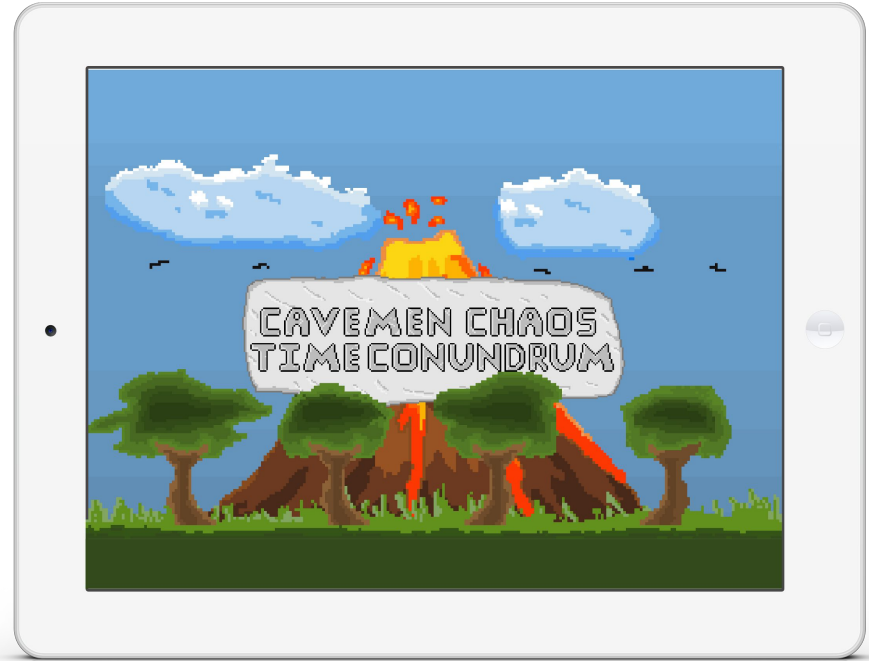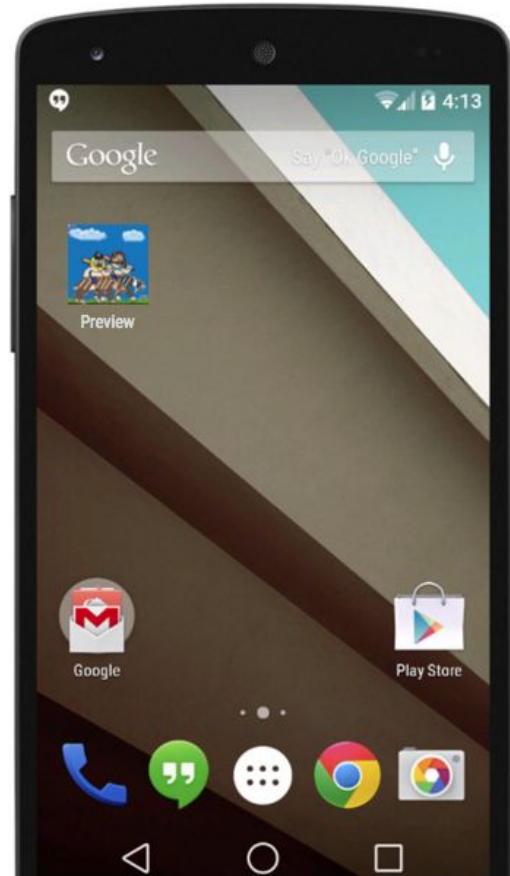# CAVEMEN CHAOS TIME CONUNDRUM

IPAD LAYOUT

ANDROID APP ICON

CONCEPT

Our game is a 2D Time Travelling platform Adventure game. It will have 16 bit graphics. You will play from a choice of two characters.

INFLUENTIAL IDEAS

Mario is a well known popular platforming character, being the best-selling video game franchise of all time.

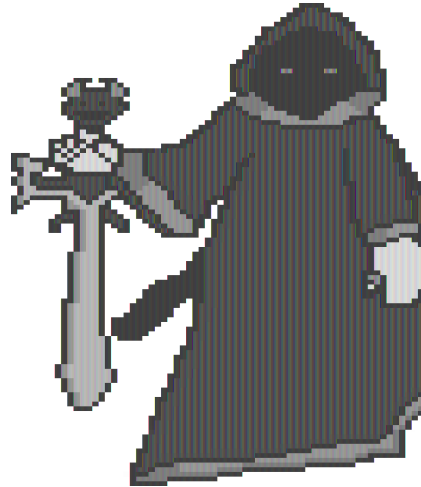We had lots of inspiration for our game from Mario.

