

Youssef ElKhedry

PROJECT



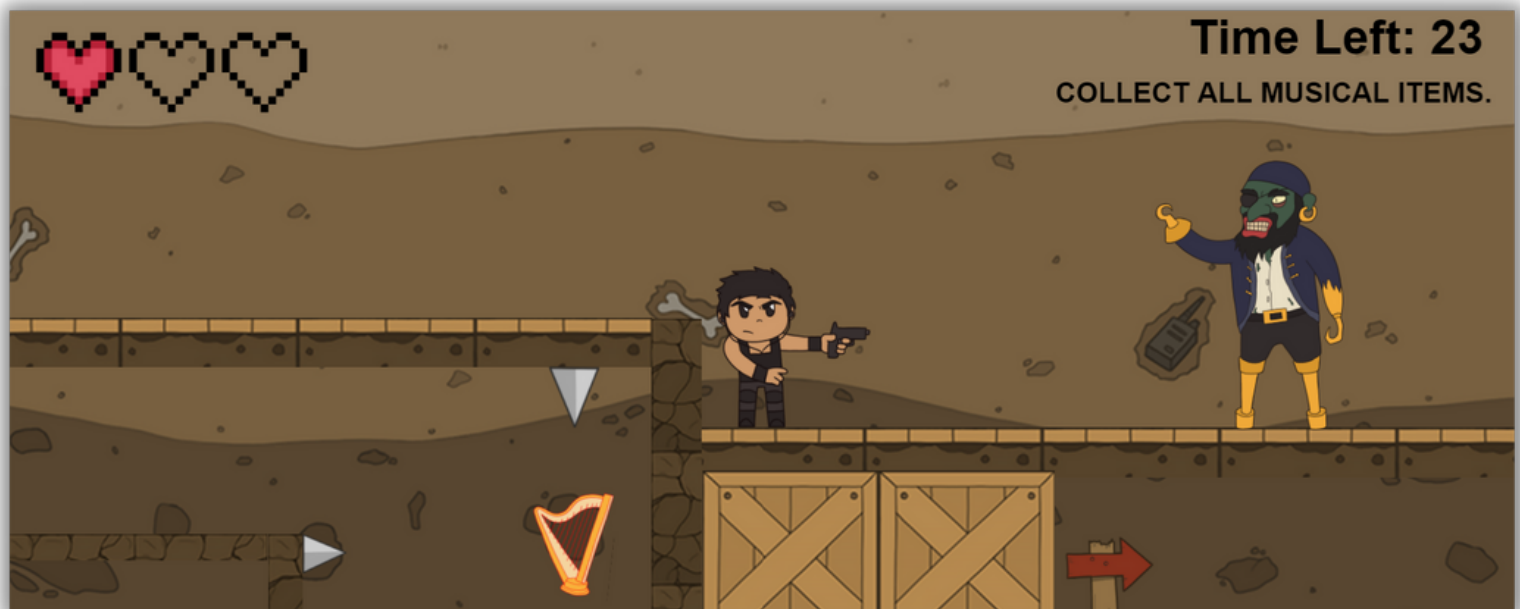
MONSTER

PLOT

ASSIGNMENT TASK + IDEA

Saxion University gave us one week to create a platformer level with the keyword 'Monster'. I decided to use Construct 2 and began writing an easy-to-understand yet fun idea.

As a musician, I decided to implement my love for the musical arts into the overall theme of my game. The main character is 'Clef Treble'. He is named after the names of some musical notes. He ventures deep beneath the surface world in hopes to save the music industry from all of the negativity that plagues it. I will discuss the monsters in deeper detail on their respective pages.



CLEF TREBLE

PROTAGONIST

The reason this musical hero wields a gun and not a musical-themed weapon is that the assignment demanded that he wields a gun that fires bullets. Nevertheless, his weapon's lack of style is compensated by his all-black spy fit that is accompanied by some slick earphones. He's totally listening to Panic! At the Disco.

