

The Arcade Room (working title)

The Goldies Have Returned!

(c) George Pirvu, Randombyte Software

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Version 1.0

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1. Introduction

Elevator pitch

The Arcade Room consists of a “real” arcade room which contains several successful arcade games from the past, recreated using today’s technology. The player can move inside the room and play the desired game; as he plays better and better, he gets points (coins) that allow him to customize his favorite games, changing their gameplay. Good players also get trophies that are displayed on the walls of the room.

Abstract

The Arcade Room is a collection of 8 (?) arcade games similar with Pacman, Invaders, Pheenix, etc and use nicer graphics, more eye candy and slightly changed game mechanics. Every time when the player beats his own high score, he gains an amount of virtual coins that can be used to change the gameplay experience permanently: buy extra lives for his favorite games, increase the speed and / or the shield of his ship, fight against more powerful enemies, get access to boss levels, etc.

Target audience

Kids and adults, ages 4 and up.

Target Platform

Windows-based PC. The game kit will include an executable (.exe) file that can be run.

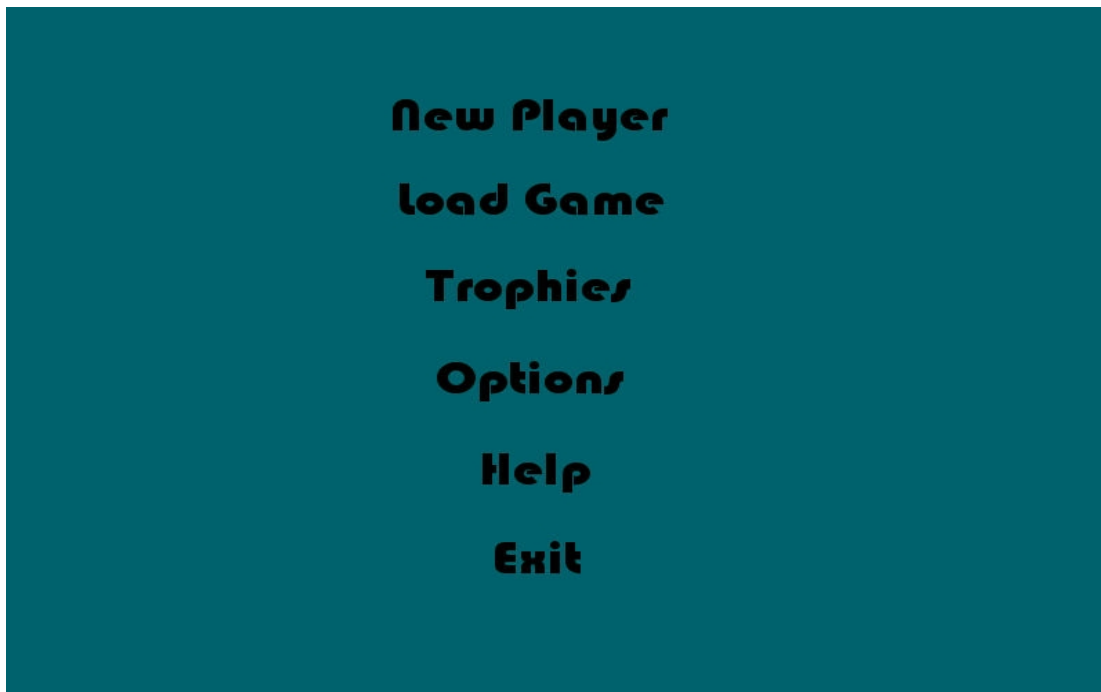
Unique selling points

- Relive the classics recreated using today's technology.
- Create your own version of your favorite games by getting more lives for them, customizing player's and enemies' behaviors, and so on.
- The game runs fine even on low-end PCs.

2. Game Play

Game Mechanics

Running the executable (.exe) file displays the main menu.



- “New Player” allows the player to create a new profile
- “Load Game” loads a previously saved game profile (saving is done automatically when the player quits the game).

- “Trophies” displays the high scores and the number of trophies that were gained by the players.
- “Options” allows the player to change the video resolution, the volume for the sound and music and the mouse sensitivity.
- “Help” displays the general help pages. Additional help is available for each game by pressing a dedicated button that appears on the screen.
- “Exit” shuts down the game.

(ToDo: insert pictures and detailed descriptions for all the menu pages)

As soon as the player enters his profile information or loads a previously saved profile, he is teleported inside The Arcade Room. He can walk around freely, look at the game monitors which will display videos that showcase the actual game play, examine his trophies on the walls, maybe play a game of “double or nothing” with his coins, etc.



As soon as the player moves in front of a game and presses the “Enter” key, the game will start. On a side note, the keys can be hardcoded – arrow keys and the mouse should be good enough for all the games.



The game will switch to a full screen perspective as soon as the player has pressed the “Enter” key. The actual game will be loaded and played using the settings (video resolution, volume for music and sound effects, mouse sensitivity) specified in the game menu. Each game will contain a simple menu with “Start Game” and “Game Rules” buttons.

(Note for programmers: the games must run fine at any of the supported video resolutions, so the panels must scale and place themselves at the proper positions automatically)

Game Controls

a) Player controls

- Cursor up = forward
- Cursor down = backward
- Cursor left = left
- Cursor right = right
- Space = fire

b) Additional controls

- Escape = Exit game
- Mouse = movement on xy axis, left mouse button = shoot

Game list and descriptions

(ToDo: insert the chosen arcade game names and their gameplay descriptions here)

Level design

The level will try to recreate an actual arcade room which contains the games, as well as other people that play certain games, look at monitors, etc. The ideal level would use baked textures.

An idea: one of the games in the room could be unlocked until the player gets a high number of coins / trophies.

(ToDo: insert arcade room sketch here)

3. Game Screens

(ToDo: put all the sketches, drawings, menu mockups, etc here)

4. Visuals

The section should include visual references, concept art for the levels, model sketches etc.

Needed, prioritized graphical assets

(ToDo: insert graphics' list here)

5. Audio assets

Needed, prioritized audio assets

(ToDo: insert audio assets' list here)

6. Milestones

(ToDo: to be discussed depending on the number of people that get involved, their availability, etc).