

Space Escape Project Proposal

Project name & Description:

I would like to create a game called Space Escape. Space Escape will essentially be a Space Invaders spin off but more complex! Instead of shooting aliens you'll be shooting the Green Thumb Fighters in order to make your escape through the Black Hole back to your planet. As some back story you are an extraterrestrial race who has managed to use most of the resources readily available on your own planet WASP-76b (the planet that rains molten iron). The scientists on your planet have come up with a way to create limitless resources of all kinds! But to do this you need about 100lbs of each resource there is! After searching for a planet that had these resources you found Earth about 640 light years away.

You are sent out on an expedition to make contact and form an alliance with them and trade some of your technology for their resources! When you get there, you learn that it is the year 2308AD and that they are WAY behind in their technological development. To make matters worse the entire planet is governed by the International Drone Id Operation Thermal System (IDIOTS for short) which are robots that run on kale and spinach smoothies. Instead of using their resources to grow technologically and cure life threatening diseases, this planet's intelligent beings started a international task force to keep the resources safe and try and make them last forever?!?

After trying to negotiate and workout out a deal for you to exchange resources for technology, the intelligent life forms on Earth declared you a threat to their planet and forced you to flee the planet! On your way off the planet, you managed to grab 100lbs of a dozen different resources from Earth, but when you were warping into the Black Hole to travel back to WASP-76b some of Earth's ships followed you! Their most advanced ships called the Green Thumb Fighters have gotten in front of you and continue to block your way through the black hole! The only way to make it back to your home planet is to destroy them!

Project Possible Features:

- Starting screen with a play button.
- A display of the highest score achieved on the start page.
- Background space music or sounds.
- A moving ship for the user to control.
- Moving Green Thumb ships. (GTFs)
- Bullets that destroy GTFs on impact.
- Power-ups like shield, bullet sprays, etc.
- Increasing difficulty waves
- Backstory that plays when the user hits play but can be skipped if wanted.
- Sound effects and graphics that are triggered with certain game actions such as dying, shooting down a GTF, activating a powerup, ending the game, etc.

Milestones:

- 1) Working and moving ship that shoots bullets.
- 2) Working waves of GTFs that regroup after all being shot.
- 3) Increasing difficulty rounds of GTFs.
- 4) Starting screen with play button and highest score achieved.
- 5) A working backstory display that scrolls or is clicked through as well as can be skipped.
- 6) Custom background and music added into the game.
- 7) Sound effects and graphics for certain game actions completed.
- 8) Working powerups that can be used during game.

Phase 1:

My Phase One deliverable will be a working ship that shoots bullets, as well as working waves of GTFs that are shot down by the main ship and regenerated when all shot down to start another wave. This is the basis of the game and will need to be achieved before implementing anything else into the game.