

Exit Strategy Design Document

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Broad Outline

Logos

CSUSM CS 485
Unity 5
Development Team

Title Screen / Opening Menu

Start Game
Load Game
Upgrade
Stats
Options
Exit

Pause Menu

Resume
Title Screen
Options
Exit

Options Menu

Difficulty Setting
Controler Setting

Stats

Accuracy Percentage
Kills
Deaths

Levels

? **Prelude** - Dream Sequence

Level 1 - Alien Abduction

[Cutscene]

You wake in the mother ship's operating room. Two alien soldiers are securing your arms to a steal operation table. You wake just in time to wrestle your untied hand away from one of the aliens and pull the gun you grabbed from your bedroom out of your pants. You quickly fire a round through the first alien's head, splattering purple blood across the overhead operation light. You turn the gun to the other alien standing by your bound hand and fire several shots into his

sternum until you hear the sharp click of your empty weapon. You drop the gun. With the aliens incapacitated, you untie your bonds and dismount the table. Quickly looking around, you pick up the first weapon you see: an alien blaster off the counter. You turn your attention towards the operating room door, weapon drawn. A target reticle appears on the screen.

[Gameplay]

[Cutscene]

You enter the shuttle bay. Your means of escape lies before you, one of the alien spaceships. As you head towards your salvation, a overly large door to the side opens. In enters the alien queen, positioning herself between you and the ship. She rears back and screams mightely.

[Gameplay]

[Cutscene]

With a final scream, the alien queen slinks away, spewing pale liquid in her wake. She disappears behind the door she entered from, you turn your gaze toward your prize.

[Score and time tally on screen]

[Prompt : Upgrades?]

Level 2 - Exit Strategy

[Cutscene]

Unobstructed, you race to the lone spaceship and climb inside its cockpit. It closes, sealing you in. You hear a mechanical alien voice emanating from the console.

You : "The hell. . .?"

Console : "Language recognized. Third planet in current system. English. Awaiting instruction."

You : "Get me out of here!"

The ship hums to life. It slowly rises from the deck and rotates toward the force field bay entrance. Several alien soldiers block your path. They begin shooting.

You : “Does this thing shoot?!”

Console : “Offensive measures activated. Please exercise caution.”

A laser turret extends from the front of the ship. A target reticle appears on the screen.

You : “That’s what I’m talking about!”

[Gameplay]

[Cutscene]

A host of alien ships take position in front of your craft.

You : “Can this thing go any faster?!”

Console : “Affirmative. Calculating most efficie-”

You : “Just get us the hell out of here!”

The stars and enemy ships stretch and disappear behind you. For several seconds you are careened through a vortex of twisted space, until saturn stretches to a stop in front of you. You have been transported into one of saturn’s rings. Surrounding you are thousands of asteroids.

Level 3 - Terminal Velocity

Credits

Title / Menu Screen

Objects

Game Controller

Camera Controller

Audio Controller

UI Controller

Upgrades Screen

Objects

- Game Controller**
- Camera Controller**
- Audio Controller**
- UI Controller**
- Weapons**
- Abilities**

Prelude

Objects

- Game Controller**
- Camera Controller**
- Audio Controller**
- UI Controller**
- Environment**
- Waypoints**
- Player**

Level 1

Objects

- Game Controller**
- Camera Controller**
- Audio Controller**
- UI Controller**
 - Health Text
 - Ammo Text
 - Targeting Reticle
 - Damage Indicator
 - Ability Text
 - Shield Power Level
 - Bullet Time Level
- Environment**
- Waypoints**
- Player**

Spawners

Alien Soldiers

Green Alien Soldiers

Blaster

Blue Alien Soldiers

Rapid-fire Blaster

Red Alien Soldiers

Blaster Rifle

Alien Queen

Level 2

Objects

Game Controller

Camera Controller

Audio Controller

UI Controller

Environment

Waypoints

Player

Mother Ship

Alien Ships

Alien Soldiers

Level 3

Objects

Game Controller

Camera Controller

Audio Controller

UI Controller

Environment

Waypoints

Player

Mother Ship

Alien Ships

Alien Soldiers

Alien Queen

Credits

Objects

- Game Controller**
- Camera Controller**
- Audio Controller**
- UI Controller**

Hierarchy

Prefabs

Game Controller

- Game Controller Script

Camera Controller

- Camera Controller Script
- Camera Movement Script
- Waypoint
 - Series of invisible object colliders
 - Contains reference of next waypoint

Audio Controller

- Audio Controller Script

UI Controller

- Pause Menu
- Overlay
- Buttons
 - Resume
 - Title Screen
 - Options
 - Exit

Environment

- Mothership
 - Hangar Bay
 - Walls

- Ceilings
- Floors
- Infirmary
 - Walls
 - Ceilings
 - Floors
- Hallways
- Alarms
 - Alarm sound, rotating red lights on ceilings
- Round-a-bout hallways
 - Looping sequences of the player traveling around curved hallways.