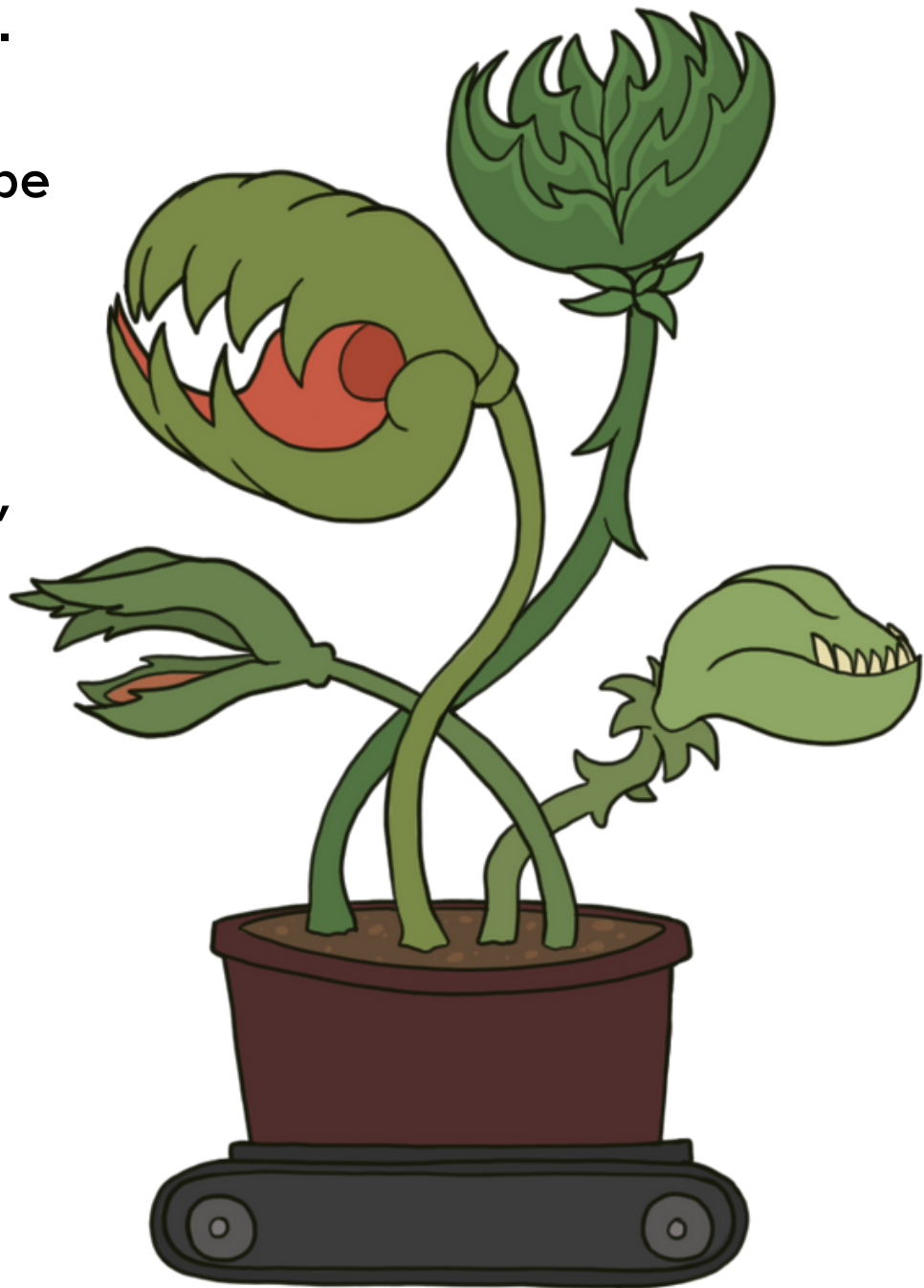
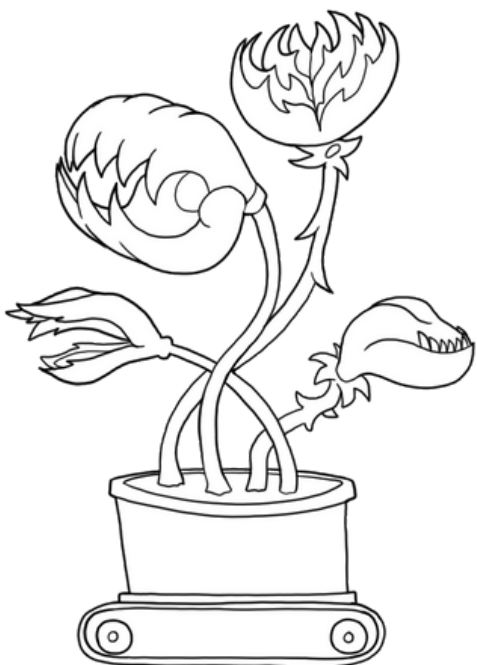


