GAME DESIGN — DESIGN PRACTICES

Karan Tanwar | Harsh Yadav
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MOTIVATION

Our earth has been a provider for many natural resources which we have relentlessly used, but with the efforts of people like Elon Musk and innovations like solar radiation Energy has been a good alternative to rescue this humanity, which stands before us.

But we are not alone. Not since we have discovered that there are intergalactic aliens who had a habitat just like us but now there situation is just like us. They are so advanced in technology that they were successful in harnessing full power of their sun and now its dead. Like my father used to say, either we'll find them or they will. So they are coming to our planet to extract resources from our planet. We have to rescue our mother earth from these space invaders.
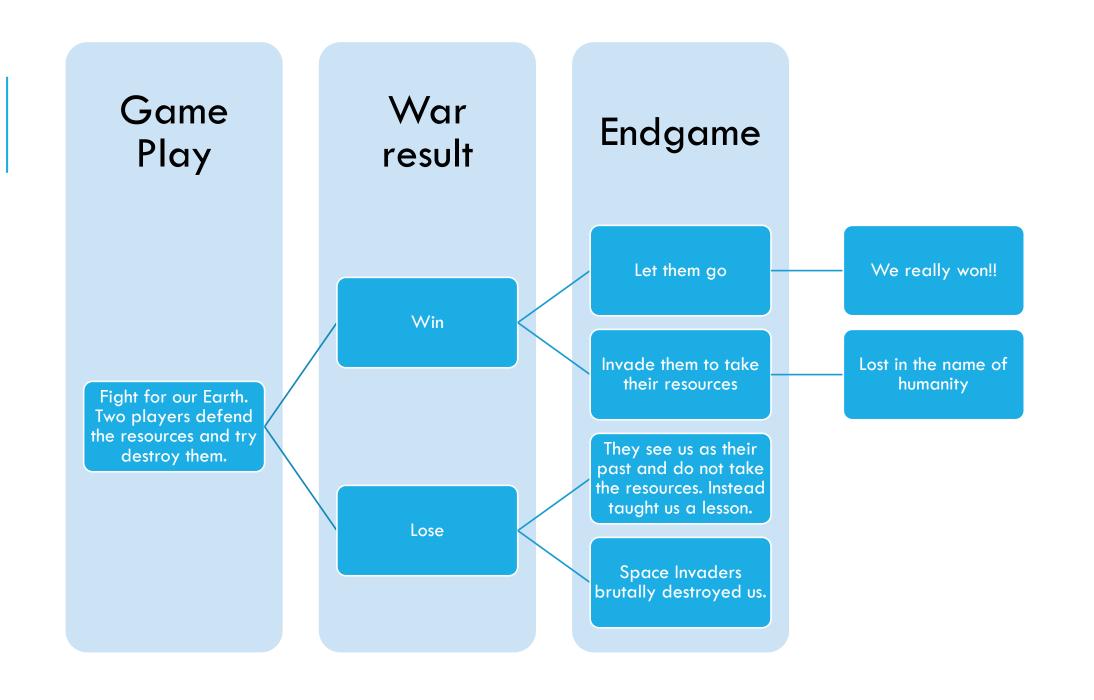
GAME DESIGN

This will be a multiplayer game which is set in space. We have to defend our Earth from the space invaders and destroy their ships, where, on the other hand, the space dogs are always having a same strategy to divide their team so that one team will attack and other team will loot our resources.

We could either save our Earth… or not. Simple.

If we could then we will have two choices, either to let them go or destroy all their ships.

Or we could steal their advanced weaponry then we will invade their planet to extract their resources. If any of the team member chooses not to let them go, then it will not be a win.

Game Play

War result

Endgame

Fight for our Earth. Two players defend the resources and try destroy them.

Win

Lose

Let them go

Invade them to take their resources

They see us as their past and do not take the resources. Instead taught us a lesson.

Space Invaders brutally destroyed us.

We really won!!

Lost in the name of humanity

DESIGN CHOICES

1. Game development in ActionScript 3, used for creating web flash games.

2. Option for single player and Multiplayer

3. Different level of difficulties which will be controlled by controlling number of space invaders at a particular time.

4. The game will be 2D

SCOPE

There is much scope in development of this game. In the decreasing order of our motivation to do so:

1. Creating obstacles in between the gameplay which will allow the users to think strategically how to save their resources as well as attack the opponents.

2. Add classical gaming music to the game.

3. Allow the opponents to move in 3D.

4. Allow the user to move in 3D

5. Create different types of opponents according to the amount of health they acquire.