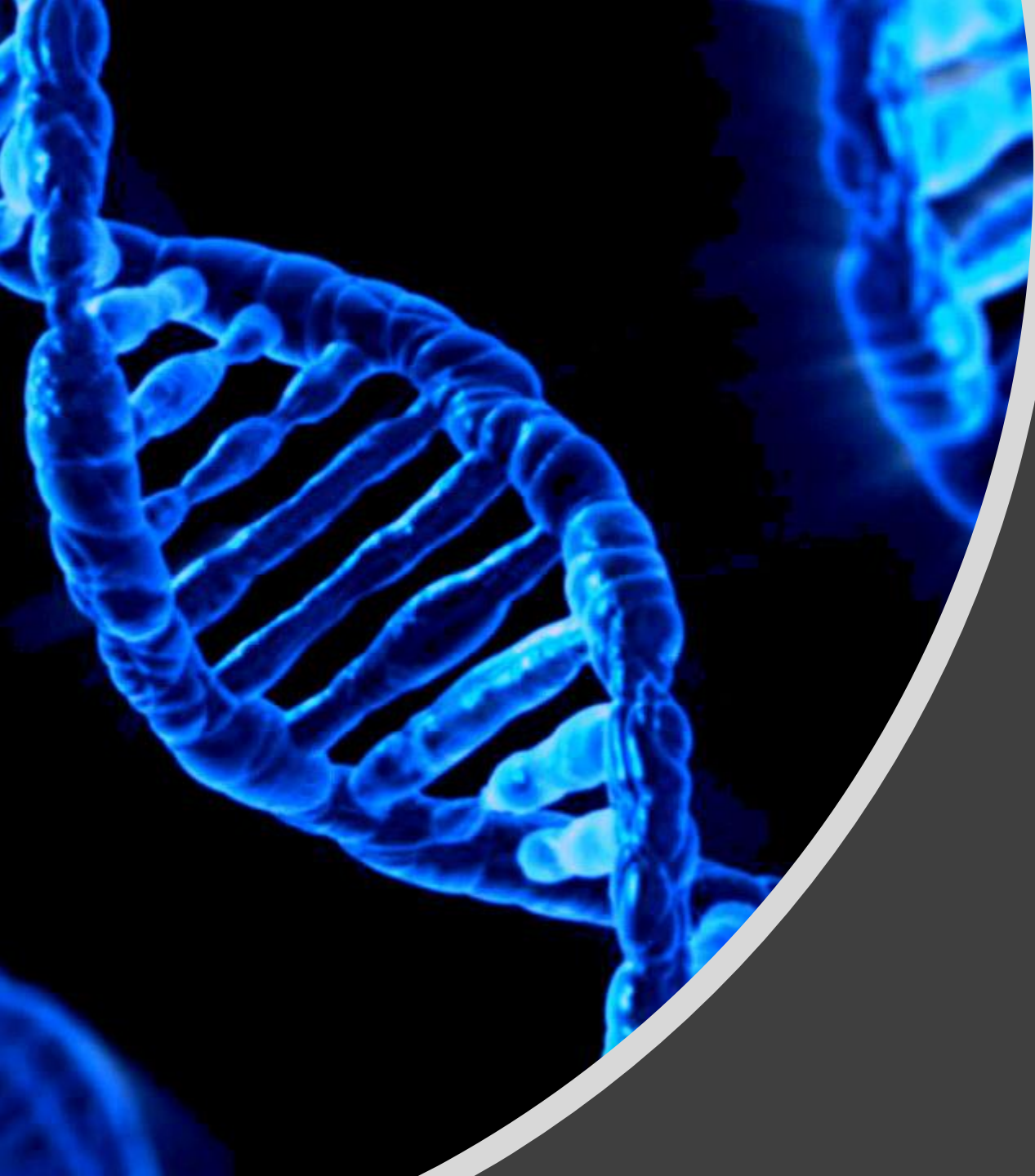




Christopher Wiley Evolution's Edge



