

GAME DESIGN

PROJECT

RUSH HOUR ANARCHY



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GAME OVERVIEW

Rush Hour Anarchy is a modern-day action game depicting a humorous exaggeration of the absurdity that London's hustle and bustle pushes its working community to.

Playing as an unknowing resident, the player must counter waves of businessmen and women with seemingly superhuman strength who, whilst making their way to and from work in a fit of blinding rage, bulldoze through the player's home and eventually force the player to venture to save London!

Fight off enough commuters to make your way to 'The Splinter' and defeat The Boss to end the rampage!

KEY FEATURES

- > **Play with your Mii** – After clearing the levels, you can play as a Mii that you've created on your system and utilize the gear that the other characters use.
- > **Enemies** – encounter an array of different types of commuters, some with special abilities and weapons whilst 'boss' battles take place at pinnacle moments of the game.
- > **Character Levelling** – gain experience from defeating the commuters and use it to level up your character, increasing the skills specific to them.
- > **Gear** – find weapons and gadgets in your home to aid you in battle and even pick up drops from the commuters that you have defeated.
- > **Environments** – the game is set in London and the levels occur in houses and so as you complete each one, the type changes. For instance, in a wealthy house, special paths like a vault and back garden would be available, holding special items and battles exclusive to that area.
- > **Appealing Protagonists** – the characters that the consumers play as have interesting designs and skill sets specific to them, enhancing the enjoyable experience.

AUDIENCE

The target audience is aged 12 – 15 and most likely to be an achiever type of gamer. This is due to the fact that to ultimately win the game, you need to level up your character to become strong enough and eventually complete all the levels, killing all enemies whilst trying to collect the best weapons and gadgets to help you throughout.

MARKETING



**Level
Complete!**

This game would be rated PEGI 12 and have a violence content descriptor. It would run on the Nintendo 3DS as well as the 2DS and all other most recent renditions as the joystick and a b buttons would match the limited controls of the game being a side-scrolling type and not really open world.

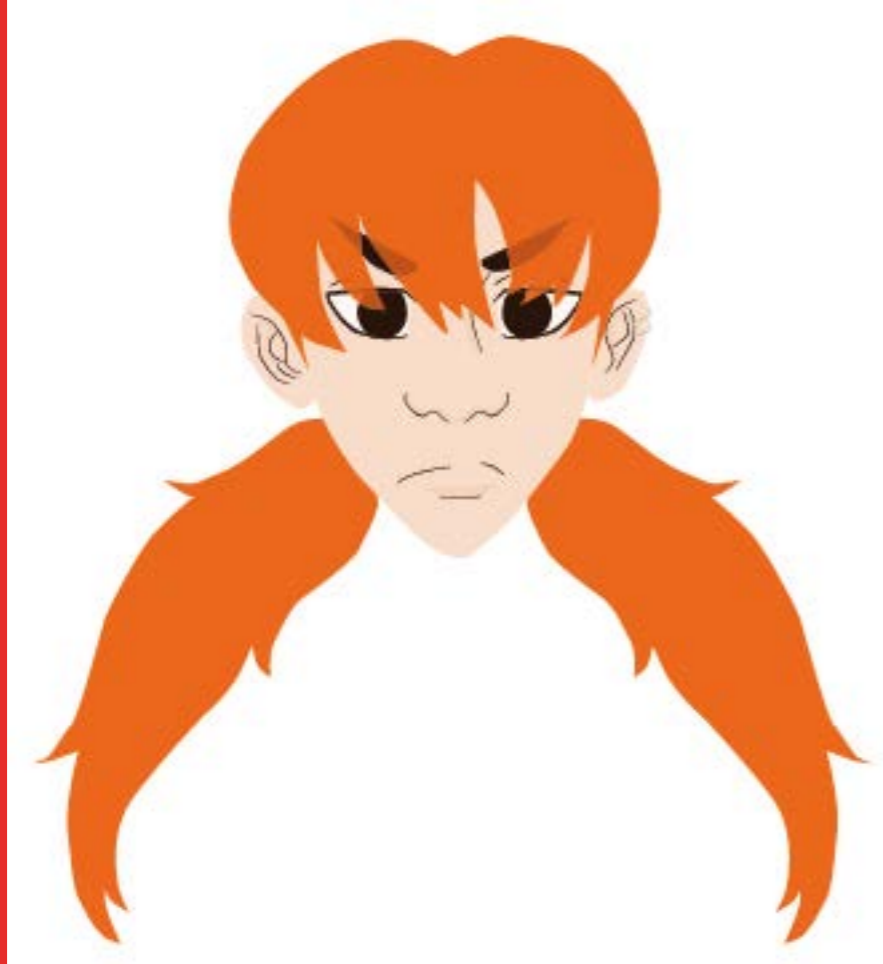
LICENSE



I will require a license for the use of Nintendo's Mii product as playing as your Mii will be a feature in the game.

ALEKS

CHARACTERS



A fierce but tactical girl who specialises in ranged combat when putting her kitchen supplies to good use against the intruders.

