# Project 1 Proposal: XR Carnival

***Space Shooter***

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## Project Description

Space Shooter will be a space theme classic moving target shooting game. You will be sitting in front of a booth while targets are moving in front of you. There will be three different height levels where the targets will move from left to right. The player will be instructed to shoot the targets and gain as many points within a given amount of time. If time to complete the project permits, I will make a distinction between the targets and add civilians so that the player will lose points. I will be adding some targets popping out of the corners instead of just sliding targets and possibly adding a difficulty mode that will make the targets move faster or slower.

## Feature Breakdown

| Feature | Description | Challenge |
|---|---|---|
| JoyStick Movement | Allows players to move around the environment | 2 |
| Throw/Shoot | Allow the player to shoot the targets and register if paint gained (or remove if civilian is able to be added). | 3 |
| Targets moving | Allow the targets to move | 3 |

| | from left to right (possibly add some random mechanic to it) | |
| --- | --- | --- |
| Choose difficulty | Allow players to flip a switch and make the targets move faster | 2 |
| Point system | Keep track how many points the player has gained | 2 |

## Milestones

1. **By 10/9** - Create the booth, add the ability to throw an object, or have a weapon displayed that shoots a target.

2. **By 10/15** - Have targets move left to right, add collision from bullets, track points

3. **By 10/23** - Have targets fall when hit, add difficulty switch, add sounds

4. **By 10/30** - Finish up all features & design of the booth

5. **By 11/01 -** Turn in the midterm final version project

## Inspirations

**Left 4 Dead 2 Carnival Game easter egg:**

In the game Left for Dead 2, there is a campaign level called Dark Carnival. In this campaign, you run through an abandoned carnival overrun by zombies. You are constantly battling a hord of zombies while traversing through the map, trying to reach a safe house. If you take the time and explore the games section, you will discover that if you shoot the

start button that you can actually play some of the games. This is a fun concept and shooting targets have always been my favorite games because it has a skill asspect to it. This encourages people to try to get the highest score and compete with friends.

Image:



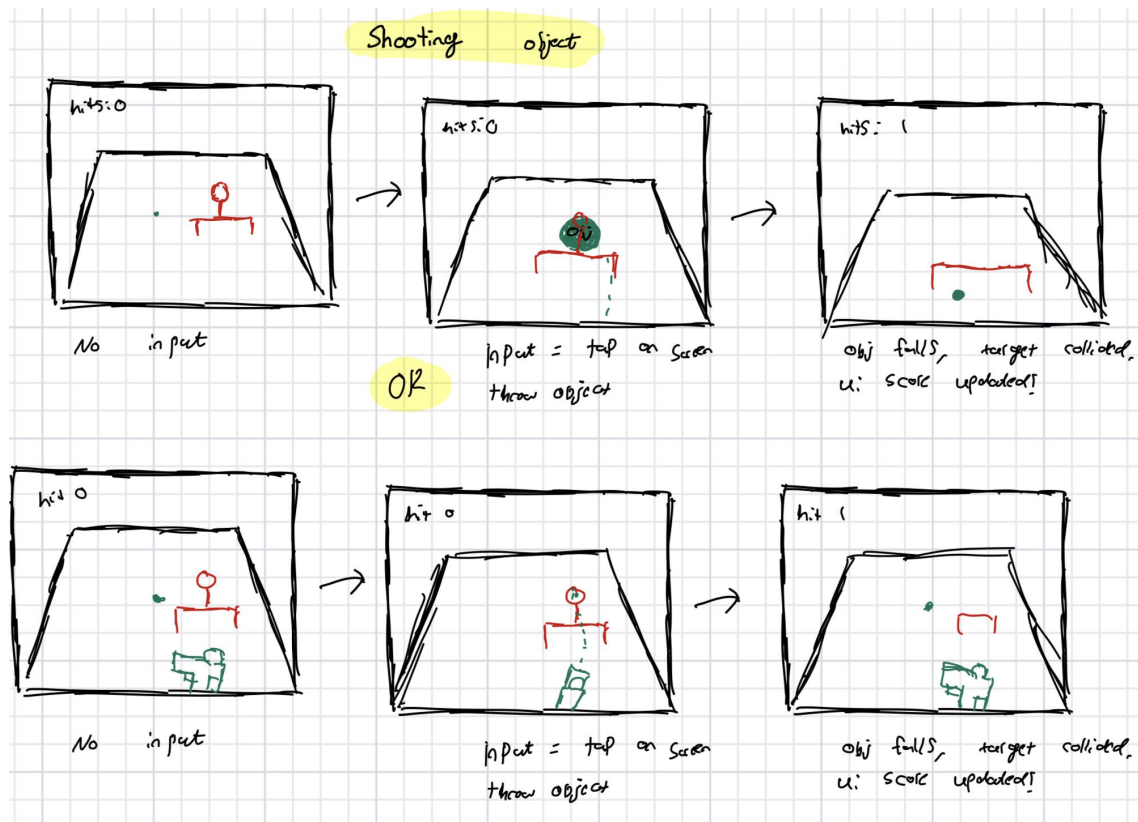**Space Land Zombie map from Call of Duty Infinite Zombies Space Land Map:**

Everyone basically knows the game Call of Duty Zombies. Infinite warfare was one of the most hated game by the gaming community but one this they absolutely did an amazing part is the zombies mode (well atleast for the first map). This mode introduced a mechanic that if you die, instead of ending the game it will launch you into an arcade room where you have a certain amount of time to ear tickets and buy your life back into the game. The reason I bring this up is because they had many shooter like games you compete with your friends to earn tickets that can be used to buy your self back, complete easter eggs around the map, or twords objectives around the map.
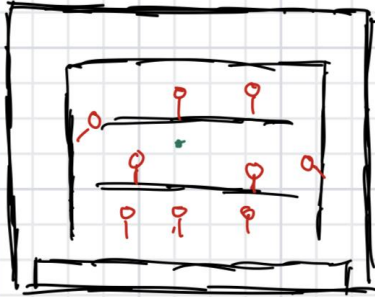
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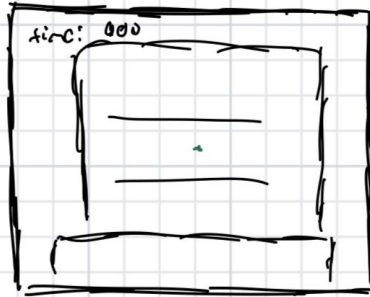https://www.powerpyx.com/call-of-duty-infinite-warfare-all-arcade-games-zombies-in-spaceland/
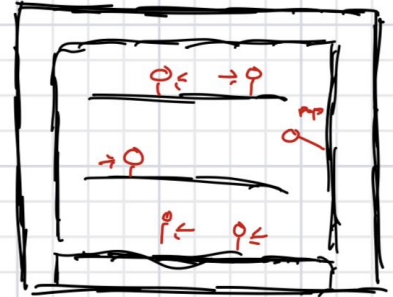


## Storyboard

Targets



Idel = no targets
moving, shows some up

Click start, all
targets hide, timer
starts

time: 000

targets start
moving untill time
is once.