Tactical Trunk Monkey Games



AMSO IN SPACE

COMP397-Web Game Programming: PROJECT

Version #0.0.1

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Table of Contents

[Version History 3](#_Toc468181173)

[I. Background Story 4](#_Toc468181174)

[II. Game Overview 4](#_Toc468181175)

[III. Game Play Mechanics 4](#_Toc468181176)

[IV. Controls 5](#_Toc468181177)

[V. Interface Sketch 6](#_Toc468181178)

[VI. Levels 11](#_Toc468181179)

[VI.I. Level 1: Training 11](#_Toc468181180)

[VI.II. Level 2: Journey to Saja’s dimension 11](#_Toc468181181)

[VI.III. Level 3: Saja’s Dimension 11](#_Toc468181182)

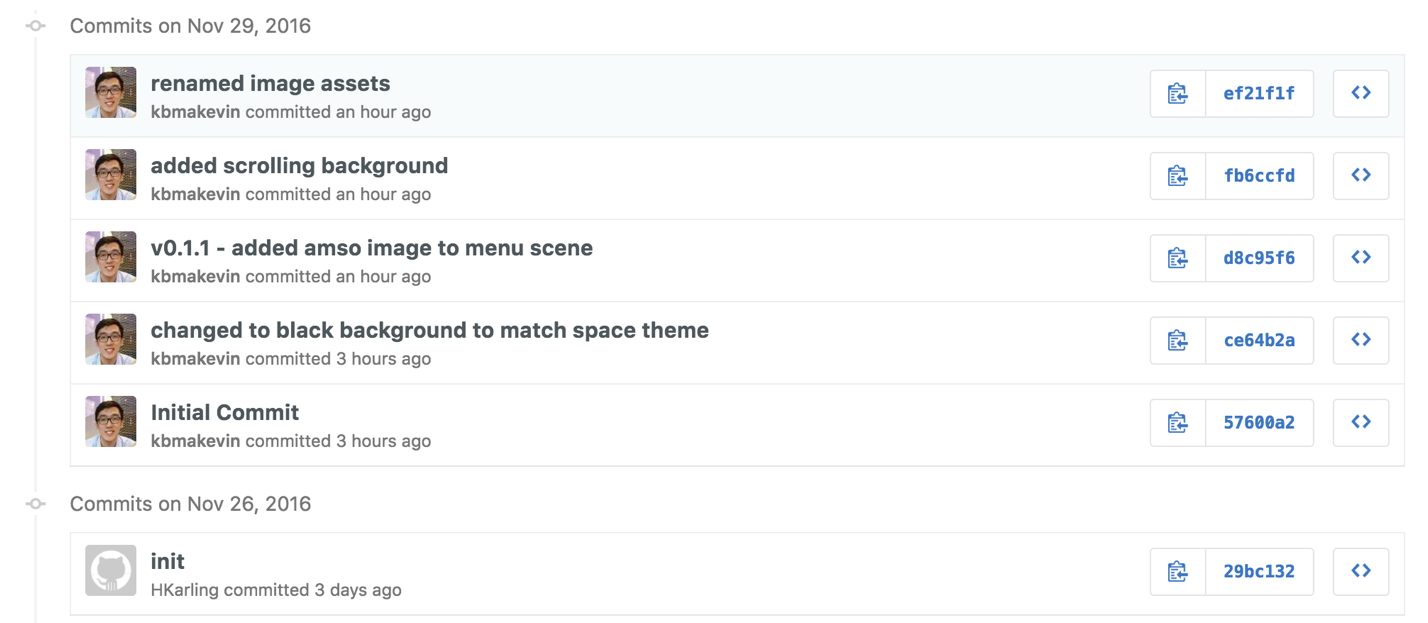
[VI.IV. Level 4: BOSS Saja 11](#_Toc468181183)

[VII. Game Over Condition 11](#_Toc468181184)

[VIII. Scoring 12](#_Toc468181185)

[VIV. Upgrades 12](#_Toc468181186)

