Xinky's World

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Abstract

A World to save, a disease to cure, and evil gnomes to destroy. Team up with a friend to help Xinky and Xubby to save the only World they know, in an incredible two-player platform game where obstacles can only be overcome by cooperating and combining their special abilities. Each level brings you closer to gathering all the ingredients for a cure. For extra fun, each level is timed and attributed a score; bonus points can be earned by collecting all the letters spread throughout the map.

Keywords: Platform, Cooperation, Challenges

Resumo

Um mundo para salvar, uma doença para curar, e gnomos maléficos para destruir. Junta-te com um amigo para ajudar o Xinky e Xubby a salvar o único Mundo que conhecem, num incrível jogo de plataforma para duas pessoas onde a única forma de ultrapassar os obstáculos é através da cooperação e combinação das habilidades especiais das personagens. Em cada nível obtém-se um ingrediente que depois será usado para criar a cura. Para mais divertimento, cada nível é cronometrado e atribuído pontos. Pontos de bónus podem ser obtidos através da colecção de letras espalhadas no mapa.

Palavras-chave: Plataforma, Cooperação, Desafios

Introduction

Xinky's World has come to an end, as evil garden gnomes invade his home and poison it. Only if he, and his best friend, Xubby, work together will they stand a chance against this new threat. The main premise of this game is cooperation. There are two characters with different abilities which need to be combined in order to overcome various challenges. Because of the multiple ways these actions can be combined, each challenge can be passed in more than one way. This game was built using the Unreal Development Kit and is intended for the PC, XBox Live, and Playstation Network platforms, and has the following features:

- A two-player platform game using 3D graphics with a 2D perspective.

- Control two characters, each with their own ability: Xinky, master of the rope, and Xubby, the "catapult-er" - capable of throwing objects and even teammates.

- Combine each character's ability in order to overcome obstacles in each level. Two different abilities, many different ways to finish the level.

- Work your way through each level that brings you one step closer to obtaining all the ingredients that are needed to make a cure to save Xinky's world.

- Each level represents a part of the world that is visually withering and dying. Each level gets worse until you reach the end and release the cure for the disease.

- Defeat unique bosses that are guarding the ingredients for the cure and that want to destroy this beautiful place.

- Get a score based on the time you take to overcome each challenge.

- Collect the Letters that are spread out throughout each level for bonus score points.

Player's Motivation

Xinky's World has come to a halt where all the plants and citizens are starting to get sick. The player and a friend must take control of Xinky and his buddy, Xubby, to help find a cure by passing the levels, defeating the bosses, obtaining the ingredients for the cure, and saving the only world that they know.

Their secondary motivation would be to pass levels within a certain time-frame in order to get a higher score. More hardcore players will even go after the Letter Challenges, which are harder to overcome, to increase their score even more.

Genre

Xinky's World is a cooperative, two-player platform game with a mix of puzzles, where the levels can be conquered in many different ways.

Target customer

This game is for people of age 10+, who enjoy playing platform games with a hint of puzzles. They enjoy finding different ways to solve the levels, and also like to play with others in cooperation, be it a family member or a long time friend.

Competition

Games such as *Trine*, *Little Big Planet*, and *Lost Vikings* are direct competition to Xinky's World. Although none of them have full, two-player cooperation where the players need to work together to overcome the obstacles.

Unique Selling Points

- Cooperation between players.

- Special abilities that can be combined.

- Different ways of solving each level.

Design Goals

- *Cooperative*: Team up and combine skills, which is essential to save Xinky's World.

- *Challenging*: Surpass obstacles, and solve puzzles in more than one way.

- *Cute*: Small fantasy creatures that live in a garden world.

Sample: For a taste of Xinky's World check the site. (http://www.youtube.com/user/XinkysWorld)