

Barrel of Rum

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Classification: Senior

Overview

Barrel of Rum is a three dimensional game with elements of commanding, searching, and rescuing to be released on iOS. The player must take control of a barrel that is responsible for controlling other barrels of rum as they make their way through the ocean. As the sea, weather, and other elements cause dispersal and redirections of the barrels a player must herd the barrels and guide them through the sea to achieve the level objective.

The game play of the game is set so each player can move through levels at their own pace, so the game can be played quickly or a player can truly explore the levels. The controls will be based on tilting of the device, so that it feels natural to control the barrel; forward tilting will push you forward and back will pull you towards the player. Each level will start with just the player as a barrel and a landscape can be seen far in the distance (this will be faked to make sure the constraints of mobile devices are met). The player will then use the controls to navigate the level and collect the required amount of barrels, while trying to prevent the disasters that occur along the way from breaking up the group. More barrels can be collected to achieve a higher or perfect score, but the levels can be finished once the minimum is hit (similar to the star ratings of angry birds). This gives the player incentive to play each level multiple times and adds to the game's replayability. As a barrel begins to drift too far from the group it will flash a red outline so the player is aware it is getting too far out. Many events can happen that the player must correct and work to keep their barrels together, some examples are:

- Waves – always exist and will naturally separate the barrels over time, although the intensity can increase
- Storms – rain makes each barrel more slick and harder to bump into a more secure position.
- Boats – A boat can pass by and try to separate the barrel group in half, but never taking more than one a little further off in distance. The path of a boat will be seen prior to this event so it is not random and will be the fault of the player if barrels are lost to the boat.

The game is set in the early 1600's, the pirates of the time meet every month for a gigantic party which is actually hosted by the English government, the government supplies enough rum for all the pirates. By supplying the pirates for the party, the pirates don't raid English ships as often as other countries. A certain amount of rum must be sent to these parties but the government workers are too afraid to interact with the pirates so they throw it over the side and hope it gets there each month.

The art style will be realistic, meaning the sea needs to be well done and the barrel has to look very realistic with nice wooden textures, other assets are less important since they will be in the background. A boat passing would only need the bottom shown since the boat is much larger than the barrels being controlled. The HUD will show semi-transparent icons for the barrels to be collected and will become solid, once collected. The HUD barrels will be side renders of the 3D model. Sound will need ambient sounds of the sea, such as rolling waves crashing, birds above head, and cracking thunder for storms. There will be light music in the game that will loop throughout the game, so a light instrumental would do very well for that. The goal is to soothe the player, then in instances of storms or really heavy waves intensify the music so it matches the gameplay.

Justification

I think this game would be interesting to make because it so heavily involves water in its main mechanic. The controls are simple enough for beginning and casual gamers, but the gameplay is emergent and complex enough to keep them playing.

Target Audience: Casual gamers

Target Platform: iOS, both iPad and iPhone

Project Scope: 1 semester, have a 3-5 levels completed, all the assets done, water system figured out, and the sounds implemented. Then actually playable on an iOS device.

Resources: Unity

Team Size: 8-10

- Creative director
- Producer
- Programmer-2
- Modeler
- Animator
- Sound designer
- Prototyper