

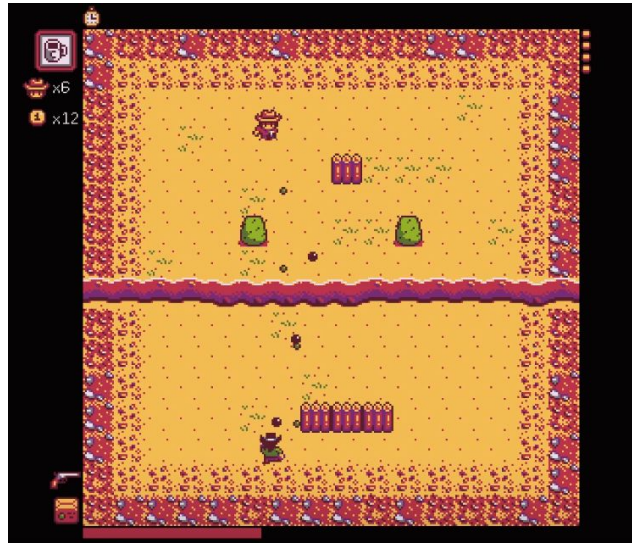
## Overview

**Genre:** Top down shooter

**Gamemode:** Singleplayer

**Perspective:** 2D top down

**Inspiration:** Stardew Valley's "Journey of the Prairie King" arcade game



**Core Idea:** Top down Western Shootout game where the player faces off against one or more NPCs across from them. NPCs have set attack patterns and strategies that the player adjusts to accordingly while shooting back.

**Goal:** Kill the enemy/enemies on the opposite side of the screen

**Setting:** Western

## Gameplay

### **Systems Overview:**

- Menu system
- Score system
- Player movement
- Player attack
- Item shop
- Enemy movement
- Enemy attacks
- Tumbleweeds
- Save system
- Powerups

### **Mechanics:**

- Bullets are destroyed upon impact with obstacles
- Enemies
  - Can only move horizontally, left and right
  - Attack patterns
    - Read in from a file, each line specifies direction, how long to move in that direction, and whether or not the enemy is attacking
    - If they are attacking, they shoot bullets up towards the player
  - Health meter that tracks how many hit points the enemy has left
    - 1 hit takes away 1 health point
- Player
  - 8-directional movement
  - Attack
    - 8-directional shooting
    - There must be a minimum amount of delay between shots
  - Player has a number of lives
    - If the player is hit, they lose one life and restart the current level
- Tumbleweeds
  - Randomly spawn and cross the screen
  - If shot, they can provide the player with coins and a chance at a random effect
    - Random effects can include score multiplier, etc.
- Item shop
  - Player can purchase from the item shop in between levels
  - Player purchases an item by walking over to it and pressing the shoot button
  - Items can be purchased using coins
    - Received from shooting tumbleweeds that cross the screen while fighting and defeating enemies
  - Items include:
    - Boots (Player movement speed up)
    - Gun (Player firing speed up)
    - Large bullets (More damage per shot)
    - Extra life
    - Bulletproof vest (take a shot without dying)
    - Shotgun (fire 3 shots at once, lasts for 10 shots)
- Powerups
  - Randomly spawn around the level; can be picked up on collision, at which time they will activate
  - Shotgun (fire 3 shots at once)

- Active for 10 shots
  - Bulletproof vest (take one shot without dying)
  - Extra life
    - Adds a life to player
- Score system
  - Keeps track of player score
  - Score is dictated by:
    - Score multiplier - multiplies incoming score by the multiplier amount
    - Points provided by shot enemies, picked up powerups, and tumbleweeds
    - Timer - keeps track of how long the player has been playing without dying, adds onto score at the end only if the player hasn't died
      - $\text{Score} = 1/\text{timer} * 100$
- Menu system
  - Main menu options
    - Options
      - Open the options menu
    - Play
      - Start game from the beginning
    - Load saved game
      - Load game from the save file
    - Quit
      - Exit the game
  - Pause menu options
    - Resume
      - Continue playing
    - Save game
      - Save the game
    - Main menu
      - Return to the main menu
  - Death screen options
    - Continue
      - Continue from beginning of current level
    - Main menu
      - Return to the main menu
  - Options menu
    - Difficulty level

- Higher levels of difficulty increase speed of movement and fire rate of enemies
  - Sound/music on/off
    - Turns music on or off
  - Select Language
    - Sets the language for all text
  - Powerups on/off
    - Whether power ups should spawn
- Save system
  - Saves the following to a file:
    - Current level
    - Number of lives
    - Items owned/active
    - Score

#### **Progression:**

- After killing all the enemies in the level, the player is sent to the next level
- Each level has different obstacle layouts for the player and enemies to shoot around/hide behind
- Each successive level increases the movement speed and fire rate of enemies

#### **UI:**

- Score
- Player lives
- Enemy health bars
- Icons for active player items/speedups
- Timer

#### **Controls:**

- Movement with W, A, S, D
- Shoot with arrow keys

#### **Audio:**

- Single music track that will play over the whole game