EVOLUTION'S EDGE

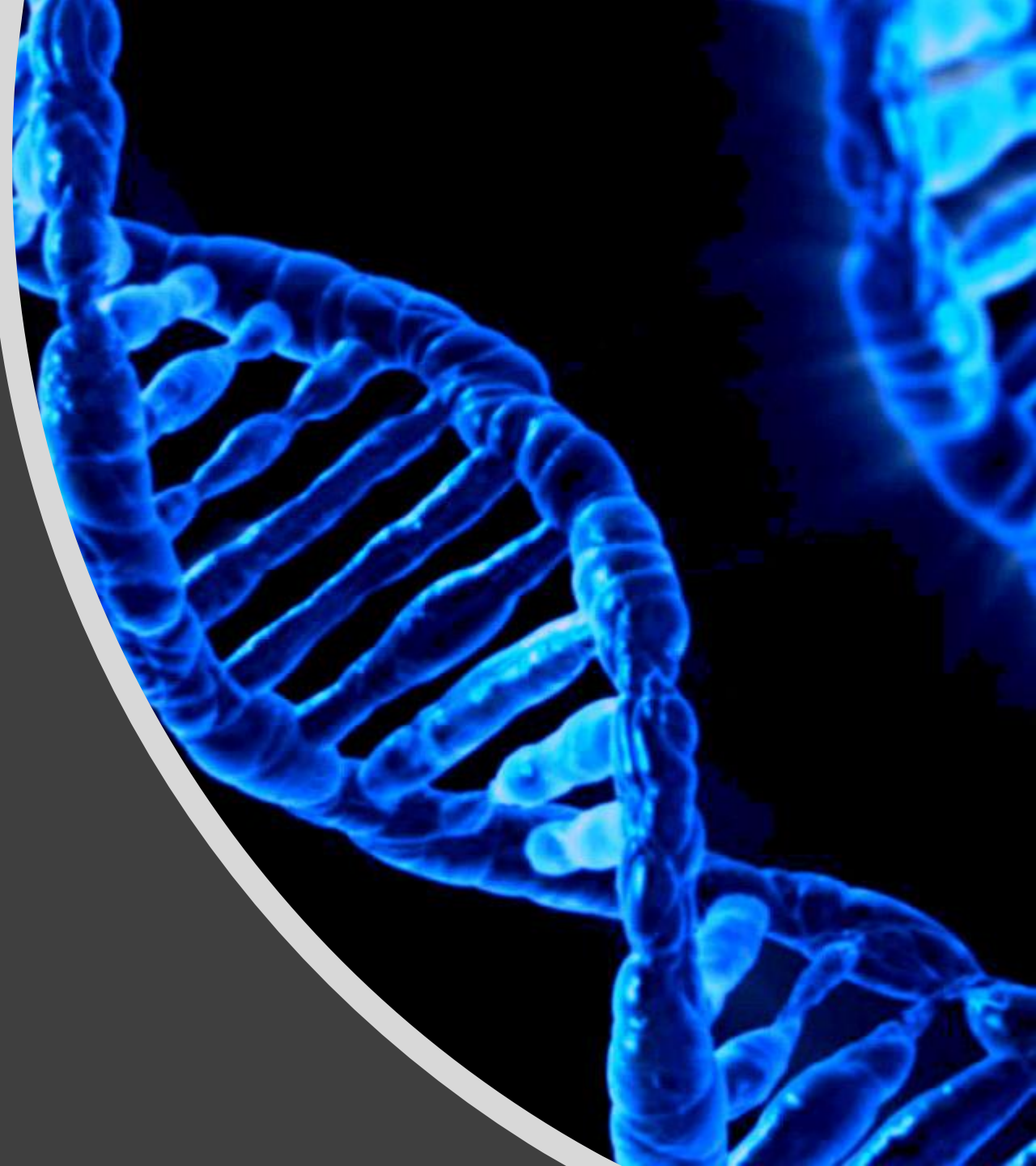
WHAT WILL YOUR DECISIONS CREATE?

