

Carrot Control

Name: Samuel Mosley

Email: Samueljmosley@gmail.com

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Classification: Senior

Overview

Carrot Control is a three dimensional real time strategy game, where the player must fight to gain or keep control of the carrot fields. Set in an imaginary place where bunnies talk and carrots of mutated and have become sentient. The player takes control of a small amount of bunnies, and must follow the levels objectives to defend or gain control over parts of the carrot field, as it is attacked by evil carrots trying to “liberate” their people. Each level will have different objectives, though mainly the will be derived of the same idea (capture, defeat, defend).

Gameplay will not be a reinvention of the RTS system, whenever you click on one of your bunnies it will show that it is selected and whenever you tap the map again it will move to that position, if you tap an enemy then it will attack that enemy (assuming it is the correct type). The input system will be buttons on the sides of the screen that have comfortable positioning for average hands. Interaction with the input system will be based on a touch. Changing the level objective will add variability and replayability to the game. There will also be a rating based score system similar to angry birds star rating, i.e. you can beat a level but you didn’t get perfect.

There will be three bunny types to begin with, supplies, attack, and build. Each new level in the beginning will introduce the bunny and how it is meant to be used, then allow the player to play a level using it. For example the supplies bunny is introduced, and the level objective is collect x amount of carrots. Using this ease into complexity the player can be taught slowly yet effectively and will have a higher chance of understanding each new mechanic they are given. Later in the game more bunnies will be introduced (out of scope).

The games narrative will effectively setup the theming of the bunnies and carrots. The lab bunnies have escaped and are trying to take over the laboratories carrot field, a scientist was walking out with a serum to make the bunnies obedient. After tripping on a root and spilling the serum into the carrot field the carrots have come alive and are trying to bring the bunnies back to the lab. The art style will be very cartoony and non-violent, to appeal to a larger market. The camera will be set at an isometric angle, and all the assets will only be viewed from one side. The color palette will mainly include green, brown, white, and black. Assets will be over exaggerated in their design so the player knows exactly what they are but it seems silly simultaneously. The menu will be simplistic and very iconographic, the player will be taught the icons in the intro stages. The HUD will include buttons on the sides of the screen allowing easy access for the player and less removing of their hands from the device, it will also have some stats at the top that the player can monitor their progress. The sounds will be silly

in such a way that a bunny attacking a carrot will make a crunch sound like it is eating it. There will be sounds for many smaller events and then some main recognizable sounds for level begin and end.

Justification

The game will be an introduction to RTS games in general with its simplified versions of complex game mechanics. Allowing people who have never played an RTS to grasp the concept and eventually move on to more complex games after playing this game.

Target Audience: Casual Gamers

Target Platform: iOS

Project Scope: 1 semester, build 2-3 polished levels of one gametype (capture, defeat, or defend)

Resources: Unity, Apple Developer License

Project Team: 10 people

1 - Character Modeler

1 – Environmental Modeler

1 - Animator

1 - 2D designer/2D artist

3 - Programmers

1 - Producer

1 - Sound Designer

1 - Creative Director