American War

# Game Summary:

The user is an American tank that must eliminate all the enemies to proceed to the next level.

# Core Mechanics:

* Player plays as a tank with normal platform character controls (that can also jump).
* Player can shoot to enemies using the space button.
* Enemy can shoot back and move in a certain position.
* Player can pick medals found in the map.

# Gameplay:

You start in the middle of the dessert and you need to move around and jump on to platforms to move enemies. Then you need to shoot the enemies and eliminate all of them to proceed to the next level.

# Music/Sound:

There will be only a background music which will be on repeat, the song that I will choose is important since it puts you in the mood of the game. Also I will have some sound effects when enemies explode or the bullet hits.

# Art Style:

The platform is a tile set from the Kenney assets and the other sprites are also taken from the same place. The style is simple vector art and a bit of pixel art. I also will modify some of the assets to make them relevant to the theme of the game.

A picture containing LEGO, toy

Description automatically generatedA picture containing indoor, building, sitting

Description automatically generated

# Gantt chart:

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | Week 1 | Week 2 | Week 3 | Week 4 | Week 5 |
| Research |  |  |  |  |  |
| Finding Assets |  |  |  |  |  |
| Implementing the assets in the game |  |  |  |  |  |
| Making the player move and enemy |  |  |  |  |  |
| Making the enemy move and player shooting |  |  |  |  |  |
| Creating the UI of the level |  |  |  |  |  |
| Making sound in the game |  |  |  |  |  |
| Making the other levels |  |  |  |  |  |
| Testing the game |  |  |  |  |  |
| Creating the Documentation |  |  |  |  |  |

# CRC:

# The target device (incl. screen resolution, input methods):

The target device Is a pc since you need a keyboard input to be able to play the game. The screen resolution doesn’t matter since its developed to 16:9 aspect ratio and has the UI adjust to the screen itself. Maybe in the future I will add buttons on the screen so that it can be played on a mobile device.

# Controls methods and game mechanics:

The game is simple to play since the controls are basic. The controls are:

* W – to jump.
* A and D – to Move left or right.
* Spacebar – to shoot the enemies.

There is also a boundary so that when the player falls outside the map, the level restarts.

The enemies patrol from one side to another but can’t shoot back, since I had complications when codding it and resulting for the game to malfunction, so I had to remove it.

On each level there will be displayed the name of the level, so the player knows which level it is. Also, there will be a counter that shows how many enemies you destroyed and how many are left to go to the next level.

When you start the game there is background music playing that puts you in the mood of the game.

# Game screens:

Main Menu:

Instructions:

Level 1:

Level 2:

Level 3:

Win Screen:

# Gameplay flowcharts:

A close up of a map

Description automatically generated

# Game objectives:

The player is an American tank that is sent to war to destroy the terrorists. Your mission is to eliminate all the enemies to proceed to the next level. Each enemy is patrolling an area and sometimes they are hidden.

# Art assets (2D / 3D)

The assets that I used where all found online and some of these assets were arranged, so that they would make sense to the theme that the game has. If I had more time, I would create my own assets and create a more polished game, but its still come out as a good visual game.

A close up of a logo

Description automatically generatedA close up of a logo

Description automatically generatedA close up of an animal

Description automatically generated

  A picture containing metalware, gear

Description automatically generatedA picture containing flower, plant

Description automatically generatedA picture containing flower, plant

Description automatically generated

# User Interface outlines

The UI of the game will mainly consist of buttons for the user to interact with, the buttons will be used to change the scene, like from the main menu the user has three buttons that when pressed they will show the instructions, the level and quit the game. Also, there will be text showing different things for the user, like the instructions and the enemy count.