Attack: 18

Health: 20

Defence: 18

Critical hit rate: 6.25%

LEON



A quirky young man whose quick thinking and witty nature aid him in his battles utilising martial arts in close combat.

Attack: 21

Health: 20

Defence: 16

Critical hit rate: 6.25%

JESSE



An intelligent teen with a gift for putting their surroundings to good use, pulling original plans and inventions out of thin air to plough through their opponents. This flexibility allows both close and ranged combat.

Attack: 15

Health: 25

Defence: 19

Critical hit rate: 6.25%

UNIQUE SELLING

Play as your Mii in-game whilst you utilize the gear that the other characters use and customise gain exp to customise as you go along. Throw yourself into the game and play alongside these quirky characters on a journey to save the city!

DESIGN GOAL

With this game, I hope to create a determination driven experience in a sense that players are eager to progress throughout the game due to its immersive nature, challenging endeavours and charming creative design. I ultimately want to create a game that my audience can fall in love with in all areas.

GAME SPECS

- > The game will run on any of the devices from the 3DS family
- > 2000 blocks must be available to install the game

LEVELS

Levels 1 - 4

- > You play as Jesse
- > Tutorials for 1 & 2

Level 5 = mini boss (easy)

Levels 6 - 9

- > Unlock Leon as a playable character

Level 10 = mini boss (easy)

Levels 11 - 14

- > Unlock Aleks as a playable character
- > Unlock ability upgrading using exp (attack crit hit rate etc.)

Level 15 = mini boss (medium)

- > Unlock Mii character feature after winning

Levels 16 - 19

- > You can now play as any of the unlocked characters

- > Enter central London environment
- > This period becomes a one way sidescroller, destroying enemies in waves before advancing
- > new weapons

Level 20 = boss fight (hard) outside The Splinter HQ

Levels 21 - 24

- > Inside HQ stronger enemies
- Level 25 = boss fight (hard)

Levels 26 - 29

- > Hardest enemies

Level 30 = Final boss fight

Winning will end the main storyline.



Game Ideas

Environment	Goal	Genre	Rules	Wildcard
① Cave	Capture	Adventure	Can't touch the floor	Colours
② At home	Rescue	Action	Must not be seen	Household chores
③ City	Complete the puzzle	One touch	One life only	Music

- ① Cave adventure: gameplay/features
- each level, capture some kind of enemy
 - each level the colour code changes
 - colour code of level represents the type of enemy → hostile, docile, braindead, etc.
 - player is a ceiling dwelling entity → human? alien?
 - travelling through cave - like sewers of London - possibly an app or DS game
- ② At home in action: gameplay/features
- each level set in a house
 - London citizens are, due to trash, going out of control and end up crashing through houses
 - protagonist needs to rescue their friends/family members and eventually neighbours from the London citizens
 - All whilst trying to do the chores? → possibly 3DS

Game Ideas

Game Idea 1

(Spiritually London)

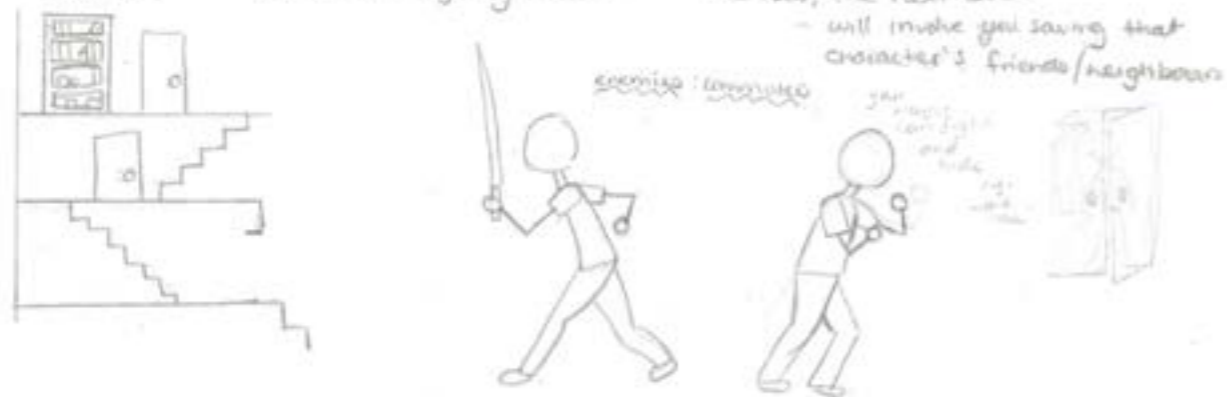
An alien invasion is taking place as they target cities throughout the UK. You play as one of the aliens who are trying to take over the sewage systems. As the alien, you have to clear out the sewers, as the humans have taken action and are hiding out and using their superhuman/inhuman experiments to counter the wrath of these aliens. These aliens previously visited earth and humans used them to create mutants from as weapons. The aliens have come back in revenge.



Game Idea 2

Central London has become such a big problem that commuters have embarked on a superhuman rampage. They crash through houses, and in a fit of rage, attack anyone they see. You play as a resident of one of the houses in which your family are trapped due to the masses of destruction that the citizens have made. You have to rescue each family member as you fight off the commuters that charge through your home.