CREATED BY:

CHRISTOPHER WILEY – GAME DESIGN

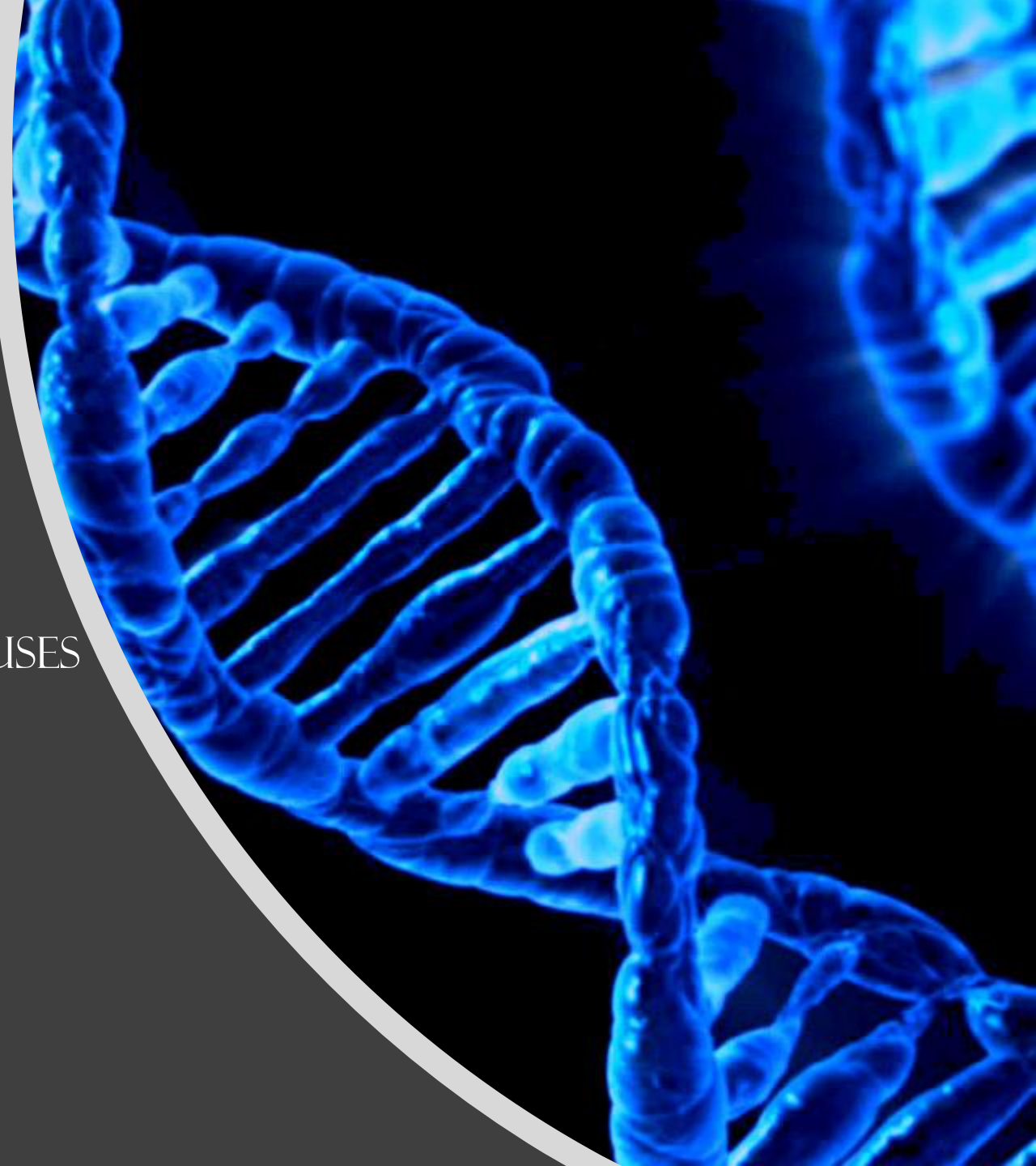
TECHNICAL FIELD

- THIS PROJECT INVOLVES THE TECHNICAL FIELD OF GAME DESIGN



