

mizu

saving the world one droplet at a time



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+ overview

genre

- + side to side scrolling action game
- + a pinch of [adventure](#) and a dash of [fantasy](#)

user description

all ages progressive time killing game

influenced & sources

- + little big planet
- + loco roco
- + rocket slime
- + pikmin
- + evian water commercial
- + nintendo mario's game play concept



+ game play

description

+ the goal of the game is to find four elemental gems, by exploring different environments of the world, the character lives in. his home has been plagued with an evil source of magic. you must find the elemental gems to defeat the evil chaos.

character

+ mizu
+ japanese word for water

mechanic

+ using keyboard
+ movement
+ mode of attack
- "splash"

mizu

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+ paperprototype

mizu

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life chart

leaves 3

mug'd bubbles/slim drops 0

mug'd cover'd turtle 6

mug'd monster 2

mug'd boss 14

mug'd minions 1



ur attack stats



splash

roll	1	2-4	5-6
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small	miss	1	2
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medium	miss	2	4
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large	miss	3	5
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ai attack stats

mug'd

roll	1	2-4	5-6
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monster	miss	0.5	1
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boss	miss	2	4
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minion	50/50	1-3/0	4-6/0.5
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this paper prototype mimics a side scrolling action adventure game. the mug'd monsters are agressive when they come close to your proximity. when entering combat the game takes on a turn base system. each turns attack strength is determined by a roll of a dice.

collect 5 stars = 2 life points rewarded

the goal of this game is to explore, defeat and find one of the 4 elemental gems, which will play a key part in defeating the evil chaos.

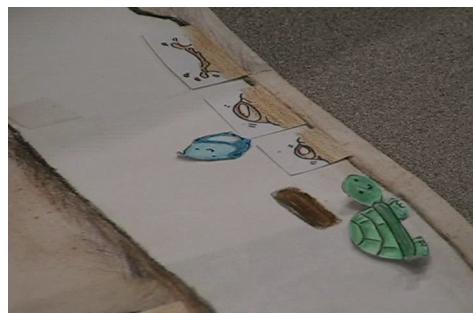
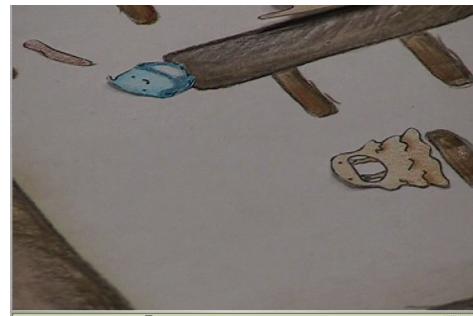
+ subject

selection

- + age 20 - 22
- + casual gamers
- + 2 male
- + female

tools

- + ai(human)
- + board game
- + equipment
 - dice



+ results

the good

- + able to produce mock ups for character
- + achieved well balanced level design
- + able to see game flow

the bad

- + could not test out the actual mechanic
- + game play was not exact as concept
- + ai is a very chatty person

+ feedback

what they said

- + different types of "splash"

- + roll of dice, chance takes away the player ability to make decisions

- + art work was impressive

suggestions

- + using game components to aid the player

- ex. expanding the role of our transportation turtle where it can act as a shield.