# Version History



# I. Background Story

Jim, the wild cowboy of Moshorse, Belusra rides his cow out to the hot and dry deserts of Solaria. As per the usual, Jim and his cow, Amso, plow through the fields in the hopes of scavenging scraps of food to survive on. Far off in the distance, Amso, sees a shiny sparking light. Thinking there would finally have food for dinner tonight, Amso charges off towards the light. Jim unable to hold onto the enamoured Amso, falls off the cow and is left behind in the sand…

As Amso approaches the shiny object and attempts to pick it up. However, as Amso touched the shiny object, it suddenly explodes and he is blown to smithereens. The shiny object was actually a mine left behind in the sands from the past…

Jim suddenly fell into a state of emptiness and depression. Amso was his only family member, and his only friend. From the pit where Amso had been blown to dust, a blinding white light suddenly shoots at Jim...

As Jim opens his eyes, he finds himself on a spaceship. He suddenly hears a voice in his head. He is told that he is the chosen one who can save the universe from the evil tyrant Saja. In return for saving the universe, Jim may have one wish fulfilled. Jim becomes ecstatic at hearing this and gladly agrees to save the universe.

Jim names his new spaceship in honor of his family and dear friend, Amso.

And thus begins the legend that is known to mankind as Amso In Space…

# II. Game Overview

This is a 2D side-scrolling space shooter game. The objective of this game is to advance to the final boss level to defeat the evil ruler Saja. There are multiple levels in which you advance through while travelling in space on Amso. You accrue upgrade points by picking up loot and killing enemies. These upgrade points can be spent in upgrade scenes to enhance Amso. As Amso becomes stronger, the chances of you defeating Saja rise. You may continue grinding on a level for as long as you want before advancing to the next stage. However, after advancing to the next stage you cannot return to the previous one.

# III. Game Play Mechanics

In each level, there will be enemies for you to kill and loot for you to pick up in order to farm upgrade points. When you accumulate enough points, you can expend your points to upgrade Amso in order to become faster, stronger, etc. When you feel that you have gotten strong enough to face the adversaries in the next stage, you may choose to advance to the next stage.

# IV. Controls

This game uses the keyboard as the default primary means of user input. The controls have been mapped to the following controls:



* Left arrow key to move left
* Right arrow key to move right
* Up arrow key to move up
* Down arrow key to move down
* ‘space’ to fire the weapon(s)
* ‘p’ to pause game and navigate to upgrade shop or advance to the next stage