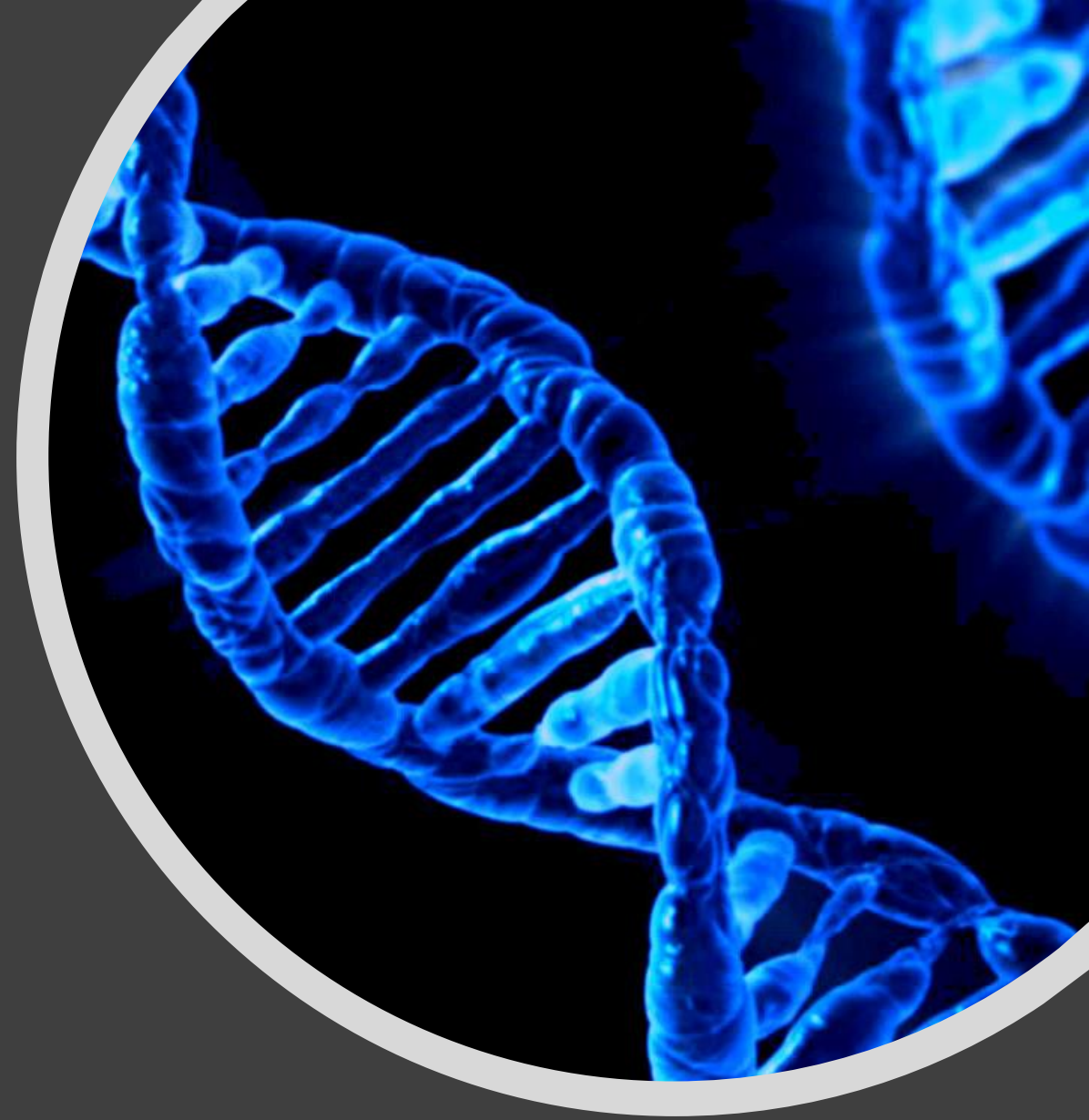
INNOVATION CLAIM

- MY INNOVATION IS A GAME SYSTEM THAT USES GENETIC BASED ENHANCEMENTS TO THE PLAYER CHARACTER.