- You can play as 163 characters
- Each character has different abilities and a family to save.
- Once you save the family members, the next level will include you saving that character's friends/neighbors



Game Idea 3

You play as a driver in London traffic. As you're driving, the music on the radio guides you as it signals when to tap resulting in you doing things like changing lanes, overtaking cars, speeding up etc. The goal is to survive the song and reach your destination.



Idea Development

type of level layout

Items & ammo can be retrieved from killing enemies

weapons found from enemies or in the house (rooms, cupboards, bookcases)

the wall destroyed by commuters

Commuters

2D side scrolling

weapons

kitchen knives - 10 use

knives

single - find ammo around the house

2 enemies of protagonist (alien / using abilities)

IDEA 3

0:53

Progress

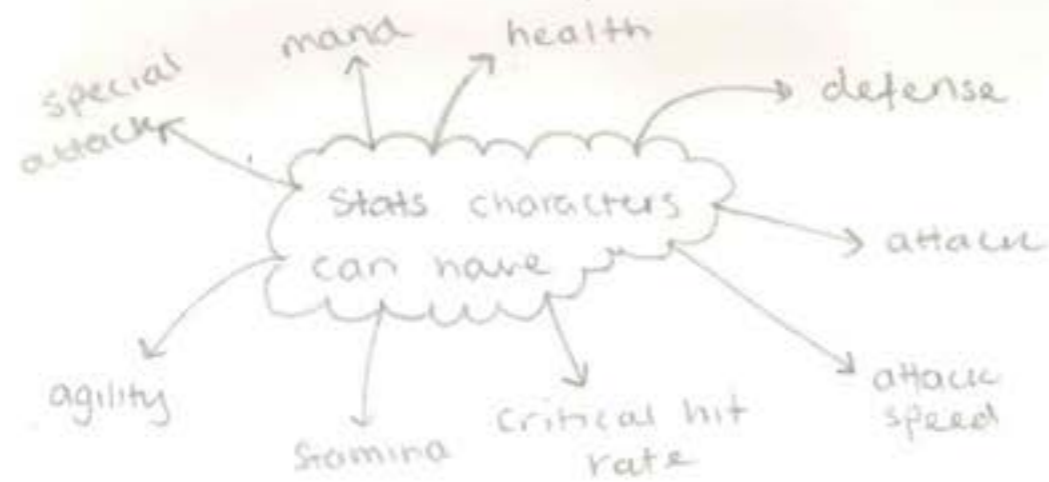
POV

single tap

crash and have to start from beginning



Further game dev: Exp / levelling system



Stats most relevant to my game

- > health *
- > attack *
- > defense *
- > attack speed
- > critical hit rate *
- > stamina

base stat = 15

highest stat = 30

amount of the exp that enemies drop increases as the levels get harder

Experience drop design

- > money bags
- > coins
- > notes



Final exp drop design ideas (colour scheme)



- Game Name
- Themes
- > Fighting
 - > Fast paced
 - > Rush Hour
 - > City Buster
 - > London



"As the working society, trek to and from work, all hell breaks loose as they give into the frustration of London's fabled ^{with} ~~London~~ ^{London} commuters soon the area, crashing through neighbourhoods at a time. Play as an unknown citizen at home as you fend off the enraged superhumans, who are simply desperate to complete their journey to protect your family."



RUSH HOUR ANARCHY

> Game Overview

Rush Hour Anarchy is a modern day horror of the insanity that London's haste and bustle pushes its citizens to. Playing as an unknown resident, the player must counter waves of angry businessmen and women who, while simply trying to get to and from work, bulldoze through the player's home endangering their family.



- 3 main characters
- > progression
 - > skills to level up:
 - > attack speed
 - > critical hit rate
 - > defense
- the base stats change for each character

Aleks ranged



- Default weapon
- > Kitchen knife
 - > can be thrown long distances
- base stats
- attack: 18
 - health: 20
 - defense: 17
 - critical: 6.25%
 - hit rate

- weapons that they can pick up:
- > onions
 - > carving knives
 - > plates

Leon
melee



> bare-knuckle
fighting

melee

> martial artist

base stats no default
weapon

attack: 21

health: 20

defense: 17

critical: 6.25%

hit rate

weapon -
they can pick up
stunsticks
> stick
> yo-yo

Jesse

cute small

longid



> carbon
helmet

default
weapon

> t-shirt gun

weapons: mod. long

can pick up:

> knife

glue gun

> model
Sherman

> stringer

base stats

attack: 15

health: 25

defense: 18

critical: 6.25%

hit rate

Aleks



idle



blonde

Outfit design

tank
shorts



neighbourhood
levels

t-shirt &
jogging bottoms



Outdoor levels / HQ
levels

high-waisted
jeans



barefoot

Coat &
scarf



tank
variations



shirt
variations



> tissue paper
> patterned paper

Jesse



Jesse idle
figure



In-game
Stance



Further dev: Jesse

tank w/ underarm
and straps



Shirt &
dungarees



collared
shirt & jeans



Further dev: Leon

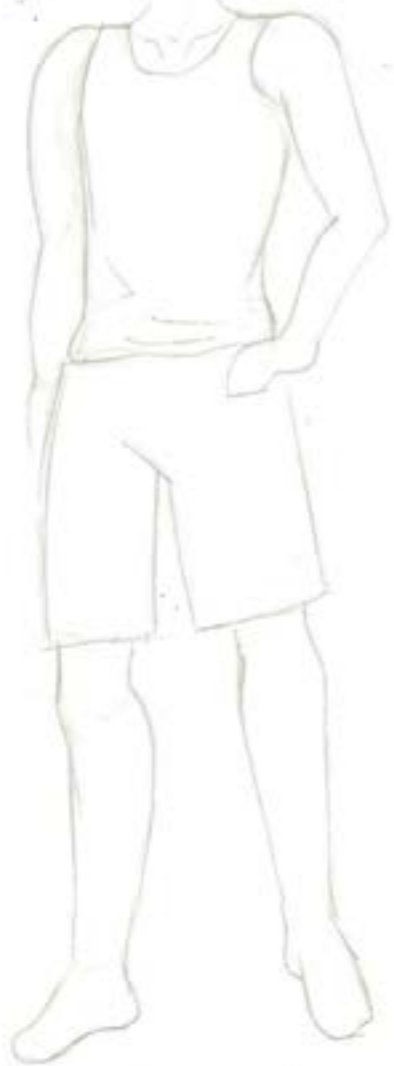
Leon



Source

Further dev: Leon

tank & shorts



shirt & jogging bottoms



futurecity jacket



Tank variations



shirt



recycling logo



beanie



Enemies

Male commuter



different hairstyle

56

Female commuter



different hairstyle

Level 8 Boss
> long range



Level 10 Boss

> fast
> long range
> 11 weapons

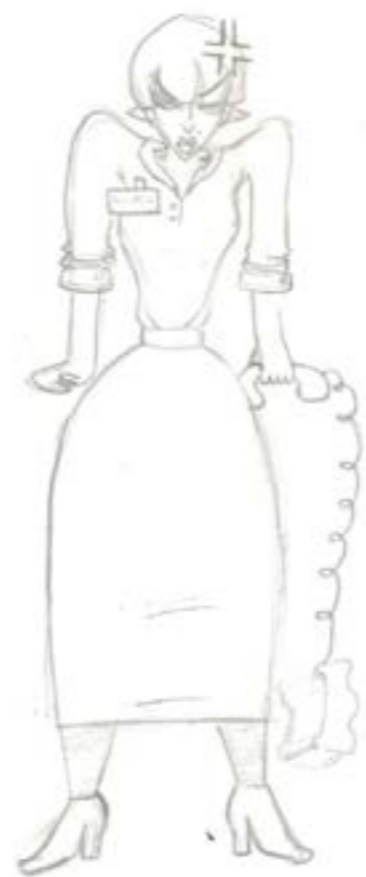


Level 15 Boss
> great reach and evade



Level 20 Boss

> slow hit
> 11 weapons



Level 25 Boss

> long range
> fast
> 11 weapons



THE BOSS

- > projectiles
- > very strong
- > moves that stun
- > hairpiece is also weapon

3 piece suit



Level Select Screen & Character Icons



Made using Adobe Illustrator



Further game dev: Exp / levelling system



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Final exp drop design ideas (colour scheme)



Experience drop design

- > money bags
- > coins
- > notes



Weapons Moodboard



FOR RENT



Weapons

Aleks

> kitchen knife (default)



> physical damage

> Carving fork (pick-ups)



> physical damage

Leon

> nunchucks (pick-ups)



> physical damage



> Stick (pick-up)



> physical damage

> onions (pick-ups)



> physical damage
> stuns



> plates (pick-ups)



> physical damage



> yo-yo (pick-up)



> physical damage
> stuns



Jesse

> t-shirt gun
(default weapon)



> boxing glove gun
(pick-ups)



> slingshot rifle
(pick-up)



