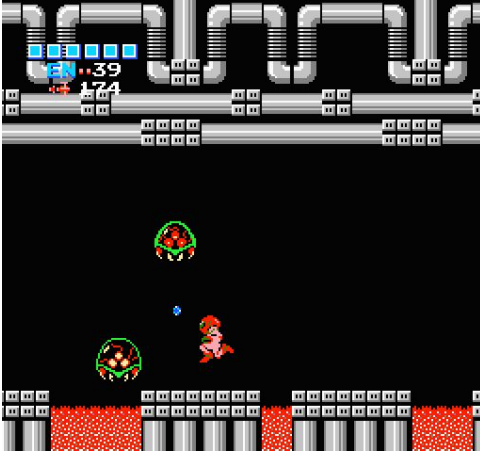


The Minions™: Bob's Day Off

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Metroid (NES)



Castlevania: Symphony of the Night (PSX)

Overview:

The Minions™: Bob's Day Off is a two-dimensional metroidvania game where players take control of the minion Bob from Dreamworks' Despicable Me series. Gru is currently indisposed when Doctor Nefario is involved in an accident that shuts down most of the laboratory. Bob's small size allows him to escape, but now all his fellow minions are trapped. Are you a bad enough dude to rescue them and Dr. Nefario?

True to the genre's namesake, Bob's Day Off will borrow elements heavily from Nintendo's Metroid series and Konami's Castlevania series. Players will be required to explore areas available to them to find items and equipment that opens up new areas, eventually culminating in multiple boss fights. Exploration is not so simple as walking, as environmental hazards and enemies abound in the post-accident laboratory. These games are a significant time investment and it is not expected to be able to finish in one sitting.

Design Requirements/Features:

- Minions collect bananas to restore health (Health and ammo gauges in the corner)
- Take hold of a variety of weapons, including the infamous Fart Gun (Multiple weapon types with a context-sensitive Fire button)
- Explore Gru's massive laboratory (Co-ordinate system)
- Fight scores of enemies (Non-player agent AI and statistics)
- Pick up where you left off (Save game state)

Stretch Goals:

- Online Leaderboard for clear times
- Cheat codes
- Game audio

Controls:

- Arrow keys/WASD for movement
- Hold shift to sprint (Weapons disabled while sprinting)
- Mouselook to aim, Left click to fire, Right click to change weapon/ammo
- Space to jump.

System Overview:

- Game loop and logic will be written using C++
- Graphics will be provided using OpenGL and XWindows
- Audio will be provided using OpenAL, time allowing