

CROWD WAVE SIMULATOR 2017 - DESIGN

Crowd Wave Simulator 2017 is an endless runner where you start out as a single person in a never-ending audience throwing their arms up into the air, causing people next to them to do the same. As the wave continues, the diameter of the wave grows and more of the audience is revealed, between maximum and minimum limits; however, the size of the wave decreases if a grump enters its diameter. If a grump enters its diameter at the wave's minimum size (about one person), the game ends. The score increases with the amount of time played and is scaled by the diameter of the wave.

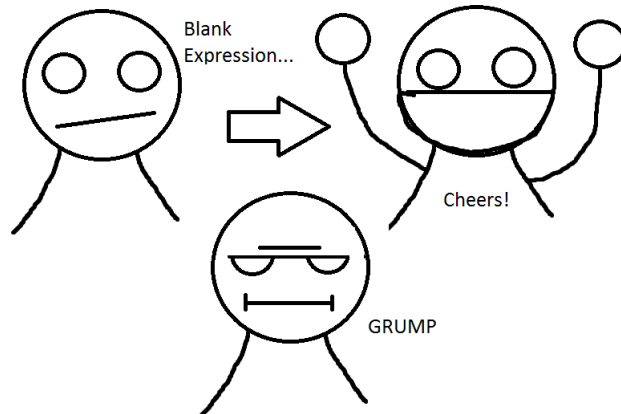
CROWD WAVE SIMULATOR 2017 - ITERATION 0.0.1 ASSET REQUIREMENTS

Art: The goal for this game is to feature a minimalist, yet expressive art style. The animations should be simple yet convey a lot of emotion--the game can use tweens and look like a Flash project, for example. The characters in the first iteration should look very simple without texture or detail, while still looking professional; some simple shading should be okay. Think noodle arms with simple circle hands, with circle heads and circle eyes. The sprites should be black and white with transparent backgrounds so that they can be easily colourized in Unity, provided as .png sprite sheets.

Animations needed (You can send each of these as a single sprite at first if you want):

1. A person sitting still with a blank/emotionless expression (loop).
2. A person with their arms up, cheering (loop).
3. An animation between the two.
4. A grumpy grump, sitting still, grumping with a grumpy expression (loop).

(Poorly drawn MS Paint) Example:



Sound: The overall sound should be quirky and whimsical, and audio tracks shouldn't be too long. Audio should be provided in the .wav format so that it can be looped easily.

Music needed:

1. A looping menu/title/main theme.
2. A looping gameplay theme that should sound good sped up or slowed down.
3. looping A game/over lose theme.

Sound needed:

1. A looping cheering/whooping/crowd wave ambient noise, that can sound good at different volumes.
2. A sound effect for hitting a grump and the waving audience decreasing in size (it could be a quick "boo" accompanied by a dumpy music note, for example).