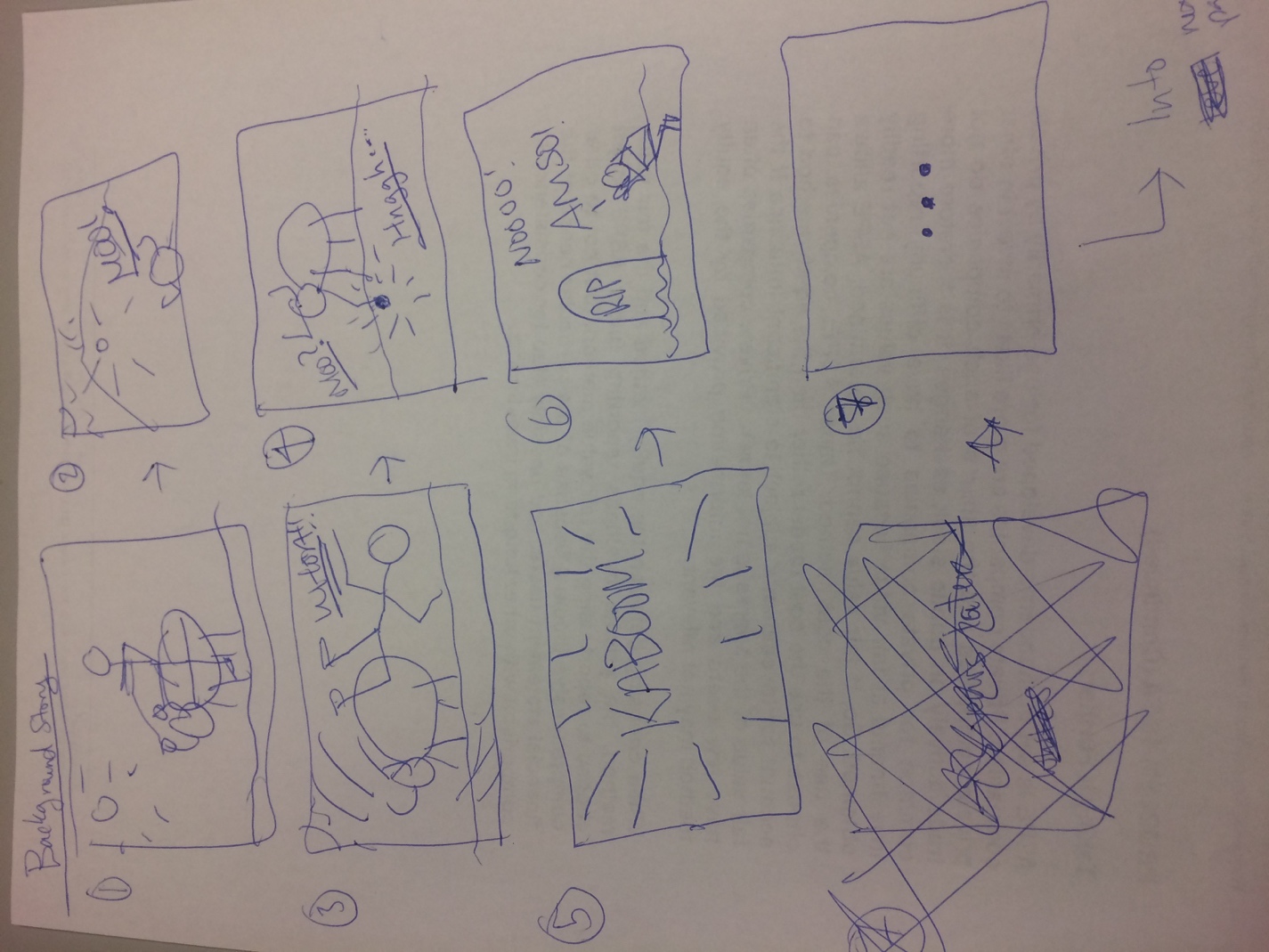
Alternatively, the player can choose to use the mouse as the primary means of user input:

