

SOME GAME ABOUT AN ONION FIGHTING A FARMER

Executive Summary

From within the cold and absolute darkness, a faint but ever expanding light gradually illuminates all that was once known. Reconstructing the world, the light suddenly explodes in a blinding glorious flash. Looking up, you see the face of a well defined, masterpiece of a man. You see Farmer Bob, the man you are fated to kill. Thus the Onion was born.

Several episodes later after a series of gratuitously melodramatic events, the Onion has to kill his maker Farmer Bob.

Game Look and Feel

Appearance:

I will be using Flash CS5 to design the graphics and animations. It will have a cartoonish 2D design. The game will take place entirely in Farmer Bob's room which is a rectangular box. Onion is an onion with large eyes, no hands, and bread-like feet. Farmer Bob is a stick figure.



Player Actions and Roles

Players play as the Onion. The Onion is equipped with the gift of rapid child birth which he uses aggressively. The Onion can jump, double jump, duck, crawl, float, drop, and air dash. The player uses the WASD keys to move and the click of the mouse to attack from one of three attacks which can be toggled through with the Q and E keys. W is jump, A is left, S is duck, D is right. Pressing W while jumping causes a double jump. Pressing the A or D twice while in the air will cause an air dash relative to the direction pressed. Holding W while in the air causes floating. Holding S while in the air causes a drop. Onion will have a fixed amount of hits he can take (heart system rather than numerical life). Upon collision with Farmer Bob or any projectiles, Onion will receive receive a short loss of control (stun), health decrease, and invincibility.

Strategies and Motivations

Level Summary/Story Progression

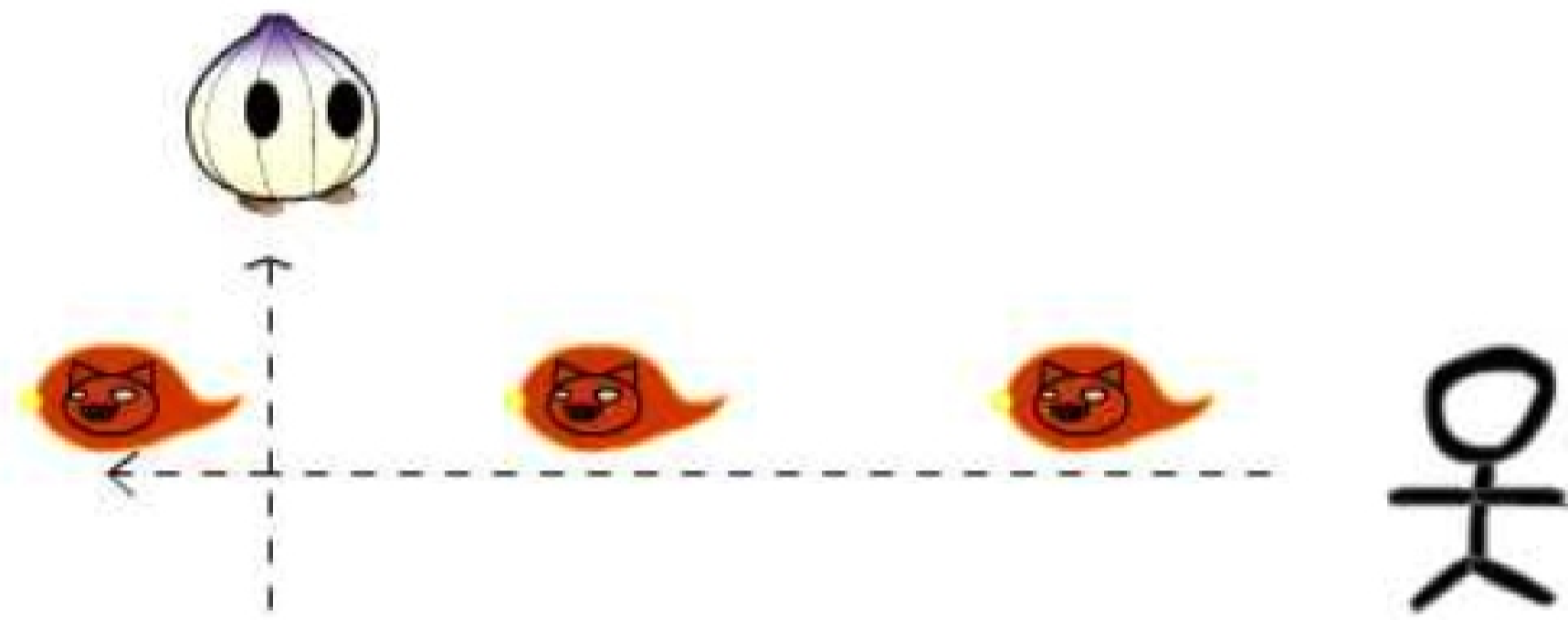
The game starts off in the Farmer Bob's room where he is soundly asleep. Being ever vigilant, Farmer Bob sleeps standing up. After beating Bob into consciousness, the fight begins. Farmer Bob will attack in a variety of patterns that the player must learn in order to damage him while evading his attacks. Upon defeating Farmer Bob, the player wins and the game ends.

Farmer Bob will have various patterns of attacks the player needs to learn and counter:

Pattern#1: Farmer Bob walks back and forth across the level.



Pattern#2: Farmer Bob shoots 3 projectiles across the screen.



Pattern#3: Farmer Bob bounces across the level and back.