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**Game Title** Cows On The Run

**Genre** “Comedy Game”

It has been extremely difficult to select an existing Genre for this game, as it is unlike the games you would find on the shelves. However with much deliberation I decided upon “Comedy” the idea is meant to be entertaining, and humorous, while still providing a challenging experience for the user. I believe that this is the best choice, without creating my own Genre for it to reside in.

**Game Overview** The games concept is very simple, all the player must do is click on cows, once a cow has been clicked it will return to the barn and begin to fill a milk bottle, which when full lets the player move to the next level. However they should not be lulled into a false sense of security for each level gets progressively harder, making the game more of a challenge than they may of initially thought it would be.

A local farm has developed a problem, for some strange reason its cows are attempting to escape, and without them the milk business will be in jeopardy, it is up to you the player to stop these cows and save the farm from disaster, are you up to the challenge?

**Core Objective(s)** The player must move their mouse over a moving object E.G. A cow, and use the left mouse button to click it, and the cow will be collected. As the player gains more cows a milk bottle will slowly be filled over the course of the level, once full the player can then move on to the next level.

Each level gets progressively more difficult and presents the player with higher targets E.G.

Level 1 requires 40 cows to be collected

Level 10 requires 40,000

cows also get faster each level. A new object is also added to each level which will either hinder, or help the progression of the player.

The player must let no more than 10 normal cows escape per level, if they do then the game will be over.

### **Gameplay Themes**

Theme 1 – Collection

The aim of my game is to “Collect” cows in order to fill up a milk bottle, once the bottle is full then the next level will be available to play. Each level has a different amount of cows needed to fill the bottle, and each object will be worth a different number of cows + or -.

Theme 2 – Colour

There are different colour cows in my game, each one worth a different amount of cows, suggesting they generate larger quantities of milk than regular cows, E.G A normal cow is worth just 1 cow, a brown one is worth 4 etc. The player can recognise this and attempt to get the different colour objects to make the level pass faster.

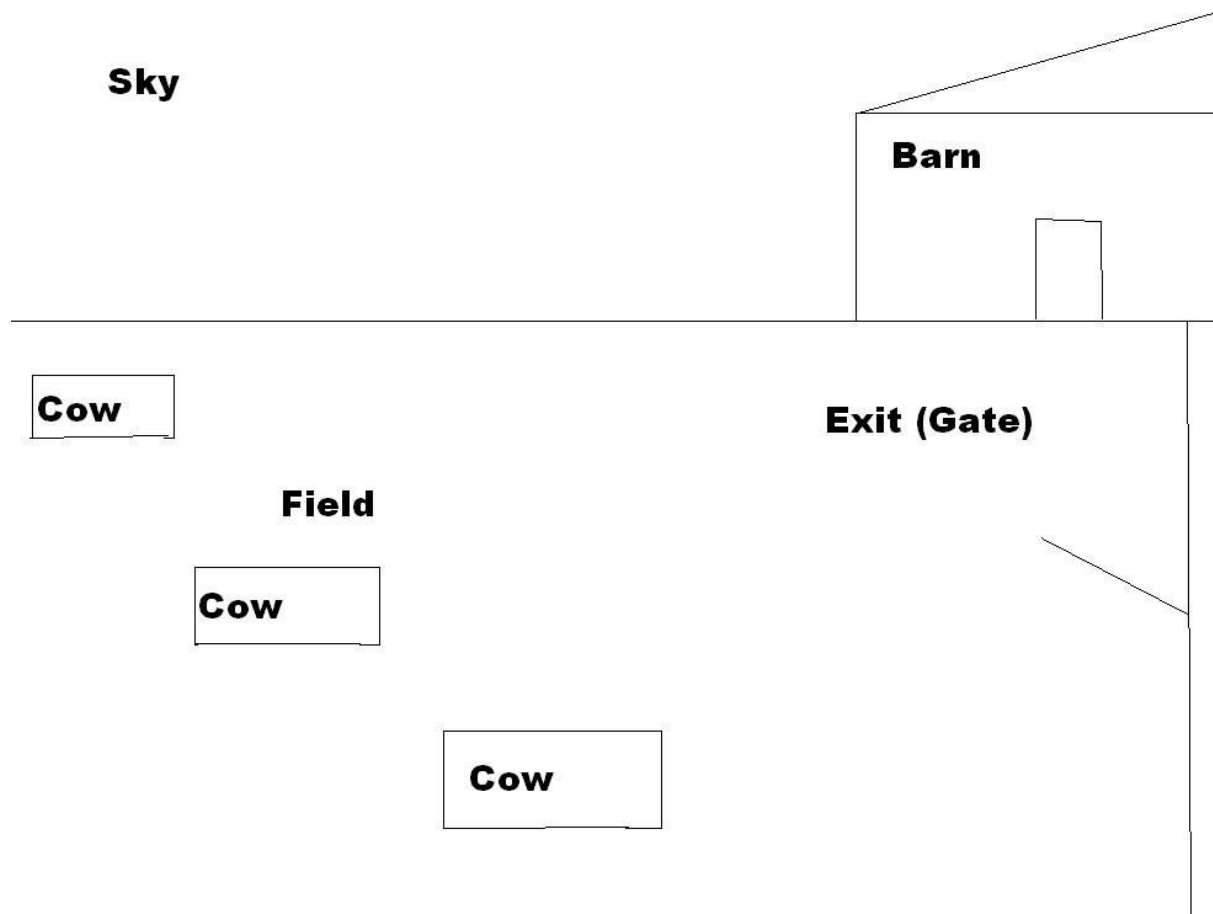
### Theme 3 – Randomising

All objects that come into the game world, cows, sheep etc are randomly generated. There is a set space in which they can spawn, the player will be aware of this and know for example they will not see a cow in the air, or a UFO on the ground. As well as being randomly generated, there is usually a dice roll chance for them to be generated, this means that the UFO will only appear as a rare occurrence, but the normal cow will almost always be spawned, putting a recognisable pattern into the game for the player, while still keeping it very much random.

