

Cosmic Dentist

Example game pitch

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Production Team Concept and Pitch (Cosmic Dentist)

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Production Team 1: Pre Production - GAME 415

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Production Team Concept and Pitch (Cosmic Dentist)



COSMIC
DENTIST

Concept

Cosmic Dentist is a light hearted, yet action packed single player collectathon 3D platformer. The game will be very much in the vein of Super Mario 64, Sunshine, Galaxy 1 / 2, Odyssey.

Psychonauts, A Hat In Time, and Rayman 2 / 3. Cosmic Dentist features fun characters, memorable enemies, precise movement mechanics to learn and master, fun environments to explore, family friendly cartoon violence, unique boss fights, lots of dentist related puns and gags, and stylized visuals that will draw you back in for more.

The game is third person over-the-shoulder. Controls will be designed with an Xbox controller in mind first, with mouse and keyboard input coming second. You play as Dr. Janet Fluorence, an intergalactic dentist on a mission to stop interplanetary tooth decay, and put a golden smile on every planet. Your arsenal includes a giant toothbrush, a floss lasso, and a toothpaste cannon. These tools come in handy equally for fighting enemies and navigating the world.

Per the classic collectathon formula, there will be several 'worlds' to explore. Each world will be revisited ten times with a new mission to complete each time. Each of these missions will end when you collect a Golden Tooth (like a star, or an hourglass from Super Mario or A Hat in Time respectively). Each mission will provide a different variation on the world to produce new gameplay and challenges while reusing 90% of the assets and level designs of that world from previous missions. A final release version of Cosmic Dentist would offer 3-10 worlds, but for this senior production team we should aim to have a single world that is highly polished (Similar to Mario's 'Bob-omb Battlefield', or A Hat In Time's 'Mafia Town').

Winning the game

You begin each mission with the same task: collect a golden tooth! You spawn into the map with at a different location depending on which mission you've selected. As per the typical collectathon formula; upon entering the mission you will be shown where the golden tooth is during a multi-camera-angle-montage of the map before gameplay begins.

The terrain, npcs, collectables, enemies, and tasks will guide you through a path to collect the golden tooth for that mission.

To win the game you must collect all ten golden teeth. The tenth and final tooth of each world is guarded by a boss who you must fight. Collecting this tenth golden tooth will complete "the golden smile" for that world.

You win the game when you've completed the golden smile for all of the worlds. (In our senior demo this will be a single world.)

Gameplay Features

- Physics based movement
 - Standard left thumbstick to run around, right thumbstick to rotate the camera.
 - A to jump
 - Ledge Grab if you hit an applicable edge
 - Stick to / slide down walls if you ram into a while at any point during a jump
 - Wall Jump
- Toothbrush
 - X for normal attack
 - Chain three together for a power strike
- Toothpaste
 - Y to shoot toothpaste to stun enemies
- Floss
 - B to lasso an enemy and pull them closer.
 - Can also be used to swing from hooks for platforming.

Collectables

- Golden Tooth (1 per mission - goal for each mission)
- Coins (100 per mission)
- Extra lives?
- X-rays (5 per world, gain backstory for the planet for each one collected)
- Health
- Toothpaste (ammo)
- Powerups
 - Rocket boots
 - Glider
 - Speed boost

Characters

Player



- Dr. Janet Fluorence (This is you!)

NPCs

NPCs should be fun characters, each player should be able to come away from playing Cosmic Dentist with their own favorite character. They will present you with challenges (often resulting in receiving a golden tooth.)

- Peppermint
 - A talking dog who needs your help and talks to you about tasks in certain missions
- Gromunlon
 - A blob of slime who is grumpy all the time and will give you a golden tooth only if you help him with a task.
- More...

Enemies

Enemies should all have fun designs, and each present a unique challenge. Combinations of enemies in a particular area should present interesting challenges.

Avoid designing enemies with common problems that detract from enjoyment such as “bullet sponges” and “hitscaning” weapons.

- Chattering Teeth
- Rotten tooth
- Gumdrop drone
- Aliens
- More???

Bosses



- The Halitosis King
 - He wears a crown (tooth pun) he is huge and has bad breath.
 - Wear him down with your skills that you've learned up to this point in the game. Finish him off by brushing his teeth! (quick time event???)

Scenes

- Main Menu
- Settings Menu
- World / Mission Select
- World 1: In the Hall of the Halitosis King
 - Mission 01
 - Mission 02
 - Mission 03
 - Mission 04
 - Mission 05
 - Mission 06
 - Mission 07
 - Mission 08
 - Mission 09
 - Mission 10
- End Game

Production Schedule

Pre-Production:

- Concept art for characters
- Concept art for environments
- Design enemies
- Design platforming mechanics
- Prototype movement mechanics (lock these down before production)
- Design final boss fight
- Create art style guide
- Set up git and other pipeline requirements
- Design NPCs
- Design 10 missions
- Design powerups
- Graybox basic platformer arena to test movement
- Write back story (to be seen in “x-ray” collectables)

Production:

- Model and rig and texture all characters
- Animate main character, hook up player character to match movement controls
- Produce enemy AI
- Prototype boss fight
- Create dialogue system to interact with NPCs
- Create menus
- Graybox the entire world #1 map.
- Create skybox
- Create custom shaders
- Design third person camera
- Create UI

Post Production:

- Create Poster
- Create logo
- Start social media accounts
- Refine all scripts
- Polish
- Add on-screen prompts and tutorials

- Make save game possible, store all collectables in save file