PROJECT DESCRIPTION

- 2D SIDE-SCROLLER THAT FOCUSES ON THE EVOLUTION OF THE CHARACTER.
- THE EVOLUTION OF YOUR MONSTER IS BASED ON GENETIC INFORMATION YOU GATHER
- EACH ACTION IS ASSOCIATED WITH DIFFERENT GENETIC MATERIAL
- AT THE END OF EACH LEVEL THE PLAYER CAN DECIDE WHICH GENETIC EVOLUTIONS TO PURCHASE BASED ON THE AMOUNT OF GENETIC MATERIAL THEY HAVE ON HAND





BOB THE BLOB

- THE GAME STARTS WITH A BASIC BLOB, BOB
- THE GOAL IS TO EARN GENETIC MATERIAL TO EVOLVE BOB INTO SOMETHING ELSE. LIKE BOB THE WALKING BLOB



Element	Symbol	Availability	Affects	Earn by	Points earned
Water	W	Abundant	Fluidity, breathing under water, adding aquactic traits	Walking through water, swimming, defeating water monster, time spent in Swamp area	Walking = 1 per 2 steps, Swimming = 1 per two strokes, Defeating monster = 10, Time spent = 3 per 5 minute
Air	A	Abundant	Movement, flight,	Jumping, flying, defeating air monsters, time spent in Jungle Area	Jumping = 1 per 2 jumps, Swimming = 1 per two wing strokes, Defeating monster = 10, Time spent = 3 per 5 minute
Fire	F	Abundant	Heat, Fire, warmth, binding	destroying fire monsters, lighting torches, time spent in Cave and Desert Areas	Defeating monster = 20, Lighting torches = 10 per torch, Time spent = 3 per 5 minute
Earth	E	Abundant	Stucture, Stability, adding mammalian traits	walking, digging, defeating earth monsters, time spent in Jungle, Caves, Swamp, and Desert	Walking = 1 per 2 steps, digging = 1 per two digs, Defeating monster = 10, Time spent = 3 per 5 minute
Mechanical	M	Rare	Strength	defeating mechanized monsters, finding mech tokens, moving items	Defeating monster = 20, Finding Mechanized Tokens = 10, Time spent = 3 per 5 minute