MONSTERS

ANTAGONIST – INDUSTRY PLANT

The first enemy that Clef Treble comes face to face with is none other than the industry plant. In real life, these are musical artists that act as if they are self-made/independent when they are signed to a label.

These pretend to be underdogs, giving their fans hope that they too can make it, but alas, it was all a lie.



MONSTERS

ANTAGONIST - THE PIRATE

A pirate is a person who is willing to illegally download their favourite songs instead of purchasing them. This not only hurts the artist's profits but also their stream counts.



MONSTERS

ANTAGONIST - THE OLD HEADS

These close-minded fossils refuse to accept any innovation in the music industry and instead hold close the nostalgic, old-school style of music that is now regarded by most as cringe, out-of-date, or bland.

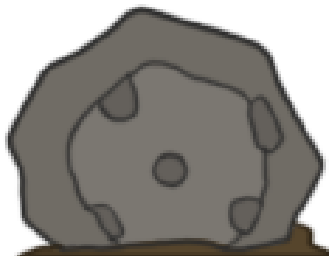
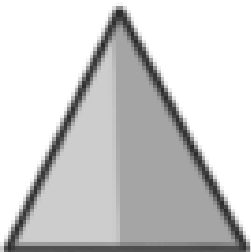
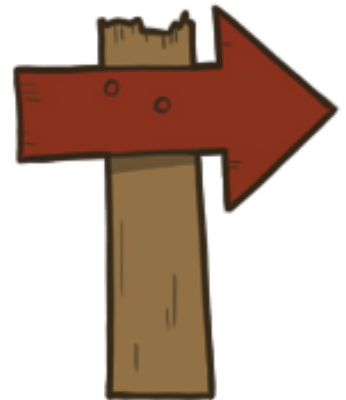
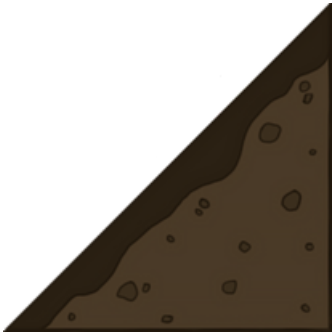
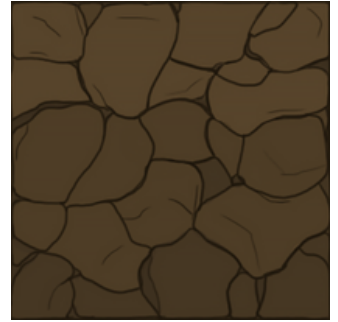
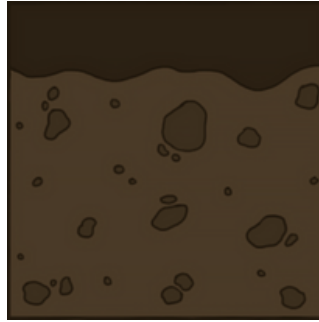
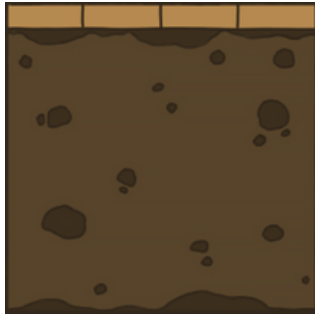
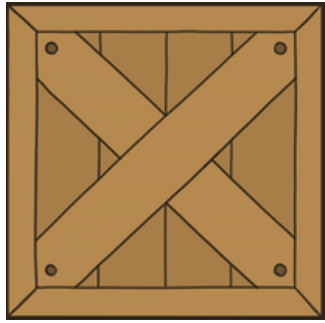
Granted, there are A LOT of good old songs, but I want to listen to Drake, Grandad!



ENVIRONMENT

PLATFORMS & MISC.

