📖 **ACA-RSS** / **ACA-Bloop**

Proposal

aradd575 edited this page 26 minutes ago · 14 revisions

Edit   New Page

Project Proposal

Game Overview

You are a twelve year old child who is completely sure that aliens exist. You believe that you can communicate with them if you only find the right tools, and you're pretty convinced that the odd glowing objects you've been finding in the forest behind your house might do the trick. You've tried to convince all your friends about the extraterrestrial visitors, but no one has believed you.

There seems to be only one way to prove that you are right: Collect all the glowing, star-like objects and talk to the aliens.

With this goal set, you face the entrance to the forest with only a large stick, determination, and hopefully your wits about you. But the woods might just hold a bit more adventure than you were hoping for.

Game details

Game Play

The user starts a new game by pressing the 'New Game' button on the Title Screen, choosing their difficulty level, and then selecting their character. Each level takes place in a forest and contains a maze, malicious wildlife, and thee stars which must be collected to advance to the next level. You can move up, down, left, or right to the edge of the screen to load the next screen or reach the end of the maze in that direction. The goal for each level is to defeat as many animals as possible, find and collect all three stars, and then return to the beginning of the level without losing all health. Throughout the game, there are possibilities to restore health and upgrade your stick.

Point System

Points are awarded based on success in combat, star collection, and completing levels. Points for defeating wildlife vary by animal, with bears being worth 15 points, wolves 10, and squirrels 5. Each star found is worth 100 points, and each level fully completed is 500.

Levels

The game contains five total levels with a boss fight at the end of the fifth level. Each level contains a new maze which increases in difficulty with each increase in level. New wildlife and terrain obstacles are introduced on some levels, and the number and difficulty of animals increases with each level.

Technical Aspects

▼ Pages 9

Home

Instructions

Proposal

Raddatz Journal

Road Map

Screenshots

Smith Journal

Surrett Journal

Test plan

+ Add a custom sidebar

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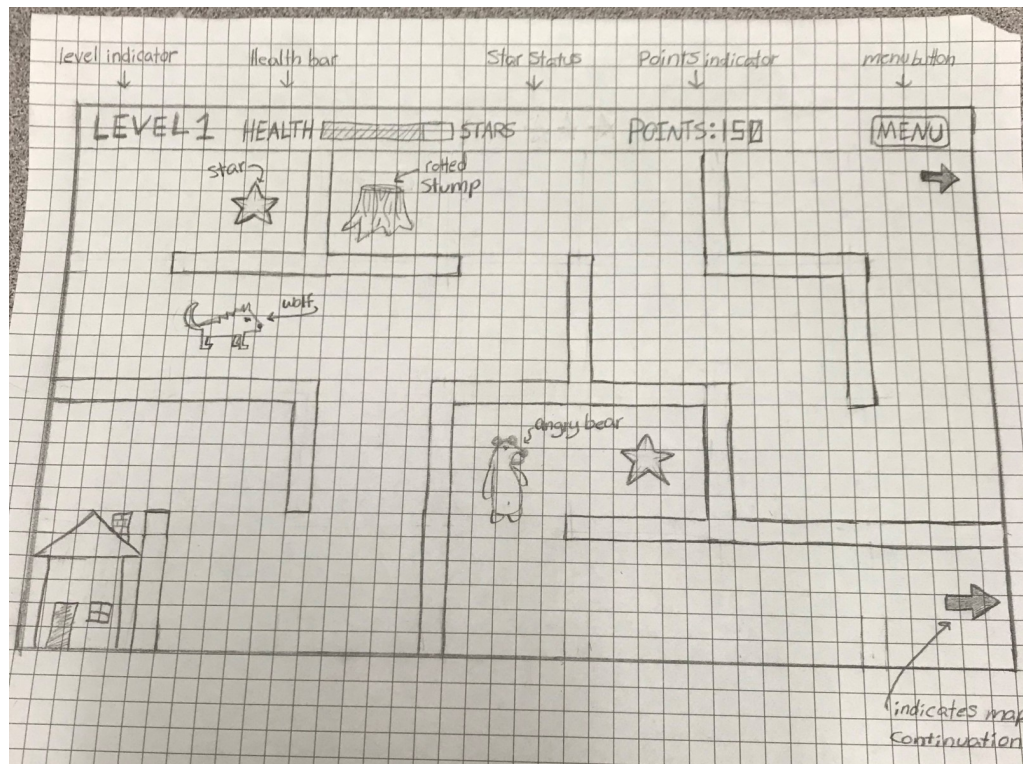
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The game runs on a Windows 10 platform, utilizes a GUI interface run by C#, and works on a 1440x900 display. The game starts up with a title screen containing 'New Game' and 'Load Current Game' options, an About button which supplies a game description and developer information, and a Help screen with game play instructions.

Sketch

Features

C-Level

- Title Screen
- About Screen
- High Score Screen
- Difficulty Levels
- Sound Effects
- Cheat Mode
- Help Screen
- Game Save/Load

B-Level

- Real Time Play
- Multiple Levels

A-Level

- Character selection
- Level Designer

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