

# **Rambo Sheep**

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## **Game Ideas**

### **Game 1:**

**Name-** Make a Meal with things out of a Fridge

**Genre-** Cooking, Sandbox, Time management

**Concept –**

In this game player will have to make a Meal with things found inside the fridge.

The Player can use a Microwave and a Frying pan.

The game will be divided into different stages where he must cook meals based on a hunger meter which will reduce based on how tasty the food is.

The ingredients could be anything from fresh Tomatoes to leftover pizza, Timing and appropriate combination of ingredients will result in edible food.

**Target Audience-** 15+

For students who live alone in university. The game will be interesting for people who have actually experienced the situations which come up in the game. People between 15- 25 would enjoy the game more than others.

### **Game 2:**

**Name-** Sheep among wolves / Rambo Sheep

**Genre-** Action, gore, comedy, shooter

**Concept –**

We have now wolves eat sheep, unfortunately a pack of wolves made a big mistake letting the lamb live.

The lamb seeks retribution hunting killing and slaughtering every wolf in the pack and Later hosts a BBQ with all the meat.

Game play will be top down sheep will wield knives and small arms like pistols and Uzi, because heavier weapons tend to spoil the meat.

**Target Audience-** 13+

This game is for people who enjoy irony and like to play shooter games.

### **Game 3:**

**Name-** What if?

**Genre-** Mystery, Text Based and story oriented

**Concept –**

This is a Text based role playing game with comic strips to depict environment and situations.

There will be 27 different outcomes based on a yes or no choice.

The player must try to achieve every possible outcome.

The story revolves around a monkey, 5 year old girl. Player will have to make a decision for each character. Based on the decision the outcome will change for each character.

**Target Audience-** 13+

This game is for people who enjoy irony and like to play shooter games.

### **Critical Analysis**

Amongst the listed ideas the second game contains action and irony which is more enjoyable to the common thought process. The game should be easily updatable, elements of puzzle can be added in. The game also has potential for a rich background story.

The player controls a sheep in top down perspective and fight cows, wolves and sheep as they try to avenge their sheep family.

## **Game Mechanics**

The player controls the sheep with W A S D keys and the mouse to look around and the left mouse button to shoot. The player can use the Q/ E key to cycle through different enemies in their inventory. The player will start with 100 armor which they will lose as they take damage. Once armor reaches 0 they will lose life if they have no lives they will die and will have to restart the level.

## **Characters in game**

Rambo Sheep: the sheep the player controls.

Fig 3: Rambo Sheep



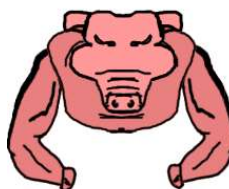
Wolf: these animals are commonly available have moderate HP and use a pistol and a knife as their weapons.

Fig 4: Wolf Mob



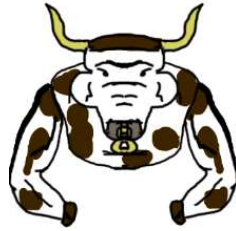
Pig: these animals are tanks and have a lot of damage do moderate damage they use a pistol and occasionally use the Disk as their weapon of choice.

Fig 5: Pig Mob



Cow: these animals are tanks and have a lot of damage do moderate damage they use a pistol and occasionally use the laser gun as their weapon of choice.

Fig 6: Cow Mob



### **Asset Design:**

The game used simple colors and the art style is supposed to be comical and easy to understand.

The environment required seamless tiles for the Unity engines grind system for 2D games.

The game contains 2 Environment Island and a Desert. The following assets were used in creation of the environment.

UI button: the button was designed with colors to compliment the games theme

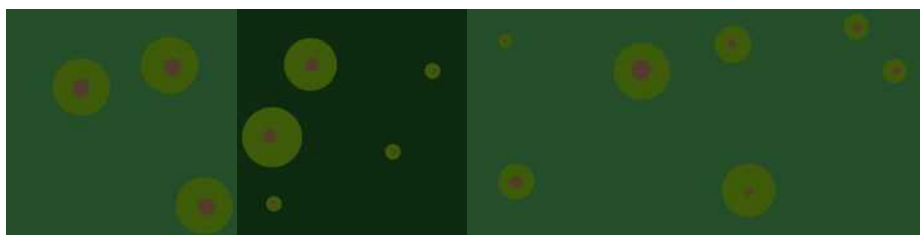
Fig 14: UI button



Terrain:

Woodlands: the following tiles were created for depicting the woodland floor

Fig 15: Woodlands tiles



Dessert: the following tiles were created for depicting the Desert floor

Fig 16: Ground tile



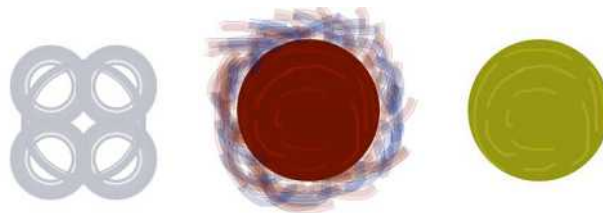
Trees: the following Trees were created for depicting the trees in both environment

Fig 17: Trees



Projectiles: the following assets were used to depict bullets and other projectiles

Fig 18: Projectiles

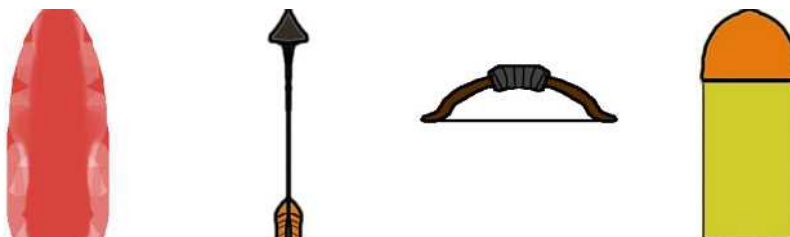


Unused assets: the following assets have not yet been used in the game. They will be used in a future update

Fig 19: Unused environmental assets



Fig 20: Unused weapons, Projectiles and consumables







### **Social Network Element**

Social media has always been interested in entertaining its users so they prolong their stay in the respective media. Social media giants such as Facebook regularly advertise games it is a symbiotic relationship, Games get advertisement through social media and vice versa. Some games try to build a community which functions much like social media around the already popular game. World of Warcraft, Echo of Souls and other popular mmorpgs are examples of the same. The game is very popular so they try to build a invested community around it.

Games which thrive in social media Often have the following traits:

- Highly addictive
- requires some sort of in game purchase system
- competitive with fellow games in the same social circle
- Game is often easy to pick up and hard to master
- requires or utilizes a cool down system for playing which can be overlooked with enough resources
- Co-op vs Players or Co-op vs enemies

## Menu and UI

The game has simple UI easy to use and understand.