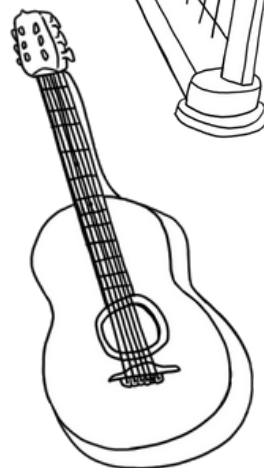
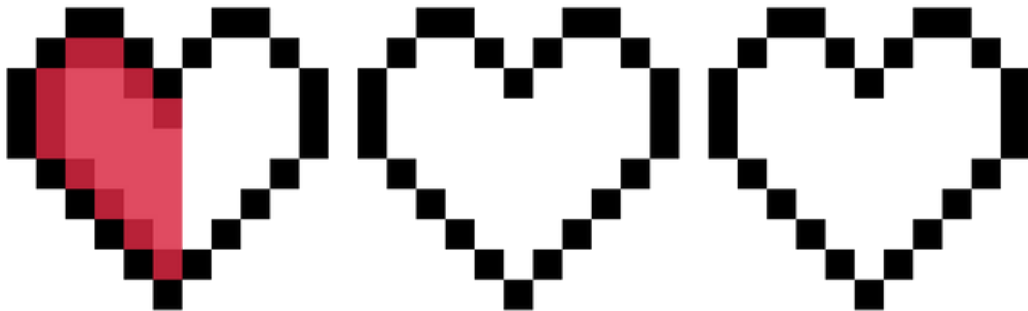
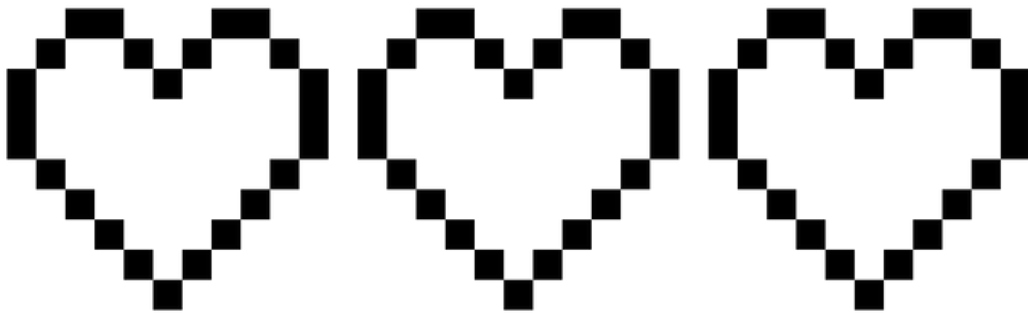
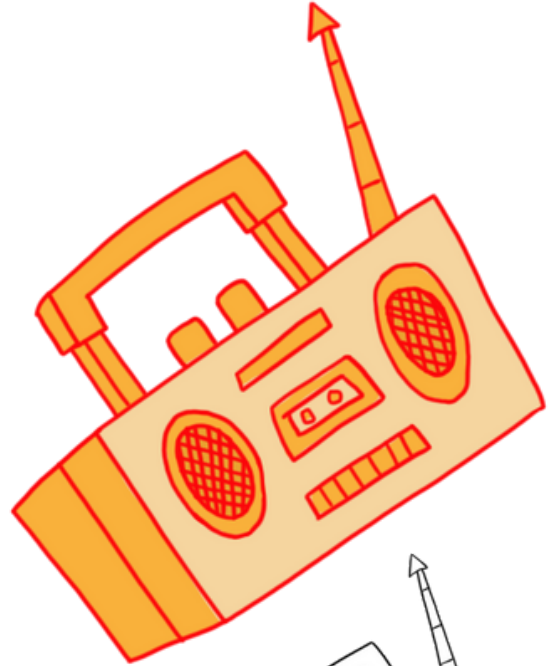
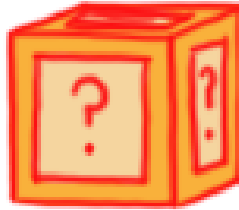
These are the assets that make up the environment and the surrounding area.



