J CUBED INC

BREAK THE BLOCKADE!!!
2D Shooter

Version 1.0.0

Jonathan Lee

October 5, 2015

Table of Contents

Version History

https://github.com/822937603/Break-The-Blockade-

The first version (erased) contained the essential elements of the game and had the general design in mind. This version included aspects such as the player sprite ability to move and the enemy ship sprite able to fire albeit constantly and without trigger implementation. This version also introduced a static background.

The second version (0.9.1) was completely reworked due to time restraints and scope creep. The enemy ship was removed, now the game uses the missile fire as the obstacle. The rate of enemy instantiation has been set along with randomness along the Y axis.
The background has been edited to scroll albeit the change is visibly somewhat obvious.
The player has been altered to fire missiles via space bar noted with playtests that it can be continuous which questions the game balance.
A simple item have been added a box for collection which will collect 1000 points each.
A problem with the box was that player missiles cannot penetrate.
A canvas and text was created in order to display the score, and lives.

The third version (0.9.2) was the inclusion of sound effects added a sound clip to play when player and player missile collides with enemy missile, also added a sound effect to be played when the player collides with the item crates.

The fourth version (0.9.3) included a game over screen in addition to a final score text, it also included background music

The fifth and last version (1.0.0) is the overall completed version that took into account the game balance. The remedy to the problem of continuous firing was to implement a reload feature that caused the player to only fire a maximum of three missiles before having to press the R key in order to reload. This effectively increased the difficulty.

I.   Game Overview

You play as Captain of a Naval Destroyer facing an unbreakable enemy blockade. Survive as long as possible while collecting supplies to maintain your forces. Avoid the barrage of enemy missiles while countering with your own. Collect crates of supplies to keep your forces ability to fight. Try to outlast and earn the high score.

II.   Gameplay Mechanics

The player will be attempting to hold off waves of enemy missiles by either dodging or counter firing with a volley of up to three friendly missiles at a time. The player must then reload by pressing the R key. While dodging or counter missiles the player must maneuver the ship body to pick up item crates which will score points. The objective is to survive and constantly challenge the high score.

III.   Camera

The point of view of the camera will be primarily from a overhead 2D orthographic view.
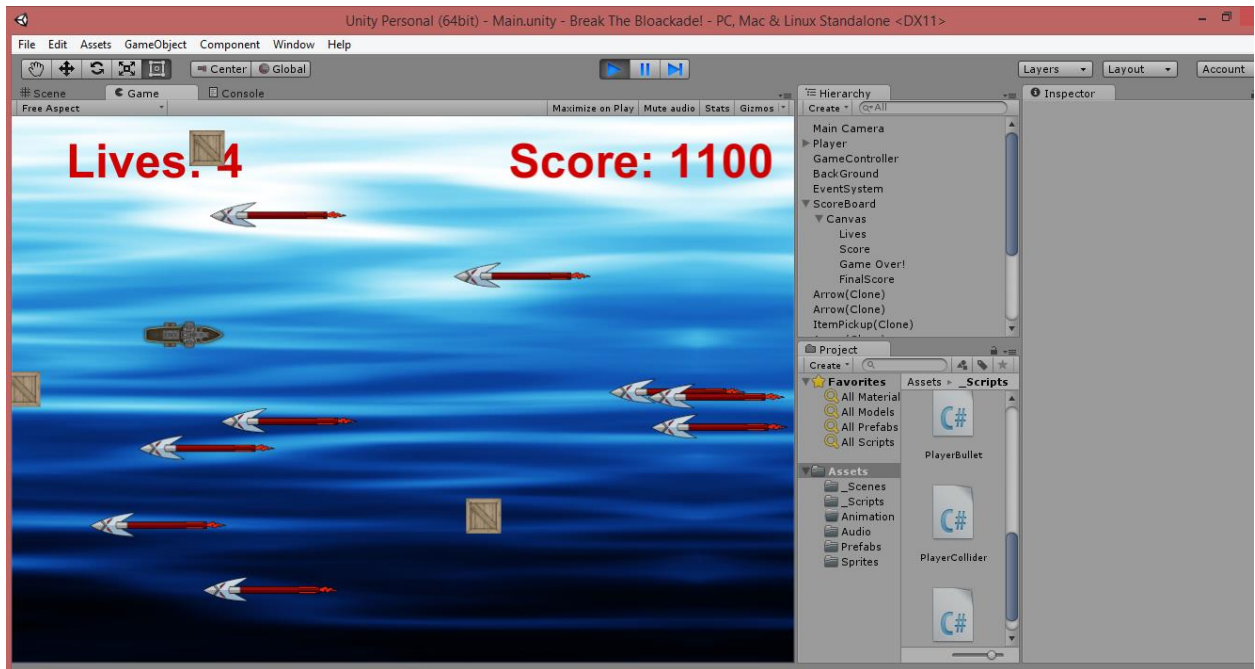
IV.   Controls