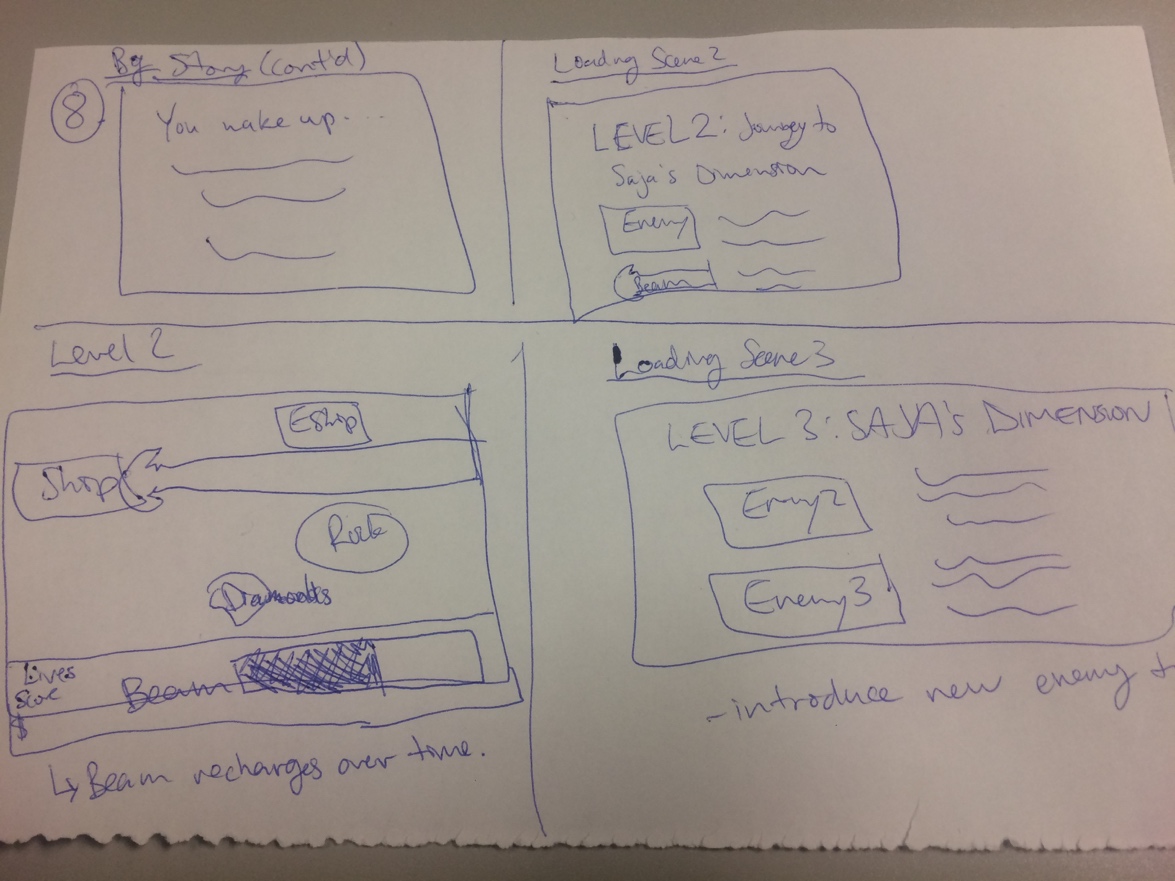


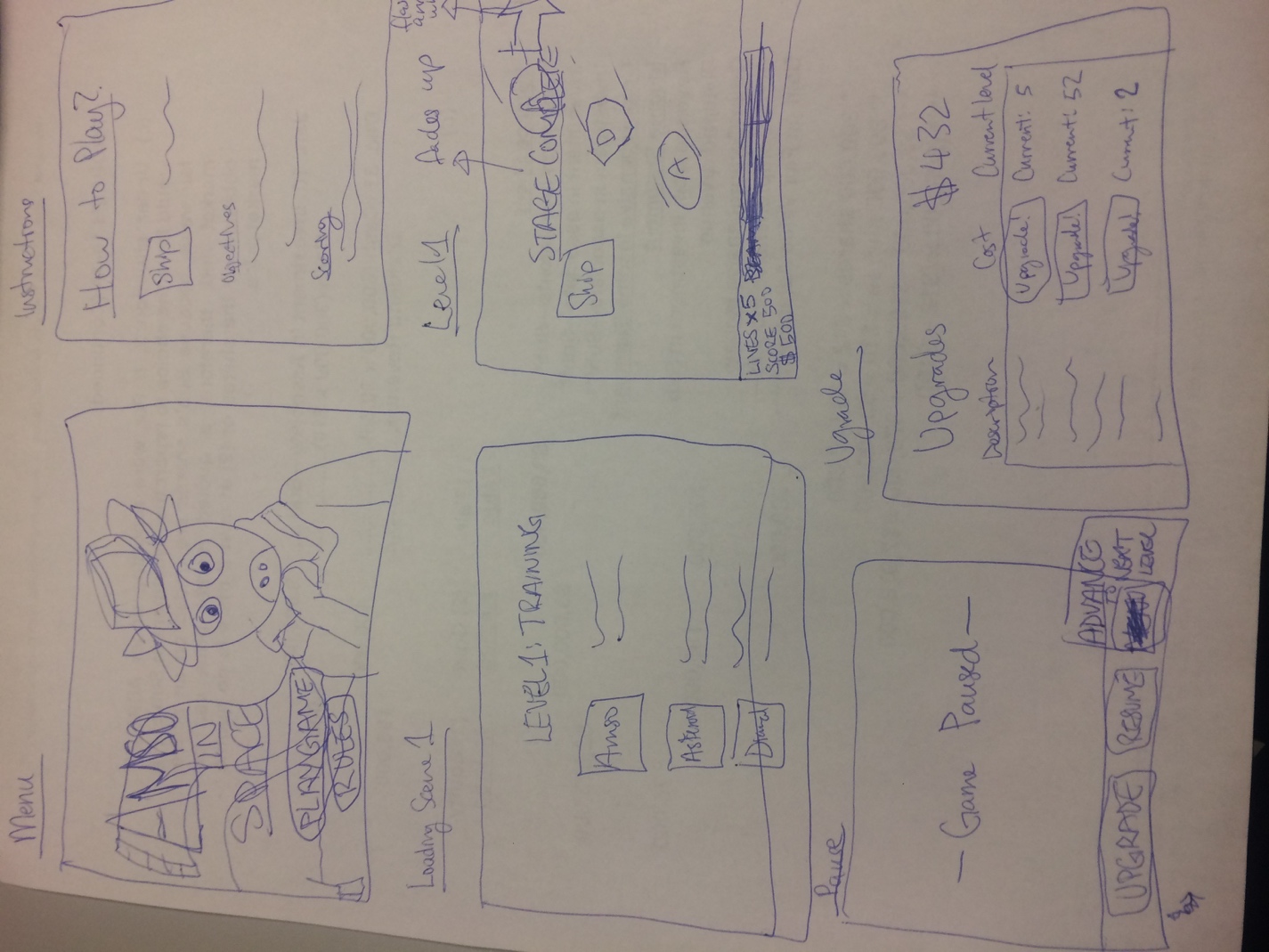
* Amso follows the mouse cursor
* Fire weapon(s) by clicking/holding the mouse left button
* ‘p’ to pause the game and navigate to upgrade shop or advance to the next stage