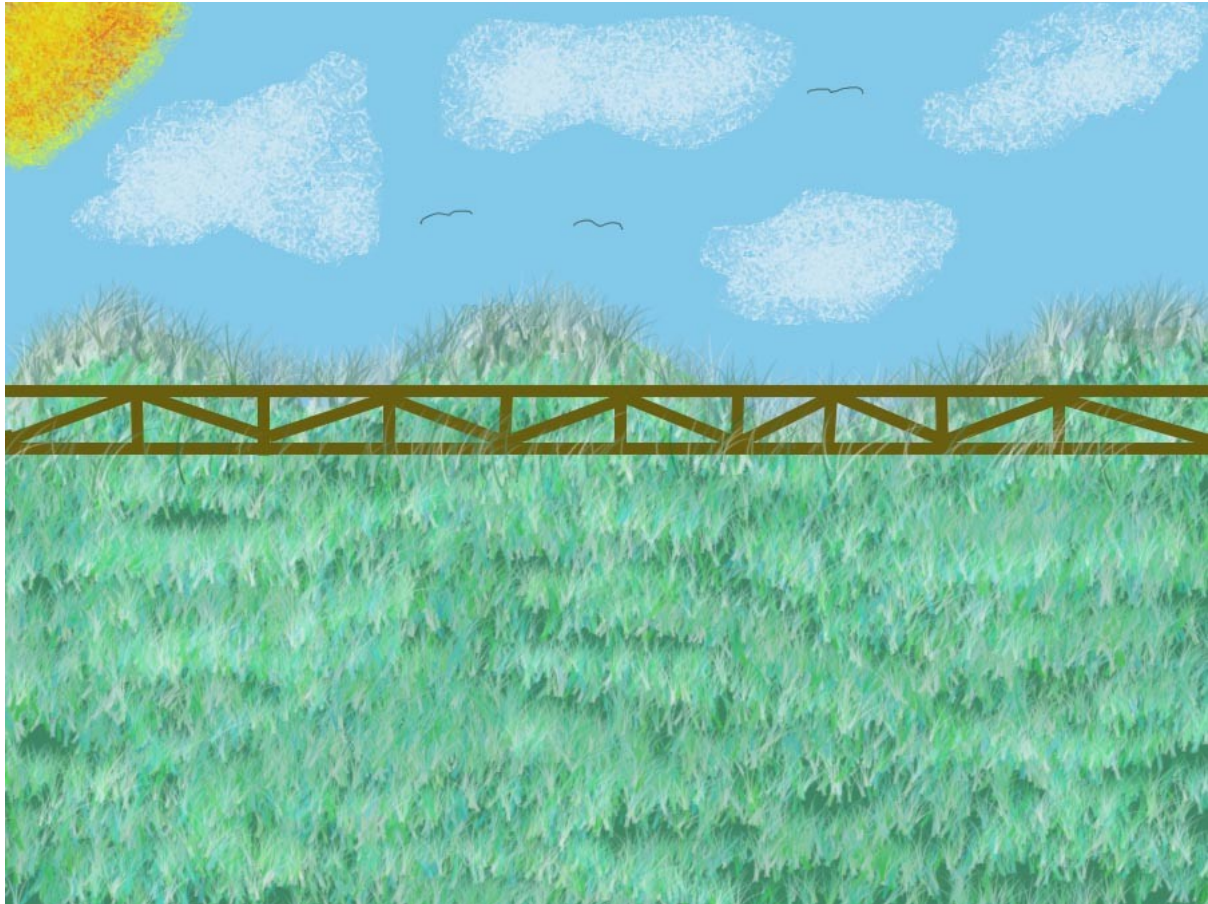
**Gameplay Structure** Each level has the same design (same background, and interface), you are on a farm, each level is slightly different however due to difficulty settings, and objects spawning.

Before each level you are presented with an explanation screen, which informs the user how many cows they need to collect, and what each object spawning will be worth when clicked.

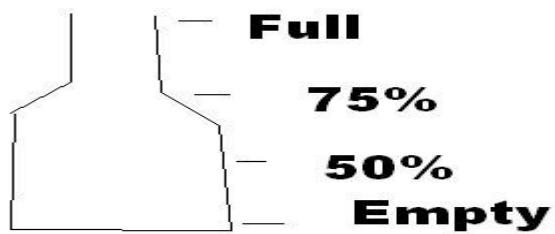
### Level Sketch 1



Level Sketch Final



Collection Interface 1



Collection Interface 2



Collection Interface Final



### **Conclusion**

Due to the fact that we were set numerous tasks in workshops that used Game Maker, I feel I was already somewhat competent in using the program, however after completing this task I think I have learnt much more about the program.

I enjoyed this task as it allowed me to be creative, and I am pleased with the results.

### **Reference Section**

Game Music, Final Fantasy VII “Electric de Chocobo” Midi Taken From

<http://www.rpgamer.com/games/ff/ff7/ff7mid.html>

### **Bibliography**

Books Used:

The Game Makers Apprentice

Websites Used:

<http://www.rpgamer.com/games/ff/ff7/ff7mid.html>

<http://www.gamemaker.nl/index.html>

[http://en.wikipedia.org/wiki/Category:Computer\\_and\\_video\\_game\\_genres](http://en.wikipedia.org/wiki/Category:Computer_and_video_game_genres)