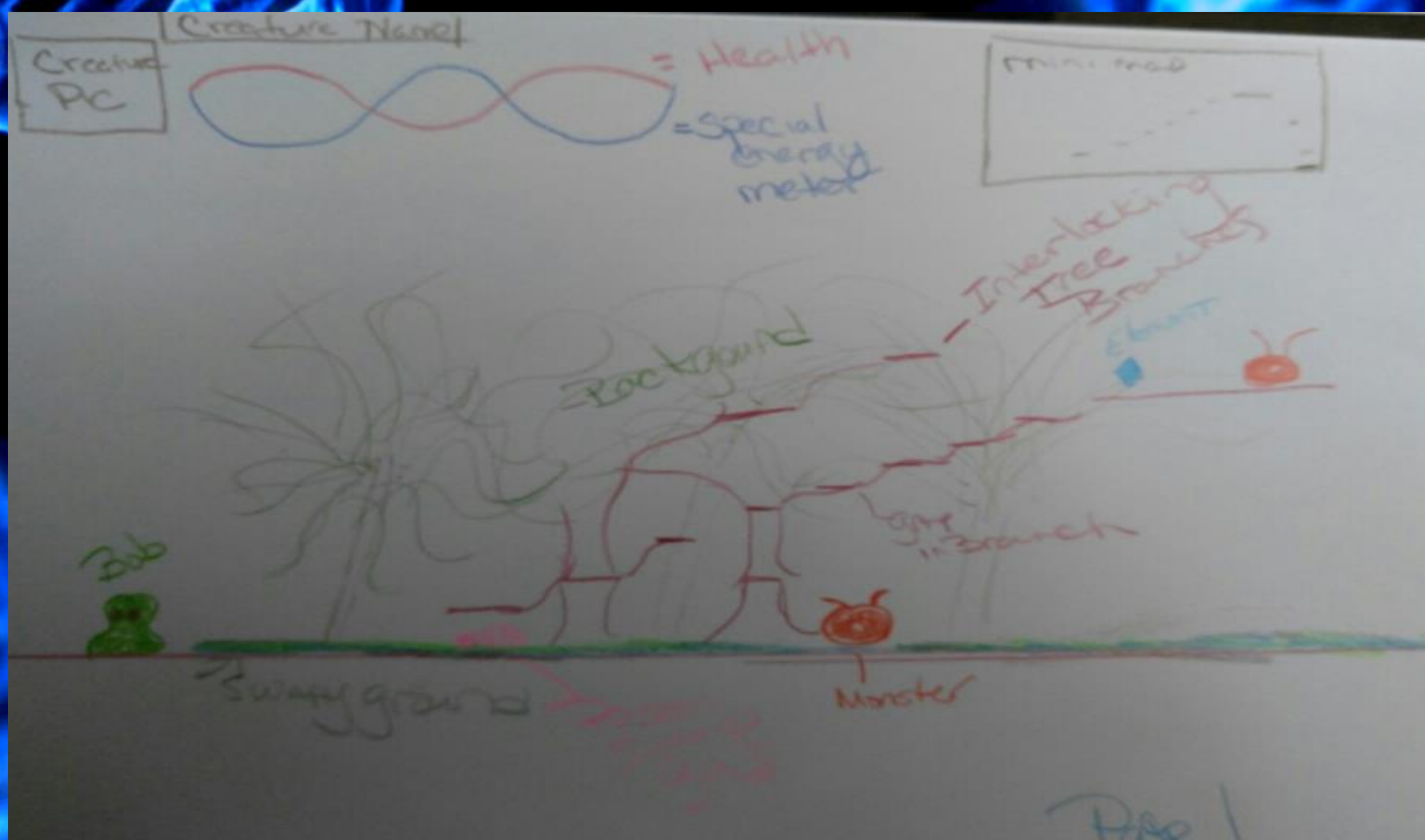
GENETIC BASE

Evolution	Basic Genetic Patterns	Reasoning
Evolve Legs/ Arms	EE WW	E for Structure W for Fluidity
Evolve Wings	AA WE	A for Flight W for Fluidity E for Structure
Evolve Fur	EF EF	E for Mammalian Traits F for Warmth
Evolve Feathers	AF AF	A for Enhanced Flight F for Warmth
Evolve Fire Breath	FA FA	Fire for Fire A for Breath
Evolve Gills	WA WA	W for Aquatic abilities A for Breath
Evolve Claws	EF FE	Earth for Structure F for Heat
Evolve Scales	WW FE	W for Aquatic Abilities F for Heat E for Structure
Evolve Tail	EW FW	E for Structure W for Fluidity F for Heat
Improvements	Basic Genetic Patterns	Reasoning
Increase Strength	EM FE	Earth for Structure M for Strength F for Heat
Increase Stamina	AW EM	Air for Breath W for Fluidity E for Structure M for Strength
Increase Speed	FA WM	F for Heat A for Breath W for Fluidity M for Strength

GENETIC COMBINATIONS

Complex Evolution	Basic Genetic Patterns	Reasoning
Armored Tail	EW FW EM FE	strengthen tail
Wings + Arms/Legs	EE WW AA WE	Character now has arms, legs and wings and can fly
Arms/Legs + Gills	EE WW WA WA	Character now has arms, legs, gills, and can breath underwater
Super Claws, arms/legs, fur	EE WW EF EF EF FE EM FE EM FE	
Ultimate Creature	EE WW AA WE EF EF AF AF FA FA WA WA EF FE WW FE EW FW EM FE AW EM FA WM	Has all traits with improved strength, stamina , speed