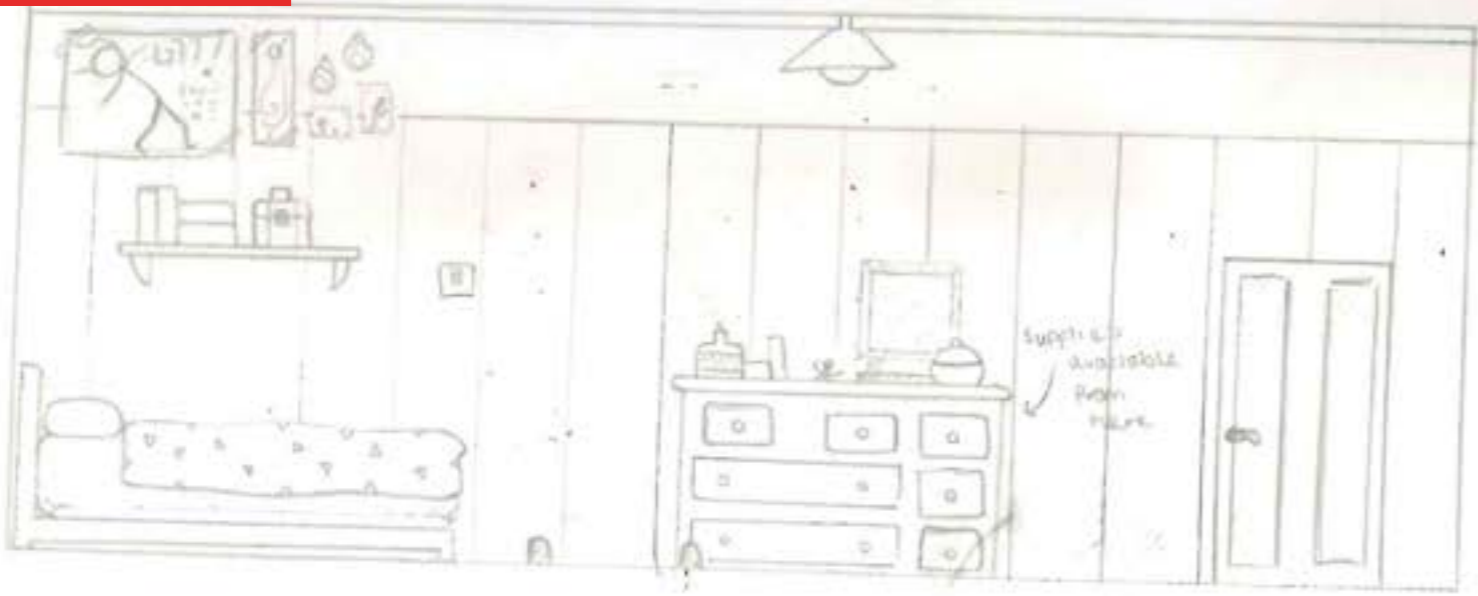
> model shurikens
(pick-ups)



