

Little Red Riding Hood Pitch

My idea is to create single player action game where the player plays the role of Red or Little Red Riding Hood. The objective of the game is to deliver a basket of goods to her grandmas house by traveling through the forest filled with obstacles which need to be avoided as well as not getting caught by the wolf that is chasing after you.

Core Mechanics

The game will be formatted for IOS devices such as Phones and tablets. The games perspective will be in a birds eye view looking down on Red and the forest. Red will stay positioned in the middle of the screen whilst the forest scrolls down the device.

Interactivity

The player will be able to control Red whilst she runs by titling the device left or right to make her move sideways. The player can also adjust the speed of Red by swiping up on the screen to make her go faster but that will make her energy go down much quicker, or swipe down to make her go slower or walk, the player may need to walk in some areas as there will be too many obstacles to get past. The player can also tap on the screen which will make Red jump over any obstacles she faces.

Storytelling

There is one narrative to this game which will also be seen from a birds eye view, The game will start with Red running out of her house and into the forest, as she enters the forest, she will encounter a wolf who then chases her to Red's grandmas house. If red were to get stopped by an obstacle, the wolf would pass and be able to get to Red's grandmas house first. The player must be able to catch up to the wolf by before the wolf eats Red's grandma. Red could catch up to the wolf by running faster or collecting fruits in the path to give her more energy. If the wolf manages to eat Red's grandma before Red reaches her house, The player will lose the game and have to restart. If Red manages to reach her grandmas house before the wolf has eaten her grandma, the player will win the game.

Graphics and Sound

As the game is from a birds eye view perspective, the player will only be able to see all the object from the top side. In the game, The player will see Red's house at the beginning, The forest with puddles and broken trees. the two characters Red and the wolf, the items Red can Pick up such as apples and berries and finally Red's grandmas house. There will be audio in the game starting off with an ambient noise of the forest which will feature animals and trees. As the game progresses there will a proper soundtrack which will be very fast and un settled to go well with the gameplay.



***Here is a mock up of the gameplay
of 'RED' on an iPhone.***