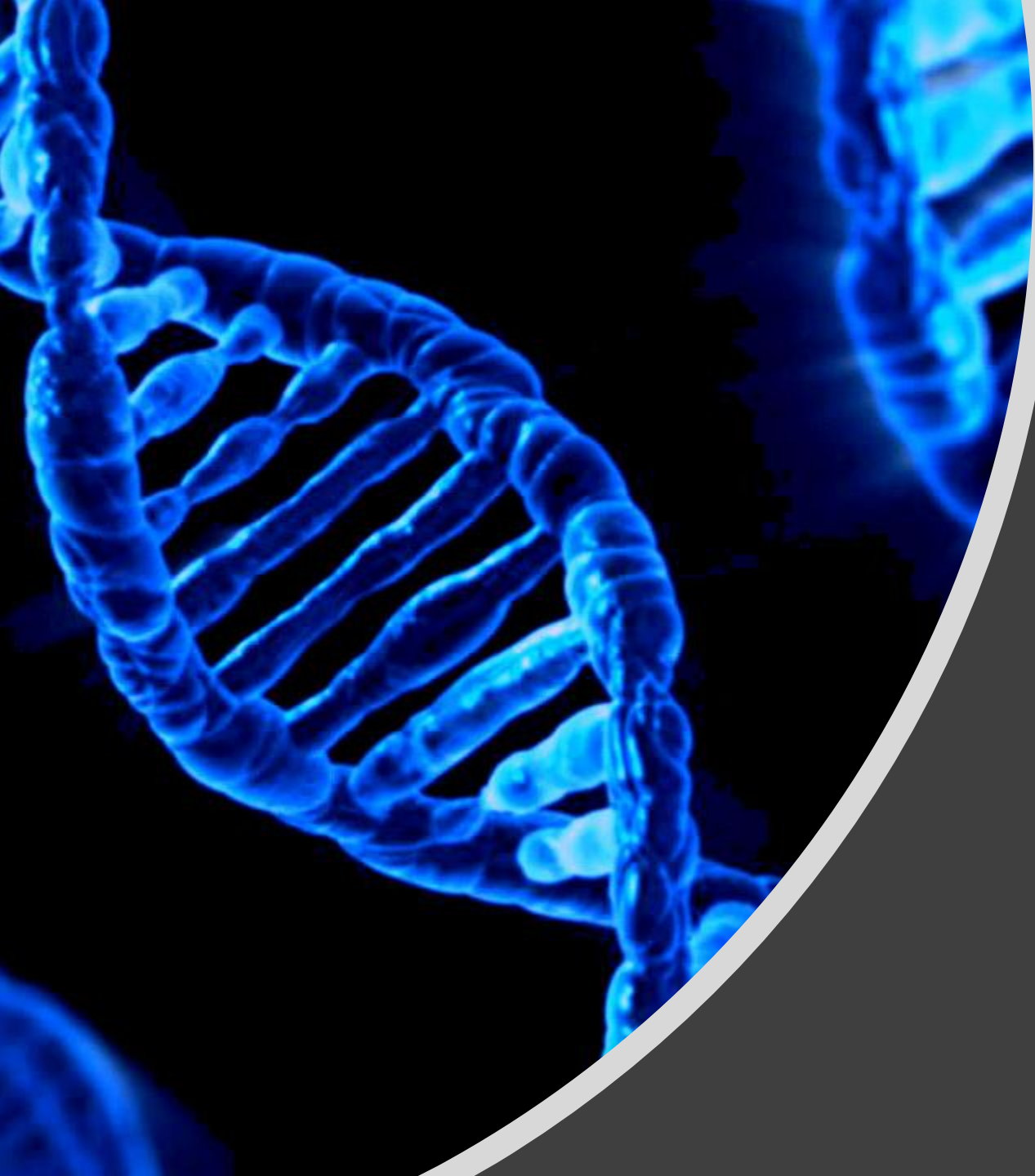
COMPLEX COMBINATIONS



LEVEL PAPER DRAFT



LEVEL PAPER DRAFT



EVOLUTION'S EDGE

WHAT WILL YOUR DECISIONS CREATE?

THANK YOU FOR YOUR TIME