

Penguinpocalypse

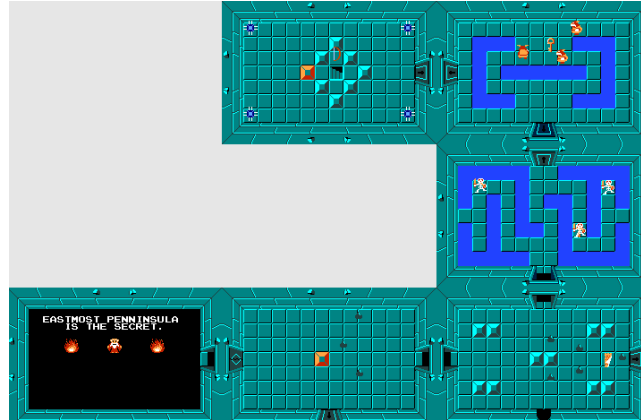
A Game Concept by

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INSTANT SUMMARY

Penguinpocalypse is a hobby project in Unreal Engine that seeks to mix single player high speed action gameplay with quick decision making by pitting the player directly against the clock. Players will traverse a dungeon like that of **Legend of Zelda**, acquiring powerups along the way by completing minigames of different lengths. Every minute the player spends in the dungeon makes them weaker as they race to defeat the final boss.



LOOK AND FEEL

Penguinpocalypse leans heavily into an arctic winter theme with penguins filling out the majority of the playable roster. Enemies will also be arctic themed with polar bears, wolves, and even angry snowmen! Levels will be covered in ice and snow with the arctic ocean surrounding them.

GAME DESIGN

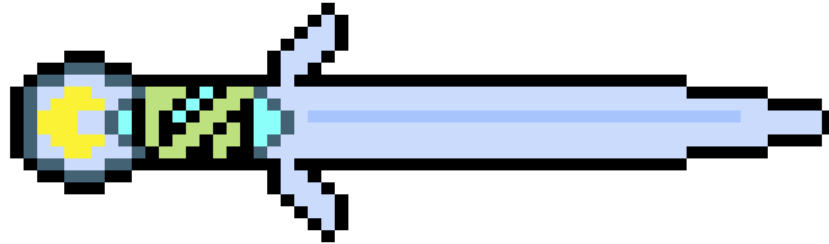
Penguinpocalypse will have players traversing an overworld, comprised of a dungeon, as quickly as possible to defeat the final boss. Time is of the essence however, as for every minute they spend trying to acquire powerups, they will lose 1% of their total damage. In addition, players will have to choose rewards based on minigame challenges that will also cost time. Players must balance the time they spend powering up within minigames with time spent progressing towards the final boss.



ARTISTIC THEME

Penguinpocalypse will use 2D/3D hybrid pixel art within Unreal Engine to create a game with a modern feel mixed with a classic design. Similar to paper Mario, all custom assets will be

created using sprite art. These sprites will be given a pseudo 3D look via the camera angle within Unreal Engine.



GAMEPLAY LOOP

Players will pick from a set of characters, each with different specialties such as melee, range, and casting. Once players have chosen their class, the gameplay timer will start, and they will have their first minigame. Minigames will be categorized by the time they take to complete. The shortest minigame, a pico minigame, will be the first timed event the players encounter. Once they have completed their first minigame, players will be rewarded with their first powerup of the run and will set off into the dungeon.

Once the player is inside the dungeon, they will be faced with combat similar to **Hades** or **Tunic**, which focuses on dash movement and two button *combo fighting*. After combat has been completed, players will be presented with a map and allowed to forge their own path forward, picking between various room types; shops, rest areas, combat areas, and minigames. Each of these rooms provides its own unique benefits and rewards to the player.

Upon reaching the final boss, the ingame debuff timer will be suspended by the boss himself. The final boss fight will begin, and the player will hopefully have acquired enough power ups to succeed in the battle. Upon success or failure, players will be given an enumerated stat sheet including but not limited to their debuff time, enemies slain, power ups acquired, and final build.

What is combo fighting?

Combo fighting is a combat system that is easy to learn and hard to master. Players primarily focus on using two main attacks, a special attack, and a dodge. This simple control layout allows players of all skill levels to make the most out of combat.

ENEMIES

Enemies in **Penguinpocalypse** will be varied in their abilities. While some may just seek to damage the player, others may seek to waste the player's time or hinder the player in some other way.

Example Enemies:

- Red Sword Fish – Swims away from the player on the edge of the level
- Arctic Wolf – Will hunt down the player with intense speed
- Polar Bear – Strong and large enemy that will take a lot of time to kill
- Snowmen – Pelts the player with snowballs from afar

ASSETS

Nearly all assets for this project are sprite assets created by Tyler Camp that are then ported to Unreal Engine by myself.

ABOUT THIS PROJECT

This project is my first serious attempt at making a playable video game from front to back. With the help of my good friend and co-developer of this project, Tyler Camp, we hope to include original art, music, and gameplay that can be bundled together in one fun and unique package. Our current development schedule consists of meeting once a week to discuss our objectives for the week, and then dividing the different elements of those objectives between ourselves. An updated list of past, present, and future objectives are available at <https://beidle.info/portfolio/unreal-engine-progress/>.