INTRO

An evil professor called Time-Shift kidnaps Caveman Kevin and Cavewoman Kayla's tribe, so they follow him through time to get their tribe back and help other people out, on the way.
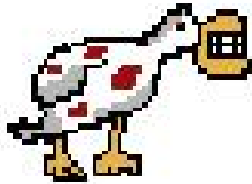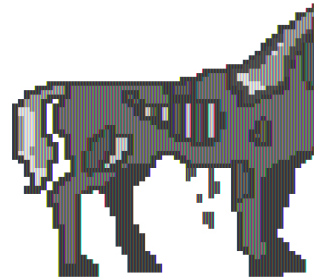

Caveman Kevin

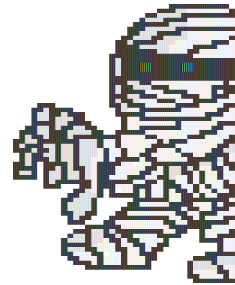Professor Time-Shift

Cavewoman Kayla

ENEMIES

Some examples of the enemies you will face in your adventures.
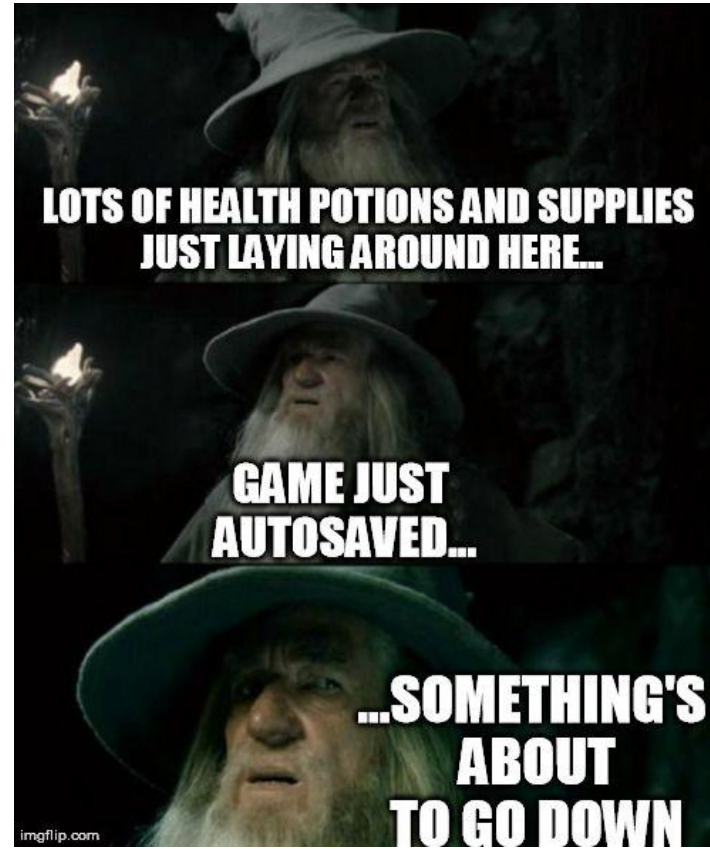
Demented Seagull:
Can swim and Glide

Zombie Unicorn:
Can poison you, takes away extra life.

Mummy:
Can petrify you for 2 seconds

Other enemies will include:
- Robots
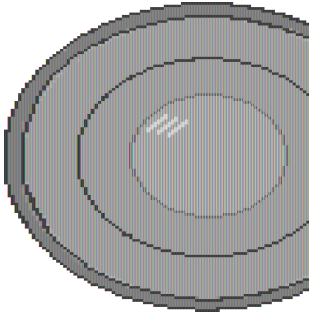- Ninjas
- Dinosaurs
- Knights

Mini Bosses will include:
- T-rex
- Mecha Chicken
- Pharaoh
- Evil Sensei
- Dark Priestess

LOTS OF HEALTH POTIONS AND SUPPLIES JUST LAYING AROUND HERE...

GAME JUST AUTOSAVED...
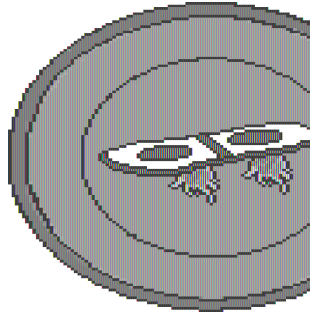
...SOMETHING'S ABOUT TO GO DOWN
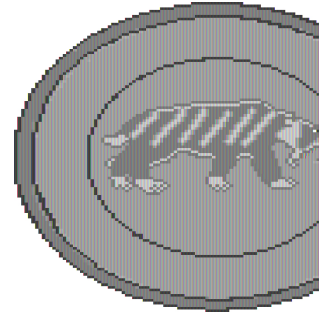
POWER UPS

Here are some examples of some of the many power ups that will be available in the game.