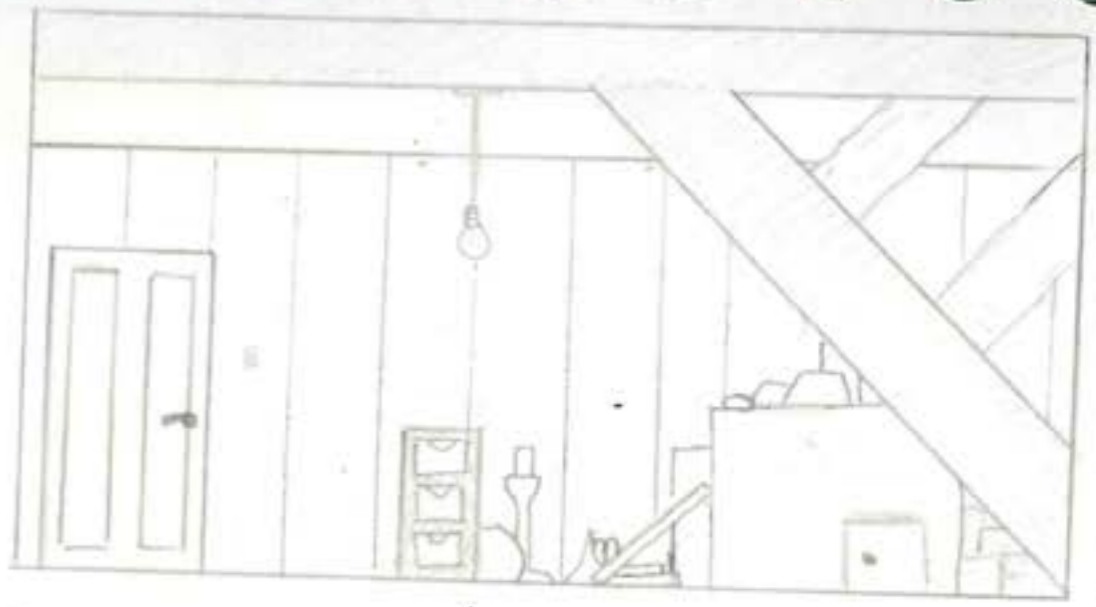
Level Design Moodboard



Generic house layout

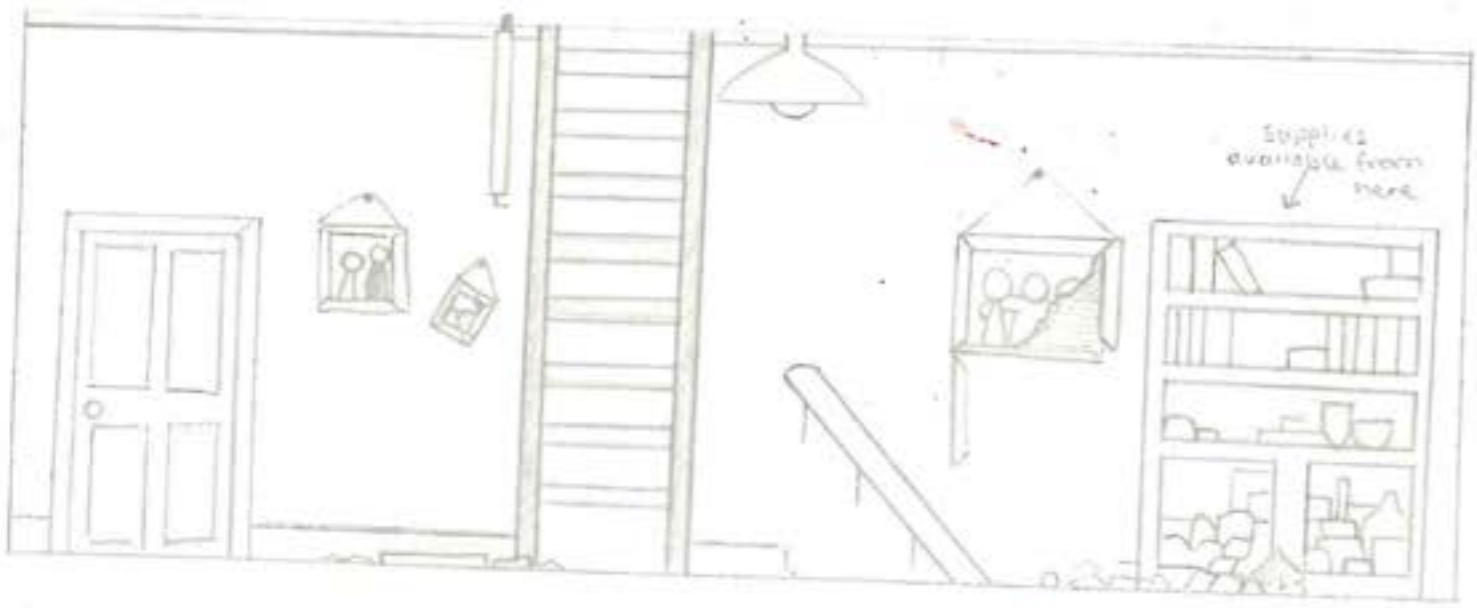


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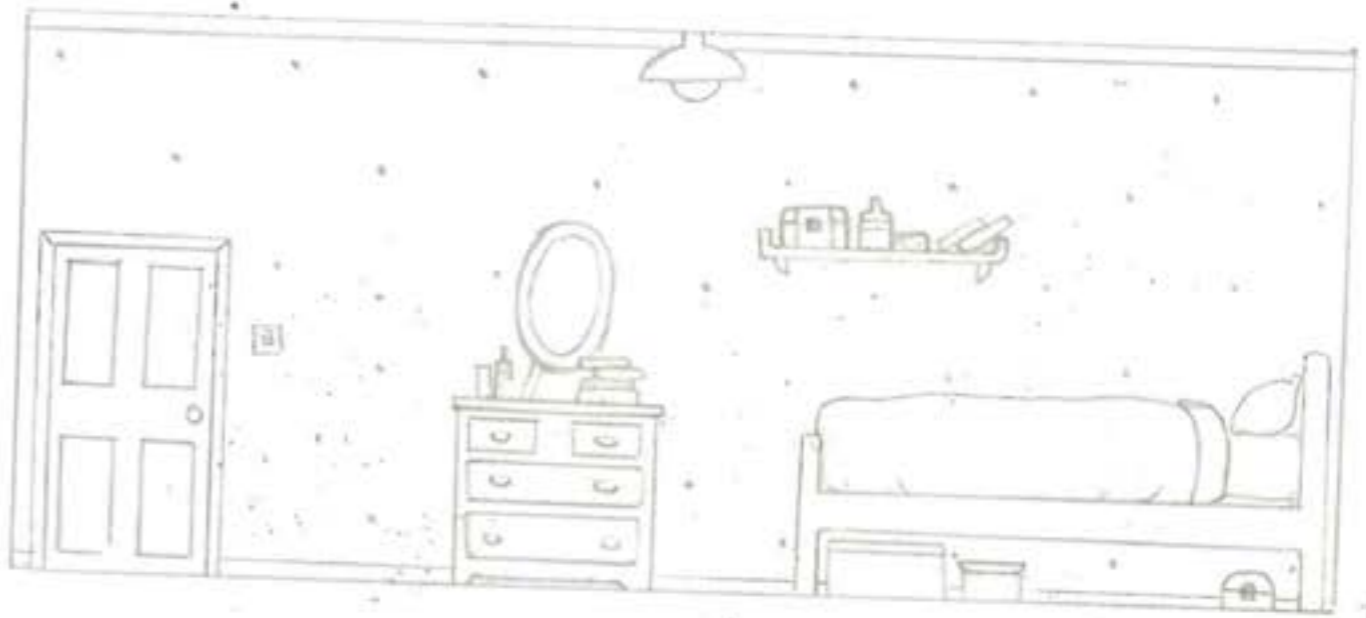
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main floors