Waypoint

- Next Waypoint

Player

- Player Animation Controller
- Box Collider
- Weapon
- Player Script
- Player Movement Script

Alien Soldier

- Alien Soldier Animation Controller
- Sphere Collider
 - Head
- Capsule Collider
 - Body
- Enemy Script
- Alien Soldier Movement Script

Alien Spaceship

- Collider
- Enemy Script
- Alien Spaceship Movement Script

Alien Queen

- Alien Queen Animation Controller
- Alien Queen Controller Script
- Capsule Colliders

Eyes
Weakpoints

Weapons

Blaster

12 Round Magazine
Damage: 2
Rate of Fire: 2
Accuracy: 2

Rifle

30 Round Magazine
Damage :4
Rate of Fire: 1
Accuracy: 4

Rapid-fire Blaster

10 Round Magazine
Damage: 1
Rate of Fire: 4
Accuracy: 1

Grenade

Area of Effect
Damage: 3

Abilities

Bullet Time

Alpha Tech: 3 second duration
Beta Tech: 5 second duration
Gamma Tech: 7 second duration

Energy Shield

Alpha Tech: 2 second duration
Beta Tech: 3 second duration
Gamma Tech: 5 second duration

Ducking

Animation Controllers

Player Animation Controller

Alien Soldier Animation Controller

Alien Queen Animation Controller

Weapon Animation Controller

Scripts

Game Controller Script

Score

Accuracy percentage

Kills

Deaths

Camera Controller Script

Camera Movement Script

Waypoint

Audio Controller Script

Player Script

Game Controller

Audio Controller

BulletTime()

Shield()

Duck()

