

Portfolio Proposal

COMP310 Demake-Proposal

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1 Concept

The concept of my demake is a 2D space shooter, similar to Galaga but based on the modern game Star Citizen. The game will have a player ship at the bottom of the screen and will be able to fire projectiles at enemies that spawn at the top of the screen.

The player will lose health if hit by projectiles, but if the player kills enemy ships their score will increase. The aim of the game is to get the best score.

(Stretch) The player can choose a starting ship, that has different stats, i.e. movement vs health. Different types of enemies. The player can have special abilities that they pick up, i.e. chaff, Missiles ect.

2 Key Mechanic

The key mechanic of which this demake will be based around firing projectiles at enemy ships and dodging enemies bullets and ships.

3 Technical Feasibility

This style of game has been done a few times on legacy game systems, so it should be very feasible. The game will have a detailed player sprite, consisting of 4 8x8 sprites, and the enemies will be just 8x8 sprites, with the exception of any bosses.