Fig 1: Main Menu

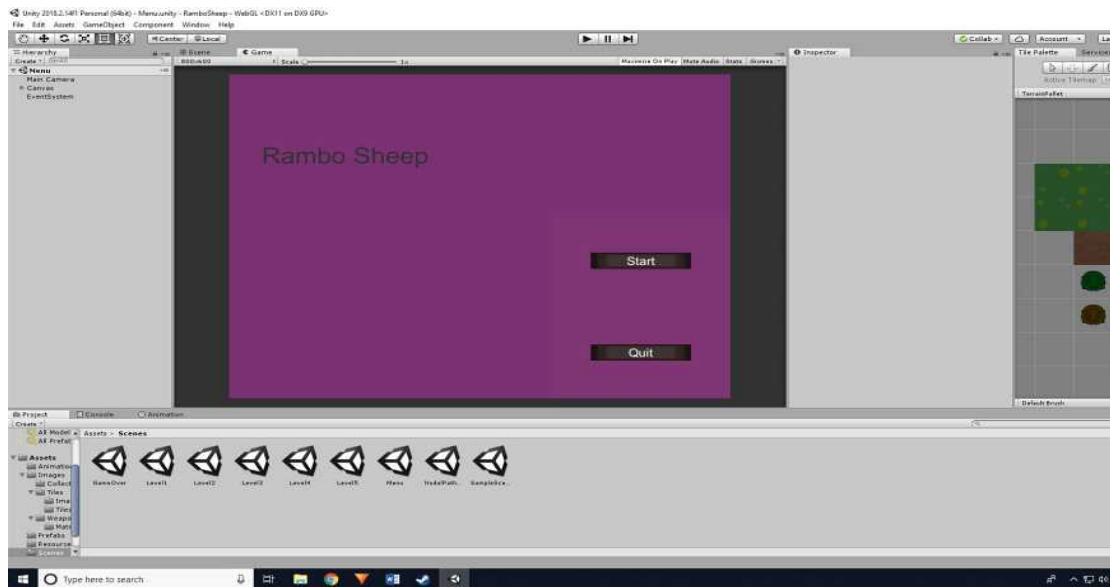
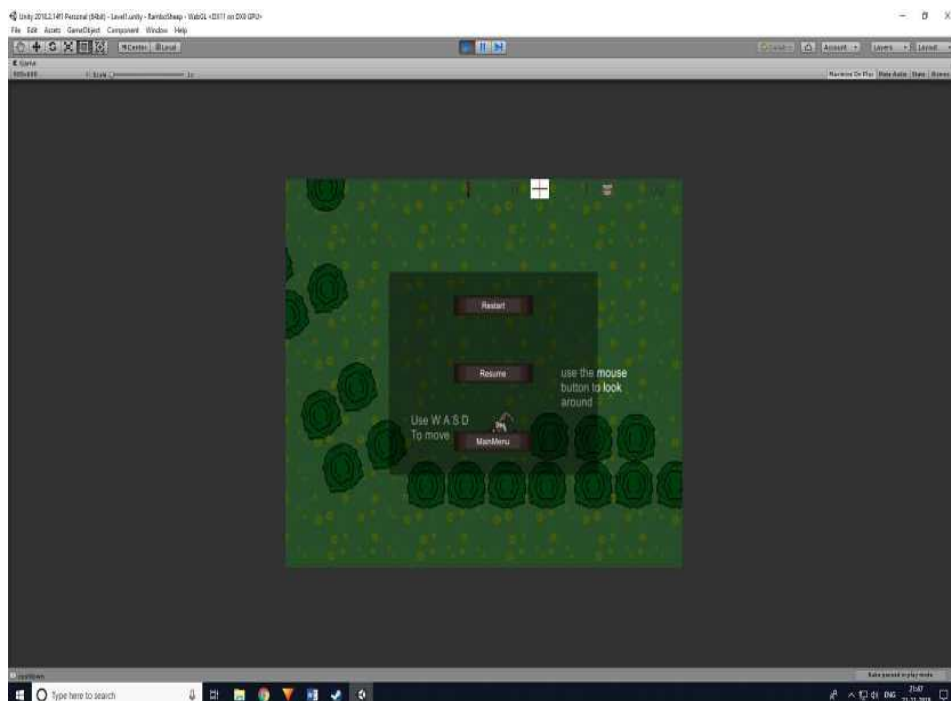