Player Movement Script

Camera Controller

Enemy Script

Player

Audio Controller

Health

Depends on type of enemy

Weapon

Depends on type of enemy

Weapon Script

Audio Controller

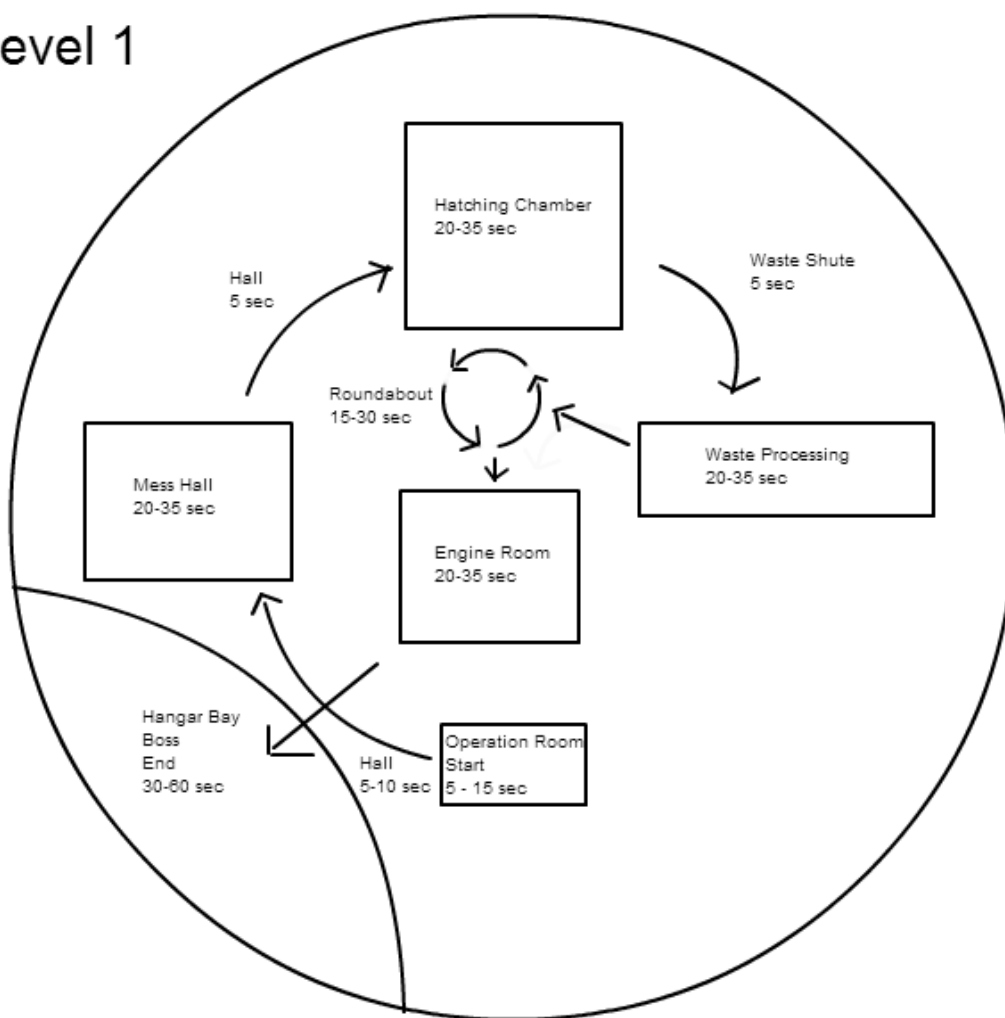
Accuracy

Will depend on weapon type, difficulty, and time after enemy engages player.

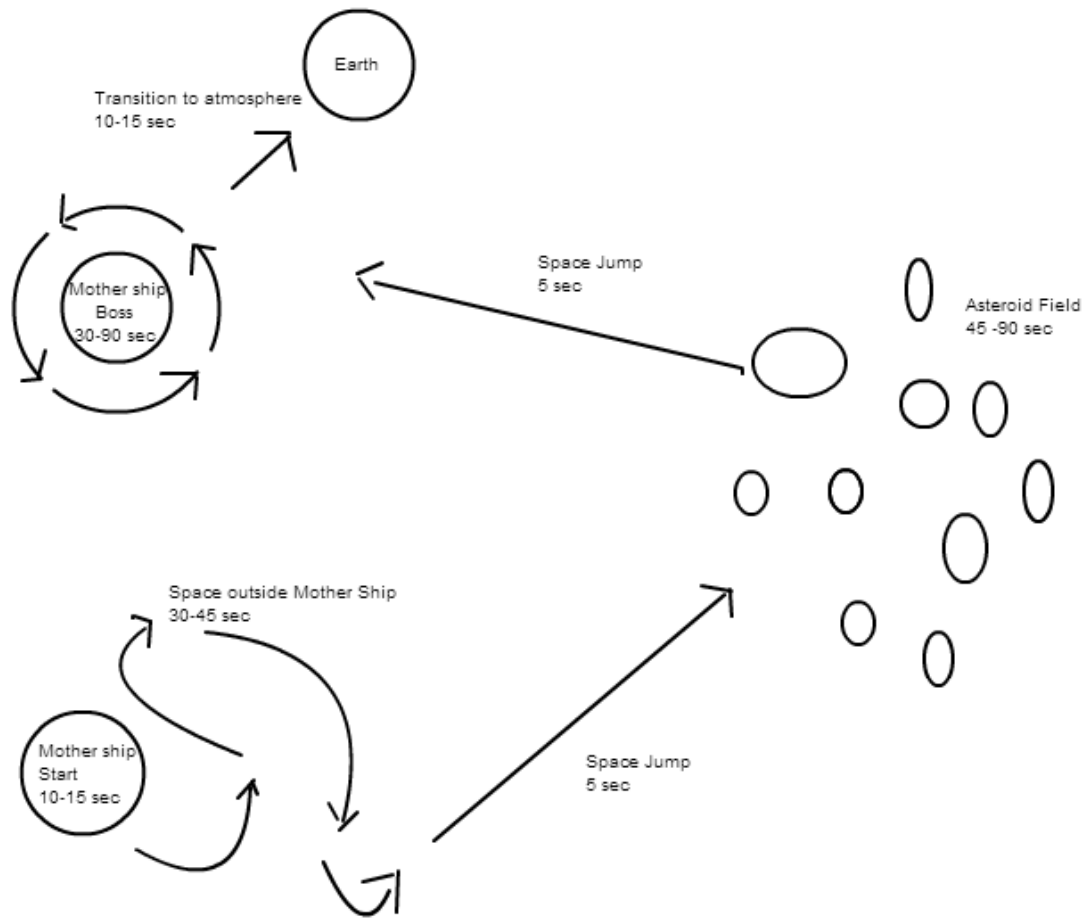
Ammunition

Once ammunition is depleted, play reloading animation

Level 1



Level 2



Weapons

Ammo

Abilities

Armor



Info and cost