Morgan Finn

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GAM425

<div align="center">N++: Pre-Production</div>

Gametype

The game is N++, which is a puzzle precision-platformer. The game has options for multiplayer, but I will be making singleplayer maps. My target audience/demographic is probably teenagers and up, since the game is extremely hard in nature, especially if you go for coin routes.

Story

Though the game can't have a story for individual levels, there's an overarching story, which roughly goes as follows. You are a ninja with extremely fast metabolism, so your lifespan is around 1.5 minutes long. You have a need for gold (which increases your lifespan), and have a devout belief in N, which is "the way of the ninja". You need to beat 5 levels at a time without running out of lifespan, known as beating an episode. The end goal is to one day beat every episode and obtain mastery, known as plus plus. As stated, there's almost no way to actually include a story into the game. In terms of difficulty, it's hard to say where my level would fit in, since I only have experience with the first 30ish episodes of N++. I want to aim for earlier stage difficulty, with coin routes possessing a challenge. Obstacles will include shadow clones, drones, lasers, and mines. Fall damage is also a factor.

Gameplay

      My map will consist of five total levels, much like how the original game does it. In each level, the player will have to reach a switch, then get back to the door. Upon completing all 5 levels without running out of time, the player will successfully complete the episode. Each level will have coins, and if the player collects them, they will be rewarded with a coin badge. I'm not entirely sure how episodes and the badge work in the creation part of the game, but if it works like how the original does, then that should be what happens. Though I want the first two levels to be simple, I want to add three separate playstyles to each of the next three maps: one for casual players, one for speedrunners, and one for coin collectors. Seeing as how the map size isn't that big (fixed to the size of your screen), this may be somewhat of a challenge to make. Collecting coins increases a player's timer, so the use of them will have to be smart. If a heaping amount of coins is placed out of the way, it might be worth getting them for a higher score. However, it could be worth it for the player to beat the level without collecting those coins. The difficulty of the map will be around that of earlier levels, though some might be longer than what some earlier levels have. The main enemy I want to feature are shadow clones, but I also want to feature mines, drones, and lasers. The player should already have a solid understanding of the game's momentum, and know how to interact with slopes. For instance, jumping off slopes forward and backwards causes two very separate things to happen. They should also know that falling into a slope cancels fall damage, so long as they're facing in the direction of the slope. I want the player to walk away from my map with a better understanding of avoiding shadow ninjas, as well as a better understanding of slopes. The map will be memorable by using interesting layout shapes. There will be no need for any custom programming, since everything I need in the game is already in the game.

Visuals/Effects/Audio

As far as I know, N++ does not support custom audio/visuals, so I'm going to be focusing on the style of the game and the layout of the level. I'll be using other N++ levels as reference, seeing as there's over 1,000. The game is more abstract than anything else, and I want to have each level have a different pacing. Even though levels are short, pacing is still something you can do by sectioning the level off and making parts more intense than others. I want the layouts of the levels to be unique, which will not only make the level interesting and fun, but also memorable. I'll be guiding the player with coins.

Asset List

No additional assets needed.

Feature List

No additional features needed