

Beer, Dwarf and Spring!

The first tutorial, for the module Games Design, gave us 20 minutes to come up with a game idea based on three random words. I got “Dwarf”, “Beer” and “Spring.”

On a side note, however ridiculous the approach seems, some times you do suspect the games industry of designing by random words. Not convinced? How about three random words – “Plumber”, “Mushrooms” and “Coins?” Need I say more...

Back to the story at hand. I suppose one could try and construct a story involving all of these three, but instead I wanted to have these three elements as key components in the gameplay mechanics.

My idea might be simple and flawed, as is the exercise. At any rate, here is my idea:

A Break Out/Arkanoid style of a game, where a level consists of an amount of crates (you know, if there are crates all around, it must be a game!), which you need to clear out by bashing them. Your character is a dwarf moving back and forth horizontally at the bottom of the playing field. He is unable to reach only the lowermost crates by jumping. Alcohol will be dropping from the sky, which when caught, will store up as spring energy in our vertically impaired hero. When released he will shoot into the air crashing into whatever crates are in his path. You are not able to control the release of the spring, so you need to time your beer consumption, with where you are located on the level, in order not to waste the spring action on a row of blocks or crates, which has already been cleared. The limited factor here can either be time or beer.

And like that we have combined the gameplay mechanics of the ancient African game Kalaha with the also pretty old Arkanoid.