Diortem

Saucey Pig

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# Overview

## Theme / Setting / Genre

- Action-Adventure

## Core Gameplay Mechanics Brief

- Shooting

- Platformer

- 2D Side-Scroller

- Items and Powerups

## Targeted platforms

- Windows

## Monetization model (Brief/Document)

- None, we do not intend to commit copywrite infringement.

## Project Scope

- <Game Time Scale>

- Cost? $0

- Time Scale: Approximately under 4 months

- <Team Size>

- <Core Team>

- Boris Merlo

- Software Engineer, Asset Producer

- Michael Noseworthy

- Team Lead, Software Engineer

- Peter Tu

- Software Engineer, Agile Project Manager

## Influences (Brief)

### - <Influence #1>

- Metroid

- The main influence of our game is Metroid. A game made originally for the Nintendo that has had many iterations.

### 

## The elevator Pitch

You control a player that explores through a huge spaceship fighting enemies, collecting powerups while progressing to the next level with more difficult enemies.

## Project Description (Brief):

Samus enters a mysterious derelict ship on the unexplored world of Tallon IV to investigate Space Pirate activities. She has thwarted their dastardly efforts before. She stopped them from amassing an army of Metroids and she kept Mother Brain from retrieving the last known Metroid larva. Now she must face the Space Pirates once again in an all-new adventure.

# What sets this project apart?

- It is a recreation of a famous game

- It’s our test game for our engine

## Core Gameplay Mechanics (Detailed)

### - <Core Gameplay Mechanic #1>

- Player moves around the level to reach the next

- Player can shoot at things

### - <Core Gameplay Mechanic #2>

- Enemies can be on the map

- Enemies can shoot at player

### - <Core Gameplay Mechanic #3>

- Boss character with primitive AI attacks player

# 

# Story and Gameplay

## Story (Brief)

Samus Aran, interstellar bounty hunter, is flying in her gunship one day when she recieves a strange distress signal from an unknown vessel. She goes to intercept the call and ends up on a vessel that has been abandoned. Samus enters and finds that the vessel is filled with space pirates-but they are all either dead or dying. Some pirates evacuated, but Samus does not chase them. All throughout the ship, horribly mutated life forms are floating in tanks and sealed behind doors. When Samus finally enters the reactor core, a gigantic creature called the Parasite Queen jumps out and attacks! Samus destroys the beast, but the battle damages the core and Samus flees for her life. Along the way, though, she encounters...something (I won't give it away!). This something gets out of the ship. Samus decides to pursue it and they end up on Tallon IV, a planet once inhabited by the Chozo race. Samus begins her quest to find her foe, but ends wrapped in a web of corruption, mysterious artifacts, and a strange material that could endanger the galaxy! Can Samus rescue Tallon IV and defeat the Space Pirates?

# Assets Needed

## - 2D

- Textures

- Environment Textures (tileset)

- Characters List

- Samus Aran – Main Character

- Enemies

- Enemies – boss

- Environmental Art Lists

- Elevator

- Doors

- etc.

## - Sound

- Sound List (Ambient)

- Outside

- Level 1 music

- Level 2 music

- Level 3 music

- Sound List (Player)

- Character Movement Sound List

- Jump

- Movement

- Falling

- Character Hit / Collision Sound list

- Touching

- Bounce off

- Hitting ground

- Character on Injured / Death sound list

- Player Hit

- Enemy Hit

## - Code

- Character Scripts (Player Pawn/Player Controller)

- Ambient Scripts (Runs in the background)

- Music runs per level

- NPC Scripts

- AI movement

- AI player detect and fire

## - Animation

- Character Animations

- Player

- Character Jump movement

- Character Turn

- NPC

- NPC Turn

- NPC Movement

# Schedule

### - Assets

- Time Scale

- Milestone 1

Basic Character

Basic Enemies Assets

Basic Level tileset

Basic Level Design

- Milestone 2

Full Character Assets

Full Enemies Assets

Full Level tileset Assets

Full Level Design

- Milestone 3

Character Animations

Polish all assets

### - Code

- Time Scale

- Milestone 1

Basic Character movement

Basic Enemies movement/AI

Basic Tile Collision

- Milestone 2

Full Character movement

Full Enemies movement/AI

Full Tile Collision

Basic Animation coding

- Milestone 3

Full animation coding

Polish all features

### - Boss Implementation

- Time Scale

- Milestone 2

Add boss to the game

Basic Boss movement and shooting AI

- Milestone 3

Boss

Full Boss movement and shooting AI

Animations for the boss