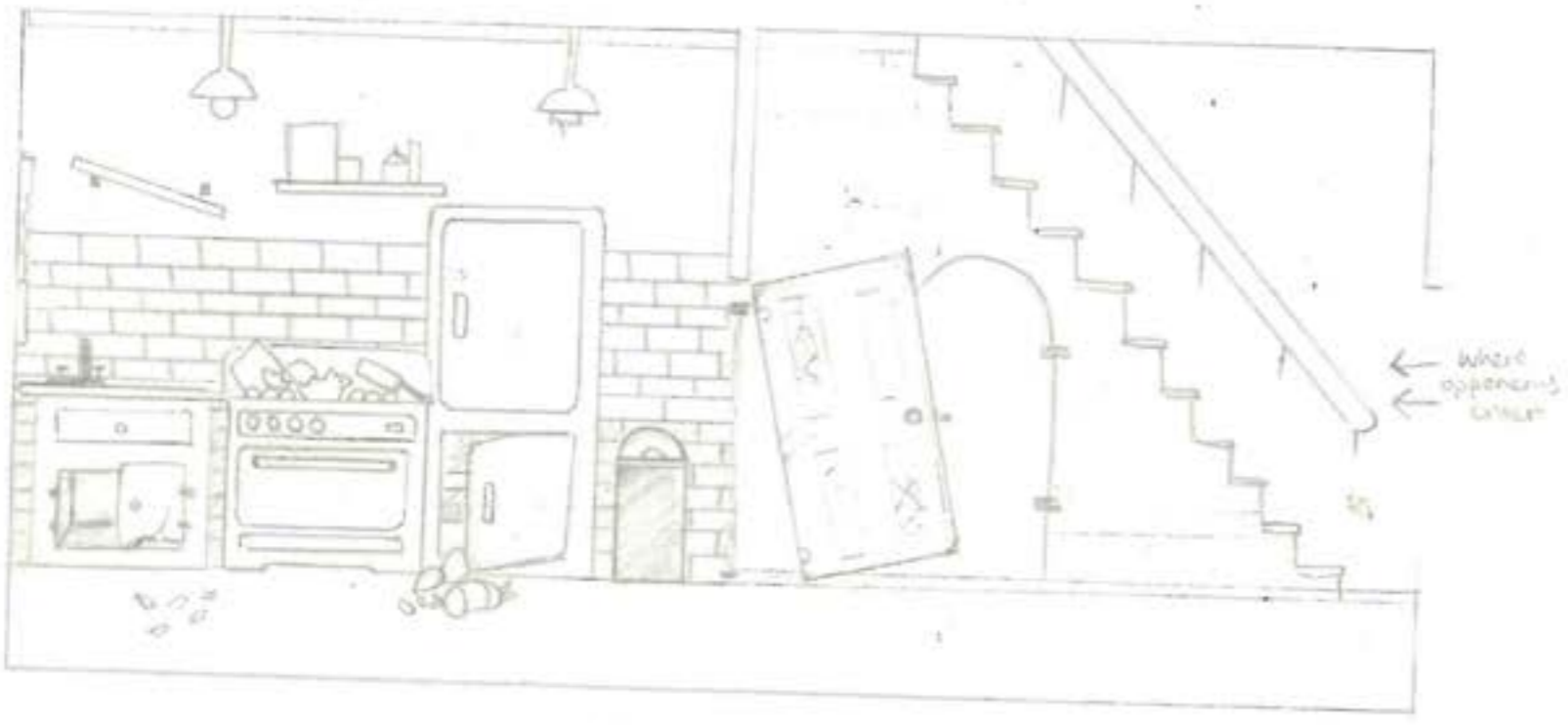


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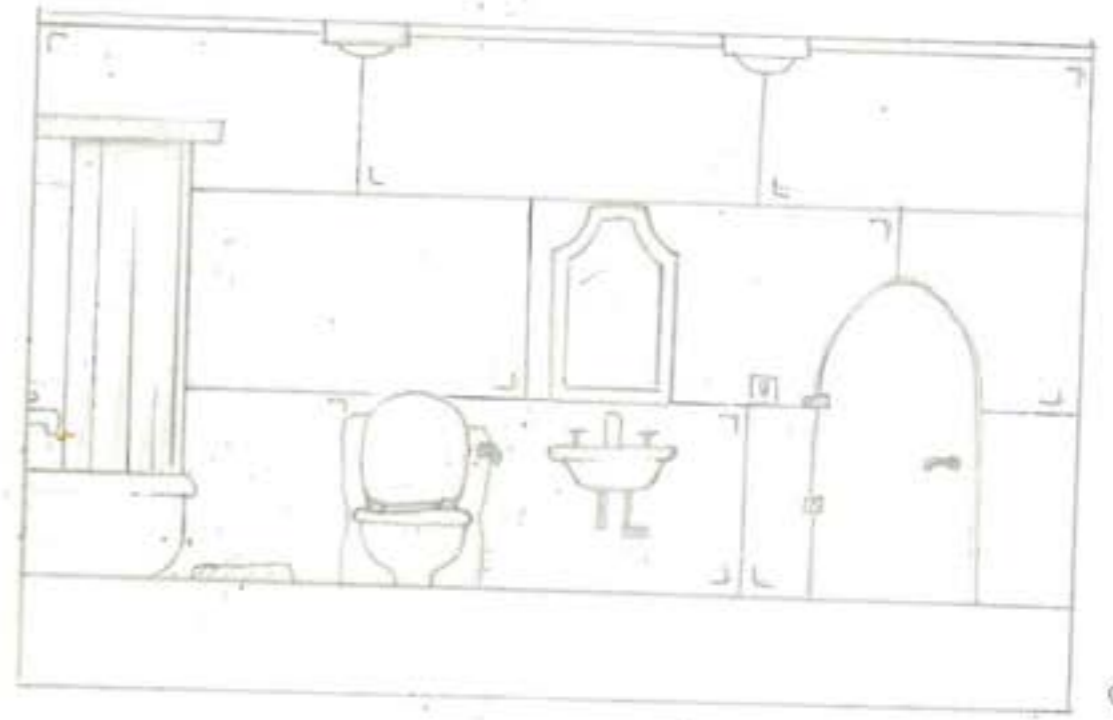
door destinations