Bubble shield:
Invincibility

Hoverboard:
Jump Higher +
Jump Large Gaps

Sabertooth tiger:
Jump Over Obstacles/Enemies +
Attack Enemies

Other power ups will include
- Rocket launcher
- Wings
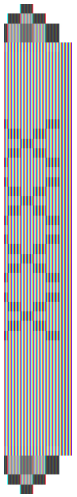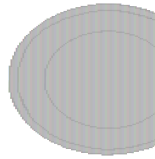- A stronger weapon depending on what time zone your in.

ITEMS

Here are just a few of the many items you can find in the game!

Some of the other items obtainable in the game are.
- Fossils
- Tribe members
- Techno-logs

Portal Fuel:
Found in some levels to power portal up.

Gold Coin:
Can be spent on upgrades and cosmetic items.
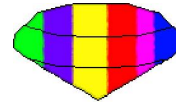
Gem:
Can be spent on rare items.

Scroll: One of the many collectibles you can find.

ABILITIES

When you finish a time zone you get rewarded with a brand new ability that you can swap out for your current attack button.
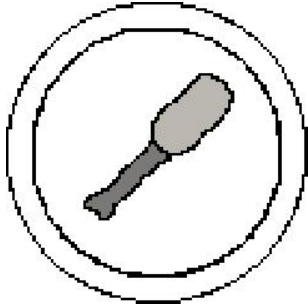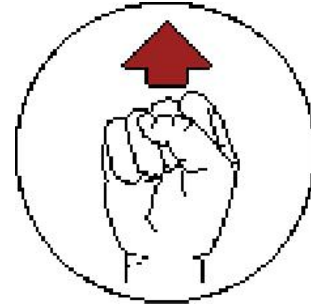
Default attack ⟷ Uppercut

HEALTH AND ARMOUR

This is what the health bar and armour bar will look like.

Health

Armour

Other abilities will include:
- Spin
- Club throw
- Ground Pound
- Slide Kick

UPGRADES

In the in-game store you can spend coins and gems on upgrades for your character and powerups:
- Stronger attacks
- Higher jump
- More lives
- Shield durability
- Power Up duration

LEVELS

There will be around 15 levels per time period, being around 3-4 minutes to complete each level. With a boss fight on every last level.

E

E   E

E

E

E

CE

E   E E E E E E E E E E

Key

Enemies E   Portal Fuel
Lava   **Powerups**
Water   Hoverboard
Checkpoint   Sabretooth
Moving Platform ←→   Shield
Spikes WWW   Cave Entrance CE
Portal
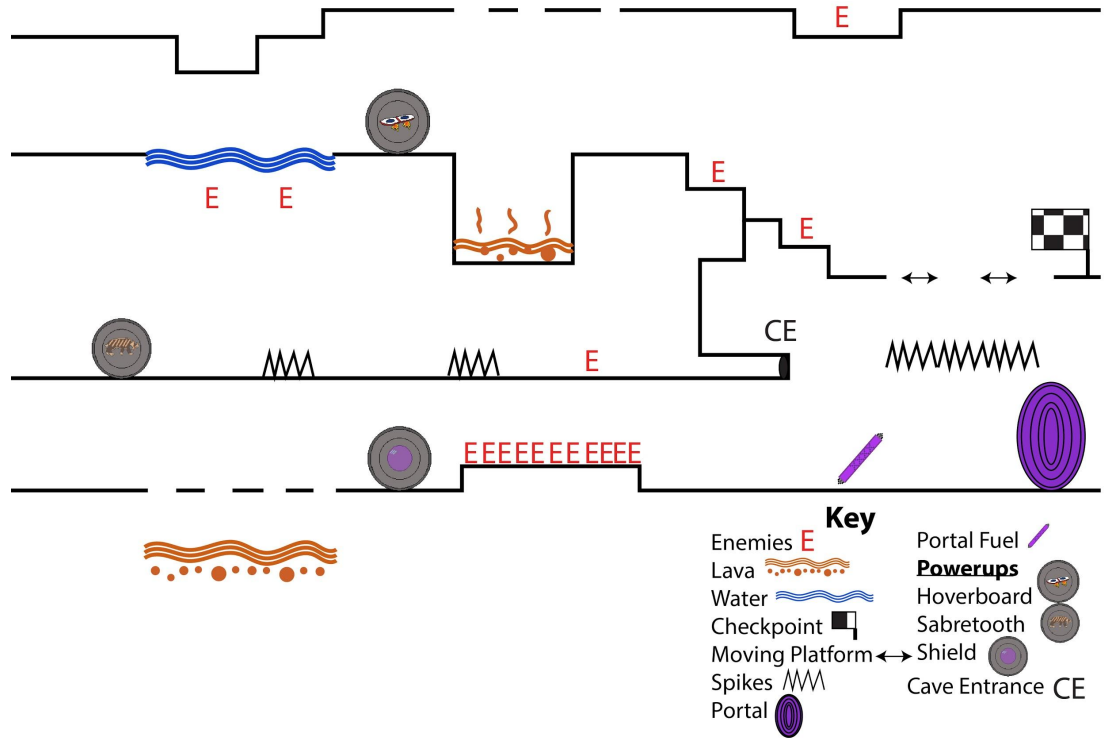
TIME PERIODS