The controls consist of either the A,W,S,D keys for movement which is left, up, down, right respectively or using the arrow keys for the same function. The space bar will be used to fire friendly missiles jointly with the R key for reloading missiles.
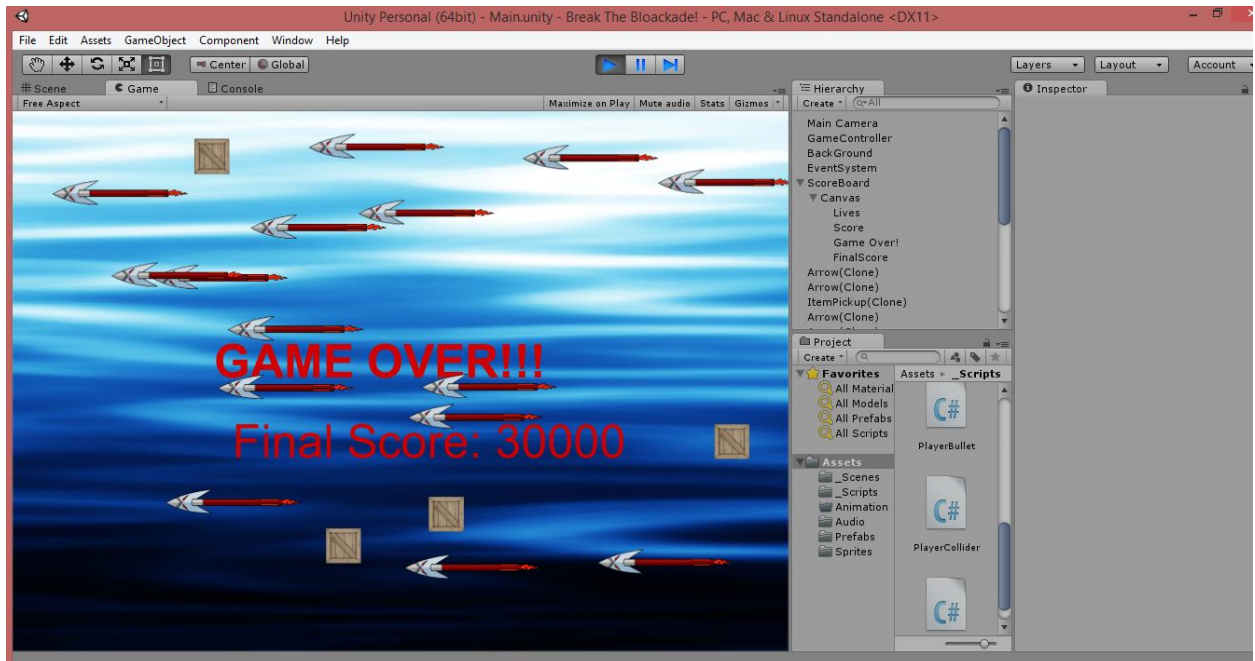
V.   Interface Sketch/Screen Descriptions