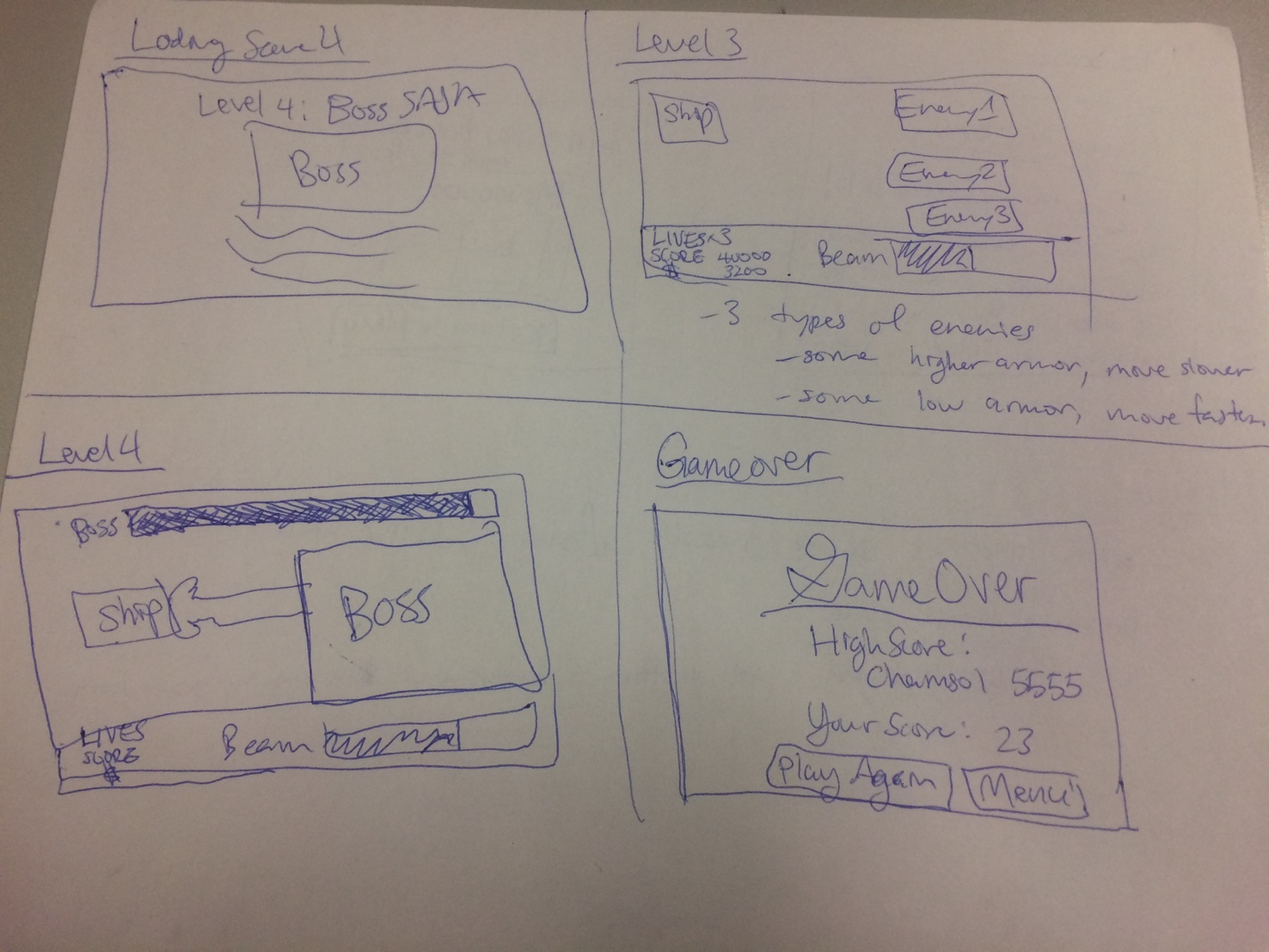
# V. Interface Sketch

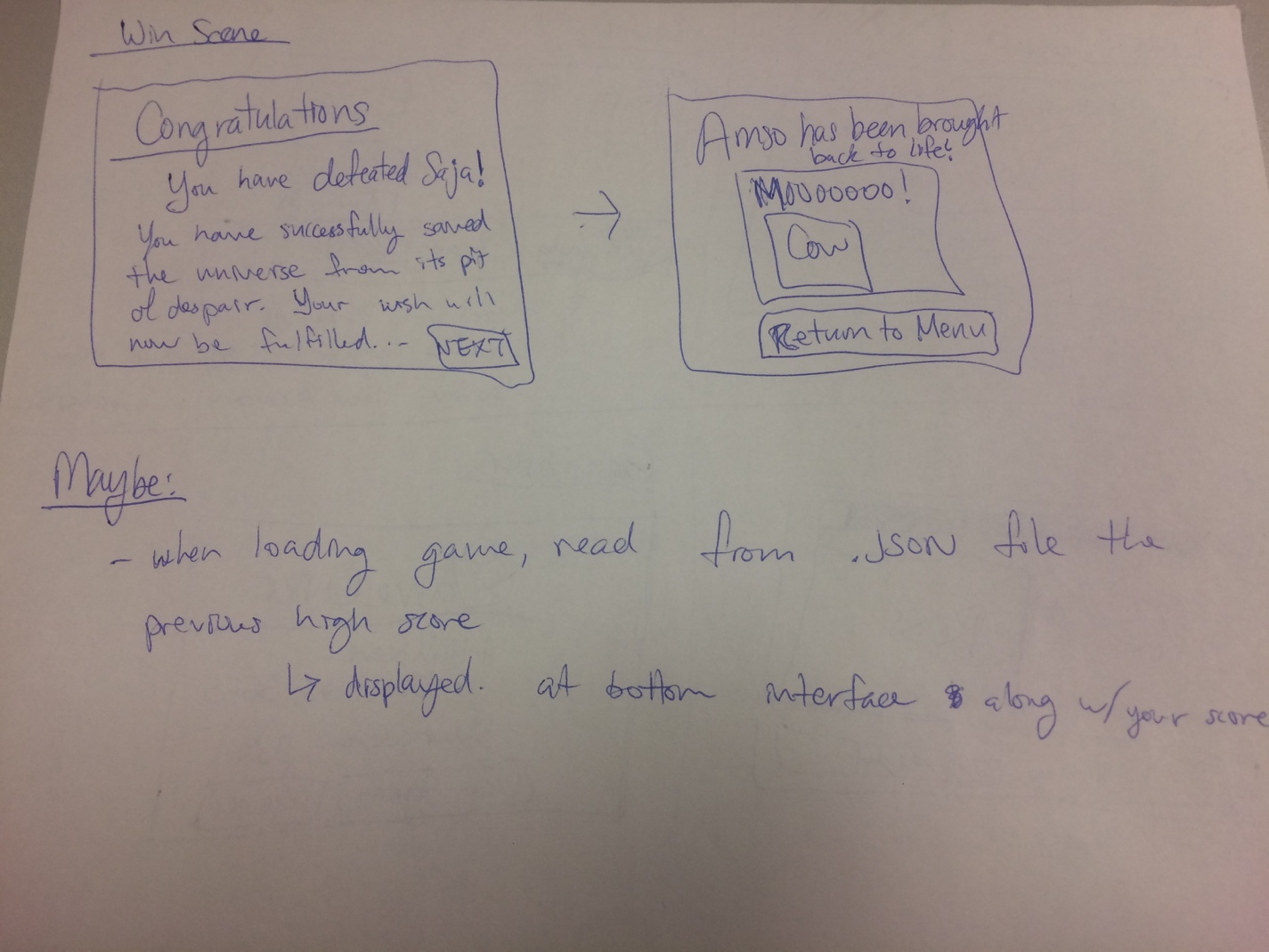
These were the initial sketches we made when planning the user interface of the game.