Fig 2: In game Pause Menu

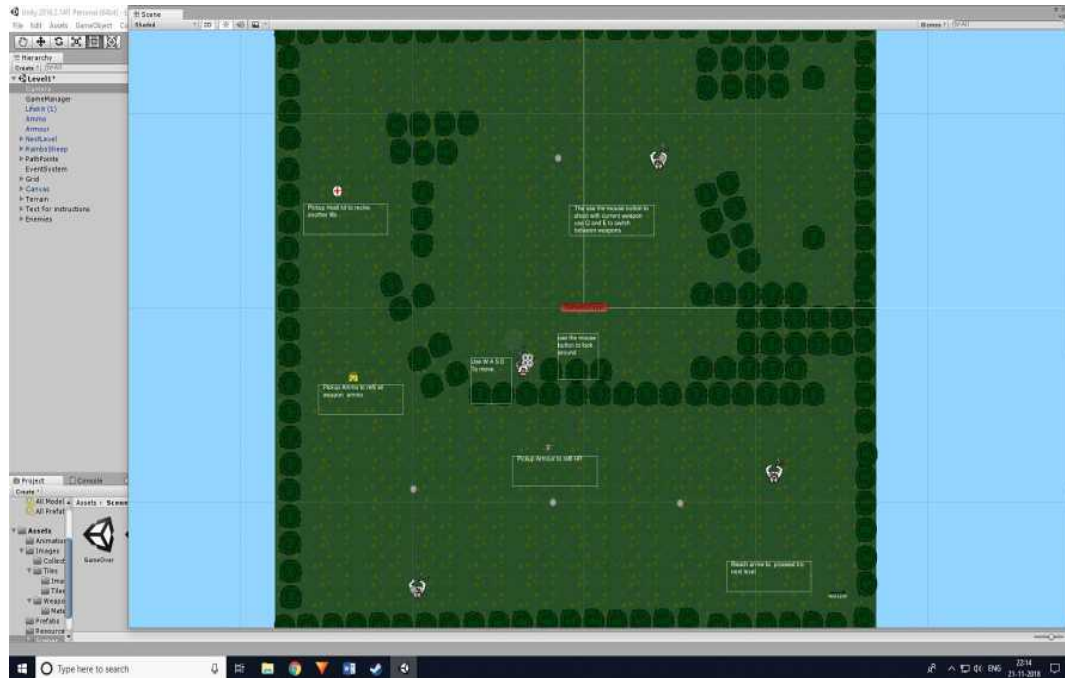


## Level Design:

There are 5 levels

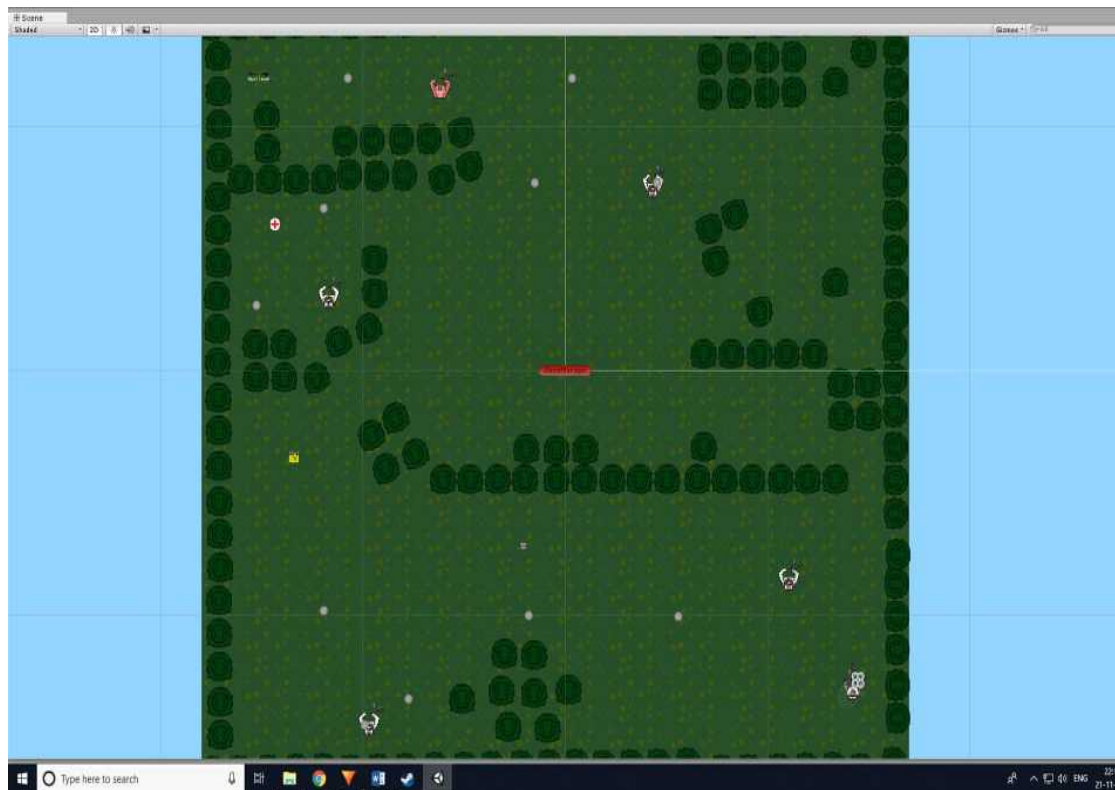
Level 1:

Fig 21: Level 1 tile map



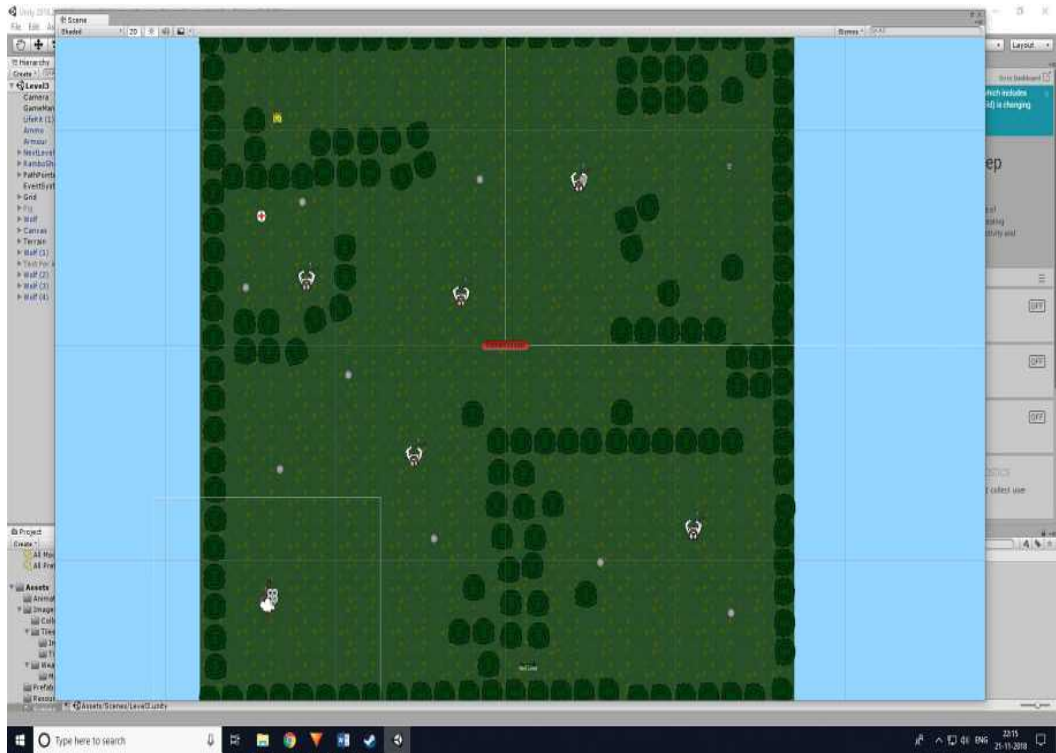
Level 2:

Fig 22: Level 2 tile map



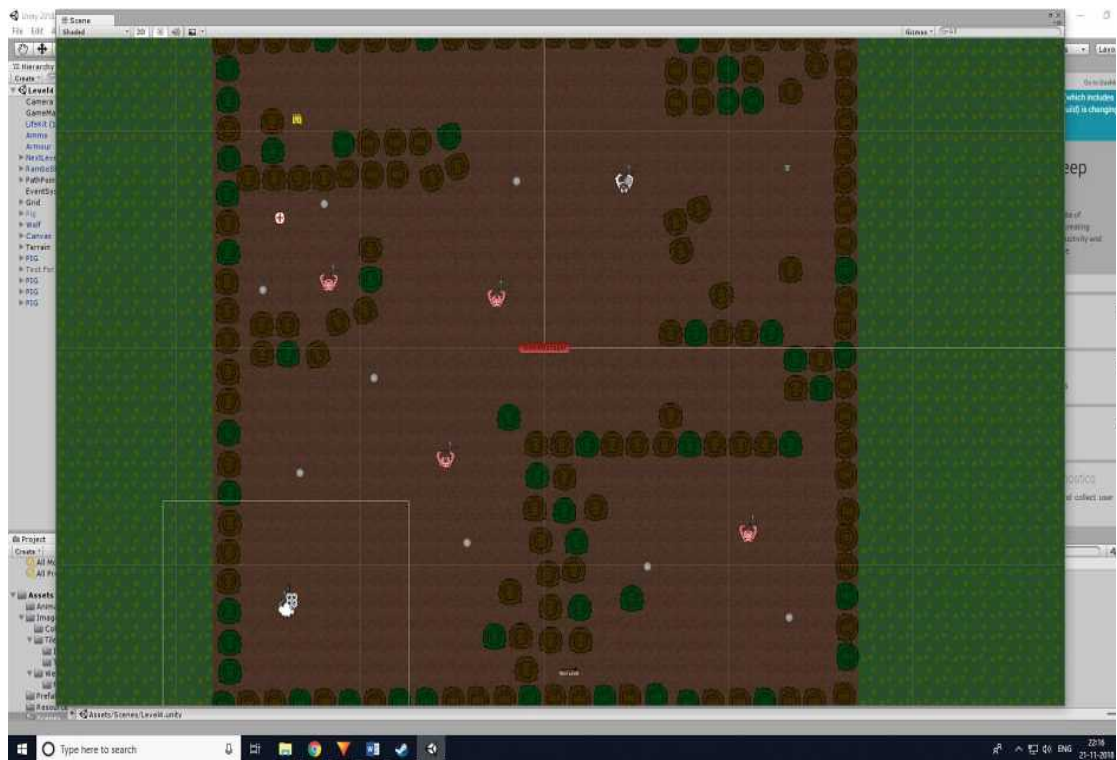
Level 3:

Fig 23: Level 3 tile map



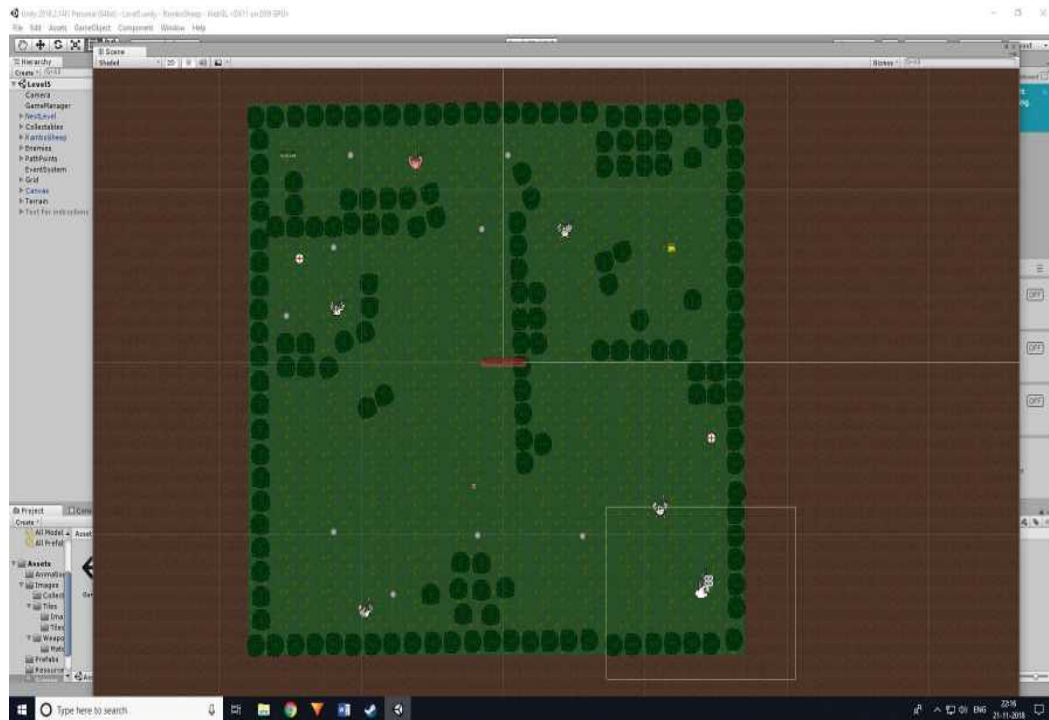
Level 4:

Fig 24: Level 4 tile map



Level 5:

Fig 25: Level 5 tile map



## Weapons in game

Knife: this weapon does minimal damage and contains infinite ammo. It has a fast cast animation and damage per second is low.

Fig 7: Knife



Pistol: this weapon has a low range, low damage and low accuracy and is meant for close range use. The bullets provide knock back effect on enemies and the player. Moderate ammo.

Fig 8: Pistol



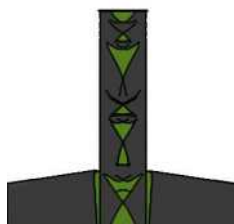
Disk: this weapon has a high range, high accuracy and high damage it is meant for close range use. The bullets provide knock back effect on enemies and the player. Low ammo.

Fig 9: Knife



Laser Gun: this weapon has a moderate, range high accuracy and moderate damage it is meant for close range use. The bullets provide knock back effect on enemies and the player. Moderate ammo.

Fig 10: Knife

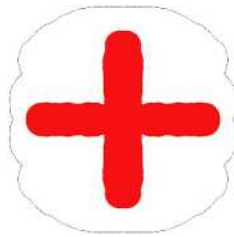


## **Consumables in Game**

The game contains 3 collectables which can be picked up once.

Health kit: Provides an extra life.

Fig 11: Knife



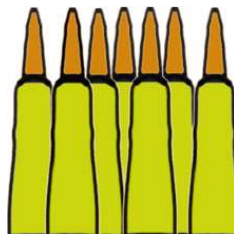
Kevlar vest: Restores armor back to full

Fig 12: Knife



Ammo: Restores all weapons ammo back to its max capacity.

Fig 13: Knife



## **Code Snippets:**

Fig 26: Enemy Controller snippet





**Software used:**

2D asset creation: Krita

Game Engine: Unity version 2018.2.14f1

Game Market used: itch.io