1F

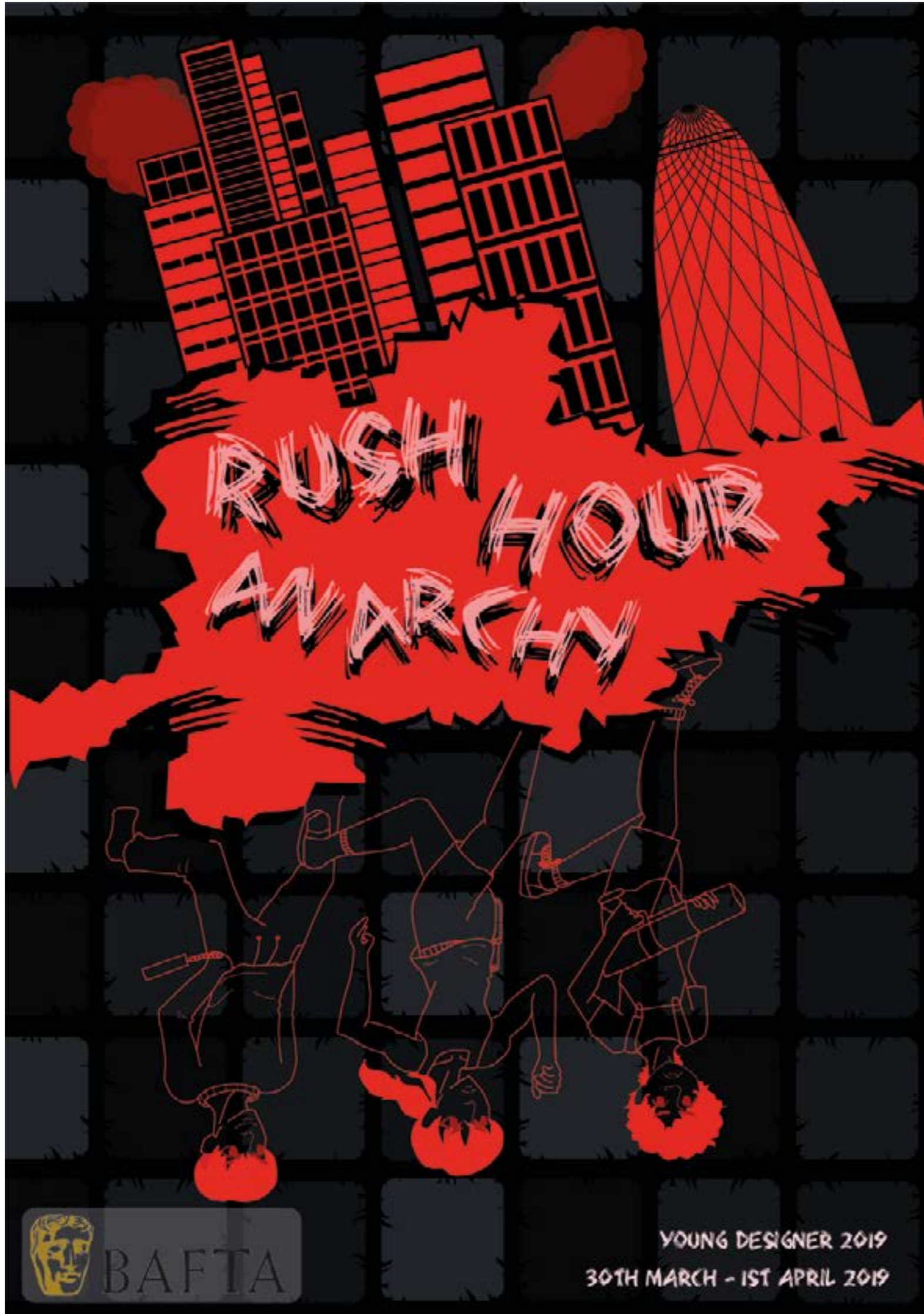


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FINAL POSTER



 BAFTA

YOUNG DESIGNER 2019
30TH MARCH - 1ST APRIL 2019