Game Proposal on Arcane Warrior

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1 Brief Description

A physics based platformer that uses the idea of ‘momentum’ as its key mechanic.

2 Detailed Description

You are an Arcane Warrior. At your disposal is a magic hammer that gives the holder the ability to designate areas of ‘manipulated momentum’. The hammer is attached to a rope securely fastened to the user. With this in mind, the user can throw the hammer in attempt to damage enemies/surroundings while retaining the ability to pull it back. This hammer, however, is quite heavy. Any change in momentum in the hammer might have a strong effect of pulling the user with it. Using the power to manipulate momentum, you can throw your hammer into a designated area to give it an extra boost of momentum, thus launching the character- and anything else in its range. The hammer also gives the power to severely buffer momentum. The Arcane Warrior must use these abilities to traverse a 2d platform-based area and save the world from the evil mage with powers comparable to the Arcane Warrior’s hammer.

3 Scalability Plan

In the simplest version, we could just implement the hammer with the correct physics to effect the momentum of the user. Once that works, adding the ability to manipulate the momentum shouldn’t be too difficult. From there, the main challenge will be level design.

4 Game Principles Discussion

The physics and controls need to be very fluid. Since the primary game mechanic that will make this fun is physics based, the user needs to be able to almost ‘feel’ the momentum of the hammer pulling the user.
5 Design Challenges

Coming up with unique level design and not-too-puzzle-like puzzles to keep the game interesting might get difficult. One way to alleviate this would be potentially adding new powers, different powers, etc.

6 Technical Overview

We could either take time to create our own game-specific physics engine, or take the time to learn an open source one, such as Box2d. Since the game is 2d, graphics shouldn’t be too taxing on our team. However, we will need some character design, both for the main player, and enemies.