Game Concept Sketch

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Game Description:
My game will be similar to Snood, a 2D puzzle type game where different color blocks are shot from the bottom of the game screen to the top. The object of the game is to shoot same-colored blocks next to each other. When blocks of the same color hit each other, they are removed from play. Points are assigned based on block color and the number of blocks that have fallen.

If same-colored blocks fall and other (different colored) blocks are attached to only the falling blocks, those blocks also fall. Bonus points will be given for different colored blocks that fall. There will be multiple levels in the game, with increasing difficulty levels as the player advances.

There will also be a limit to how many blocks can be shot without making any blocks fall. Once the limit is reached, the miss count will reset, and each row of blocks will drop by one row. There may be an option not to have the blocks drop a row. In that case, points will simply be deducted when the limit is reached.

If a block collides with the walls of the game area, it will bounce off the wall at a mirrored angle to the angle of incident. This behavior will allow players to shoot blocks into hard-to-reach areas of the game area.

There will be about 8 different colors of blocks in the game. They will have different looks and may even be animated with faces or other fun features. The “gun” that the new blocks are launched from will look like a cannon. The game area will be outlined by a wall with a brick texture. Scoring information, the miss meter, and game menu will be on the right side of the applet pane.

Controls will consist of the LEFT, RIGHT, and SPACEBAR keys. The LEFT key will increase the angle the cannon is tilted. The RIGHT key will decrease the angle of the cannon. The SPACEBAR key will fire the block in the cannon.

The player may also (optionally) use the mouse to interact with the firing system. Moving the mouse left will cause the same behavior as the LEFT key. Moving the mouse right will cause the same behavior as the RIGHT key. The left mouse button will cause the same behavior as the SPACEBAR key. I hope will allow more people to use the game (e.g., kids that may be able to use a mouse but not a keyboard, or vice versa).

This game will incorporate sounds heavily. When blocks are fired, there will be some kind of firing sound associated with it, such as the sound of a cannon firing. There will also be a bouncing sound when blocks bounce off the sides of the game area (e.g., the sound from Pong). When blocks of the same color collide and blocks fall, there will be a sound similar to glass shattering played. I might choose a less abrasive sound if shattering glass is too much.

Scores across levels will be cumulative. When the player decides to quit, they will have the opportunity to post their score on a high scores list hosted on the same web server as the Java applet. The player will be able to enter their first name before their score is uploaded. Scores will be deleted every day to prevent overcrowding of the score board. It will also give every player a better shot at making it to the top position.
Game Sketch:

"Shatter!"

Score:
1 2 3 4 5 6 7

Level:
3

Misses:
4/9

Submit Score
Quit

Blocks = glass of different colors?

Shattering effect upon collision?

Fun!