COLLECTIBLES

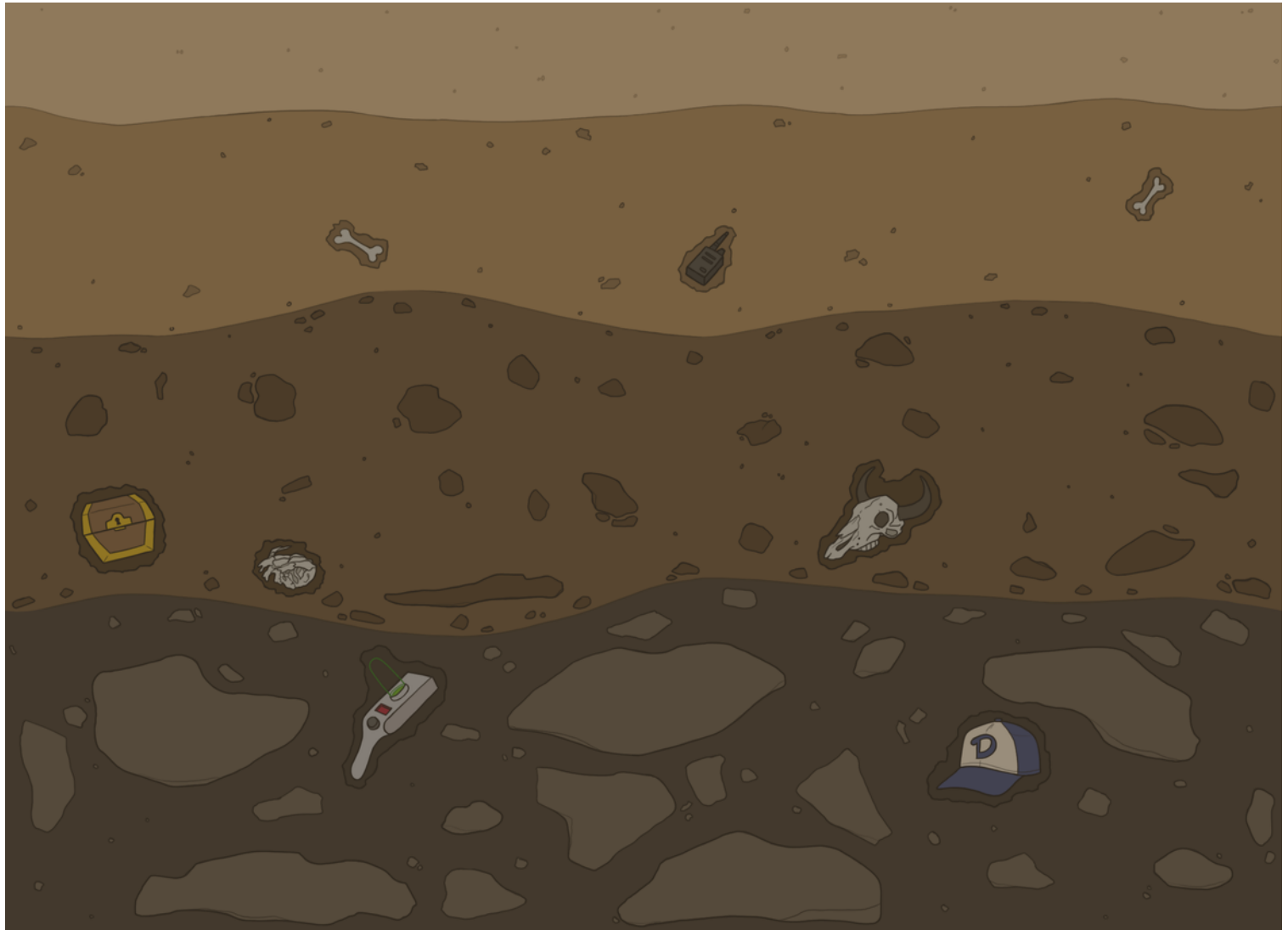
INSTRUMENTS & HEALTH BAR

Clef must collect all of the musical items in order to successfully restore flavour to these infested ruins.



BACKGROUND

BACKGROUND & END SCREENS



VICTORY

GAME
OVER

CUT CONTENT

TWO EXTRA CHARACTER DESIGNS



Mike



Kat

