shell, enemies, as well as backgrounds)/design levels
2. Program movement (rolling, jumping, swimming)
3. Program game mechanics/materials (slime, swimming)
4. Animations/cutscenes/dialogue
5. Music