At Game Start
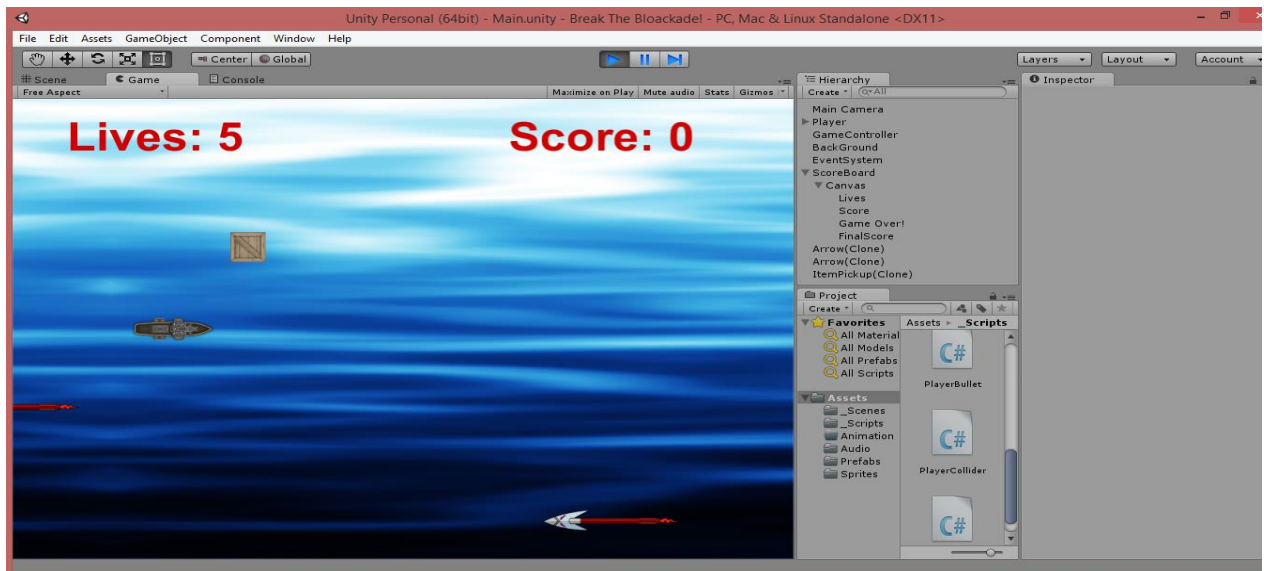
Mid Game

End Game

VI. Characters/Vehicles

The player will take command of a naval destroyer as it attempts to break a blockade.

VII. Enemies

The enemy must hold the blockade so they are constantly firing missiles at the player in an attempt to stop your escape; the missiles are denoted by a red flame body and an active warhead along the front.

VIII. Scoring

The player can score 1,000 points per supply drop recovered with the ship body. The score is incremented at 1,000 points until game over. Lives is set at initial value of five and is decremented every collision the ship body takes with an enemy missile.

IX. Sound Index

explodemini.wav
Found at: http://opengameart.org/content/2-high-quality-explosions
Explosion sound played during collisions with enemy missile.

item.wav
Found at: http://opengameart.org/content/bonus-1
Powering Up sound played during crate pickup.

pheonton - war - 02 - dark.mp3
Found at: http://opengameart.org/content/dark
Background music played throughout gameplay until Game Over.

X. Art Index

Player

Found at: http://opengameart.org/content/ships-with-ripple-effect
Naval Destroyer

Player Missile

Found at: http://opengameart.org/content/fall-to-the-earth
Defensive Missile shot by Player

Enemy Missile

Found at: http://opengameart.org/content/fall-to-the-earth
Missile fired by enemy (off-screen firing)

Crate Item

Found at: http://opengameart.org/content/2d-wooden-box
Crate for item collection

Background
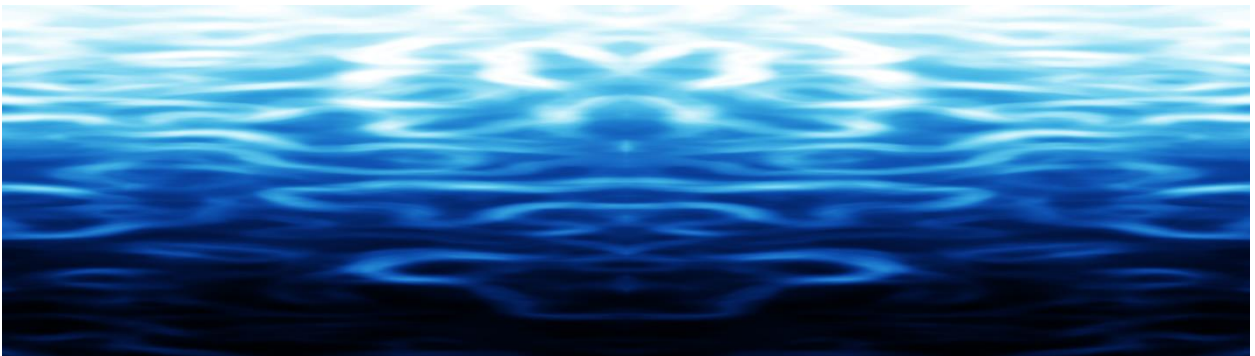
Found at: http://opengameart.org/content/few-water-backgrounds-1366%C3%97768
Background scrolling art.

XI. Future Features

Currently the game has background music and a game over screen, would like to include a menu in the future, some powerups with actual ships firing enemy missiles and fully realized levels with bosses.