Six different time periods:
- Stone Age
- Ancient Egypt
- Medieval
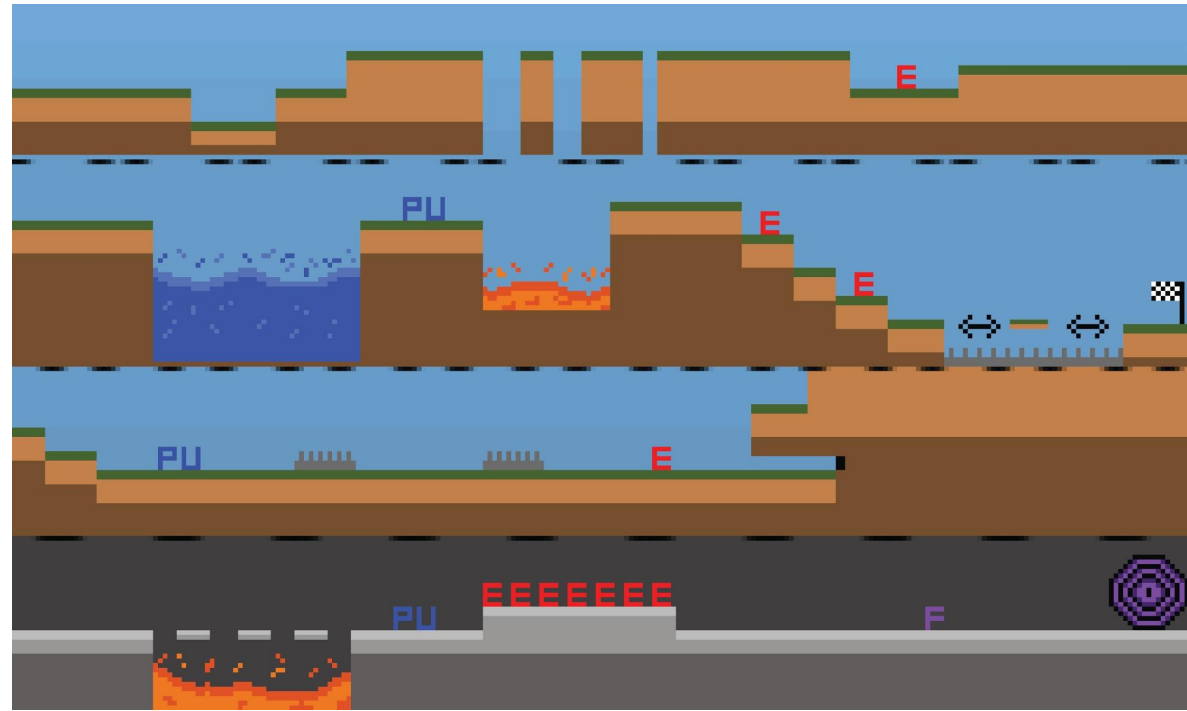- Feudal Japan
- Future (Apocalyptic and Utopia)
- More to come in later updates and DLC

FIRST LEVEL DESIGN

OBJECTIVE

The objective of the game is to get to the end of each time period, defeat the boss, save the prisoners and get your tribe back. With the final task of facing Professor Time-Shift.

CHALLENGE ACCEPTED

COMPETITORS

What makes our game different from our competitors:
Firstly it is a more fast paced game, it has more collectibles, abilities and unique soundtrack that is memorable and catchy.
You can swap out your attack for different ones, you can travel through time to different time periods and you can get exclusive cosmetic items to change your character's appearance and certain traits. For example Kayla could unlock a Mary Poppins costume which has an umbrella you can glide with.

TARGET AUDIENCE

Our game will have an age rating of 7+, the target audience is both genders at any age, mainly between age 7 and 22.

PRICING

Our game will be Free to play, but it will have
Microtransactions to get certain in game items including:

- ○ Certain Cosmetic Items
- ○ Coins/Gems
- ○ More levels
- ○ More Time periods

This is the logo design for our game that you would find in the App Store.