



# ROLL CREDITS

And when you thought the game was over, you quickly realise you won't just need to read the credits, you'll need to beat them

## Features



### Starting Game

The player starts the game in a classic 2D platformer scenario, after moving right for a few seconds, the player "wins" the game, and is sent to the credits.

### The Credits

As the credits roll, the player can be seen standing on the title, as the top of the screen approaches, they'll be warned to begin their descent if they want to avoid death. Early on, large text will also advise the player to pay attention and read the credits throughout the game. As time passes, the credits eventually turn into comedic 4th wall breaks that address the situation and the player directly, in an attempt to establish communication with them.



### Obstacles

Along the way, many different obstacles can be found, such as spikes, falling text, slippery text, breaking text, trapdoors, lasers and rotating saws. Different obstacles are represented in different coloured text, or in the case of rotating saws and lasers, dedicated assets. Some obstacles merely complicate the player's descent, while others, outright kill them.

### Enemies

Along with obstacles, enemies can also be found throughout the credits, from simple rats, to projectile-shooting ghosts, jumping slimes called goos, and even a fire breathing dragon! If hit by an enemy or one of their attacks, the player is killed.



### Checkpoints

Spread out through the credits, green text can be found. By stepping on it, the player unlocks a checkpoint, which they will return to in the case of death.



### Harder Difficulties

After beating the game for the first time, the player will unlock harder difficulties. Each new difficulty is a new "map" where not only are the credits arranged in such a way that complicates the player's descent, but the obstacles and enemies themselves might be harder to deal with.

# Overview

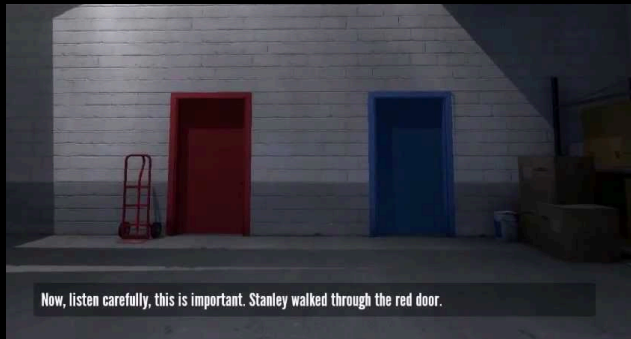
## Player Motivation

The player's goal is very simple: Reach the bottom.

As the camera travels down, the player must make sure that the top of the screen does not catch up to them, while simultaneously dealing with a variety of enemies and obstacles that will instantly kill the player.



## Inspiration & Competition



### - The Stanley Parable

Roll Credits takes inspiration in the 4th wall breaking humour present in Stanley Parable. However, its humour is delivered in such a way that compels the player to replay the game multiple times to get it in its entirety, instead of having player choice affect the outcome of the game.

### - Subway Surfers

While one might first think of Celeste for its difficulty, we instead looked for similarity in Subway Surfers and the way the game continuously runs in the same direction forcing the player to catch up while dodging the obstacles. However, Roll Credits delivers a finite, hand crafted experience, unlike the endless and repetitive nature of Subway Surfers.



## Unique Selling Points

The actual game plays out in the credits of a small fake game, and the whole environment and obstacles is composed of the credits text. These credits also have funny and 4th wall breaking text to interact with the player.

## Demographic

**Genre:** 2D Platformer, Single Player.

**Target Audience:**

- People that enjoy challenging platformers
- Fast readers with a good sense of humour

**Platforms:** Mobile and PC

**Age Range:** 13+

## Design Goals

**Humorous:** Players navigate a game where the environment itself is full of clever jokes and funny interactions. They can choose to follow what the text says, or not if they are prepared to face the consequences

**Challenging:** The player must learn how to survive the large variety of enemies and traps they will find in their journey

## Team

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