# VI. Levels

There are four levels in this game. The screen scrolls from right to left continuously and enemies and loot spawn randomly and periodically from the right side of the screen. The player can advance to the next level any time after they have reached a minimum number of points (score).

## VI.I. Level 1: Training

This is the training level for the player to get used to controlling the ship/avatar. The ship cannot fire projectiles in this stage. The ship can only move around the screen and collect loop to gather upgrade points. There are some asteroid enemies which spawn but there will be no enemy ships. The player can select to advance to the next level after accumulating a score of at least 1000, or he/she can choose to continue grinding for more upgrades on the same level.

## VI.II. Level 2: Journey to Saja’s dimension

In this level, Amso is able to fire projectiles in addition to moving and collecting loot for upgrades. More asteroids appear in this level. Additionally, there will be a few enemy ships introduced as well. Enemy ships will try to follow the movement of the Amso and will fire when within a certain hitbox. The player can select to advance to the next level after accumulating a score of at least 3000, or he/she can choose to continue grinding for more upgrades on the same level.

## VI.III. Level 3: Saja’s Dimension

In this level, Jim and Amso have arrived in Saja’s dimension. As such, there are no longer any asteroids. Instead, there will be many different kinds of enemy ships. Each type of ship moves at different velocities and accelerations and each have different kinds of weapons. The player can select to advance to the next level after accumulating a score of at least 5000, or he/she can choose to continue grinding for more upgrades on the same level.

## VI.IV. Level 4: BOSS Saja

Unlike any of the previous level, the screen does not scroll in this level. Instead there will be a giant boss enemy will appear on the right side of the screen. The boss will attack the player using various weapons/abilities. The player completes this level when he/she defeats the boss (reduces his health points to 0).

# VII. Game Over Condition

Every time the player gets hit by an enemies’ weapon/ability or collides with an asteroid he loses life/lives. Depending on the strength of the enemy the player may lose more than one life. When the player has zero lives remaining the journey is over and the player loses.

# VIII. Scoring

The player will be awarded 100 points for each loot he/she picks up. Additionally, the player is awarded 200 points for each enemy he/she kills. The player may receive different amounts of points for stronger enemies. For every score point the player is awarded, he/she also gets an equal amount of upgrade points.

# VIV. Upgrades

The player will be able to access the upgrade store by pausing the game and clicking on the Upgrades button. In the upgrade store, the player can consume their upgrade points to enhance their movement speed, their number of lives, their armor to reduce damage taken (there is a limit, cannot have un-damageable ship), weapon speed, weapon strength, etc.