

We first had to decide which type of game we would make this semester, game design team proposed a 2D side scroller shooting game, inspired by the flash game “The Skull kid”.



The Skull Kid is a violent side scrolling action game that lets you play as the infamous Skull Kid and his chainsaw. There's only one way to play this game, and that's to destroy everything in your way. It's easy, it's violent, and it's pure gory and fun. Controls are simple, arrow keys to move and space to use the item you hold. The first level contains no enemies and let you walk through the first floor of the building cutting through furnitures such as tables, couch etc .. to progress in the level, some employees block your way too but are not a threat. At the end of the first level, you reach an elevator, which brings you to the next level where the gameplay will radically change, in fact the first level was here to demonstrate the wrath of your character and the violence of the game. The first item you pick up in this next level is a gun, and you will need to go through this floor by shooting security guards. Fights are simple in theory, you're both hiding behind some furniture from opposite sides of the screen, as long as you're covered you can't get shot. You'll then have to be really good at timing your shot to hit the enemy without getting yourself hit. The entire plot of the game is based on the “redemption” of the Skull kid.



We've decided to apply this concept of having the main character wanting to fulfil his vengeance throughout the game.

We started writing the storyline, the mechanics of the game and which sensors could be used.

We wanted the game to be as challenging as Skull kid by using some of its features.

The storyline is the following :

Once upon a time there was an angel named Gabriel, who lived in the peaceful Paradise. He was known as an angel with beautiful white wings, a bright halo, and a golden trumpet that echoed the praises of God. Gabriel loved to fly through the skies and sing songs, filling Heaven with his sweet sound.

However, one day, while resting on a cloud, Gabriel heard some noise and woke up to a strange feeling. He turned around to see three thieves which had stolen his wings, his halo, and his trumpet! The thieves were gone in an instant, leaving Gabriel helpless. He couldn't fly, he couldn't play his trumpet, and he had lost his halo.

Gabriel decided to go looking for the thieves and get his stuff back. He knew that they had fled to Earth and prepared to go down.

We've then decided to include 3 levels where Gabriel would evolve, changing slightly his appearance each time he would change level, so we've drawn Gabriel's design throughout the game. He would use an elevator at the end of a level to access the next one as a tiny reference to "The Skull Kid".



First level / Second level / Third Level

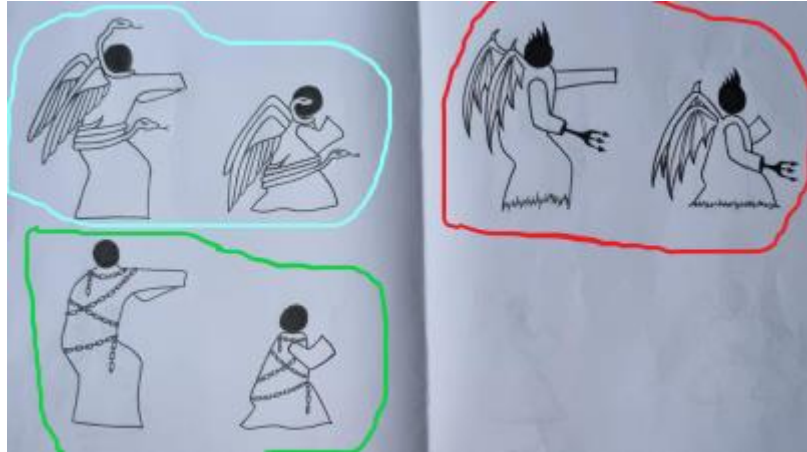
The first level is Paradise. Here he met the first thief, who had stolen his wings, a fallen angel who was jealous of Gabriel's white wings. The two angels fought on clouds. Eventually, Gabriel used his wits and wisdom to defeat the thief, regaining his white wings.

The second level he reached was Earth. Here he encountered a demon of greed, a devious being who had a habit of stealing the wealth of others. Gabriel fought the demon using his divine strength and knowledge, eventually triumphing, and getting his halo back.

Gabriel reached the final level, Hell. Here he encountered a demon of anger, a violent being who loved to cause chaos. Gabriel had to fight the demon using his ruse and his ability to ease tormented souls, eventually defeating the demon, and getting his trumpet back.

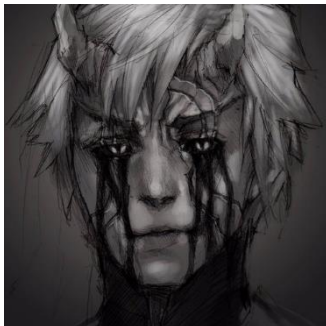
Gabriel was glad to have his things back, but he had also learned an important lesson: even in the most sacred places, there are malevolent beings who seek to do harm. He knew he had to remain vigilant to protect his wings, his halo, and his trumpet, and that the power of friendship and kindness could triumph over greed, anger, and jealousy.

In each level we planned on having Gabriel to fight standard enemies before fighting the boss of each zone. We then decided Gabriel's appearance for each level of the game, leading us to each pose we had to draw. We chose models to define the design of enemies.

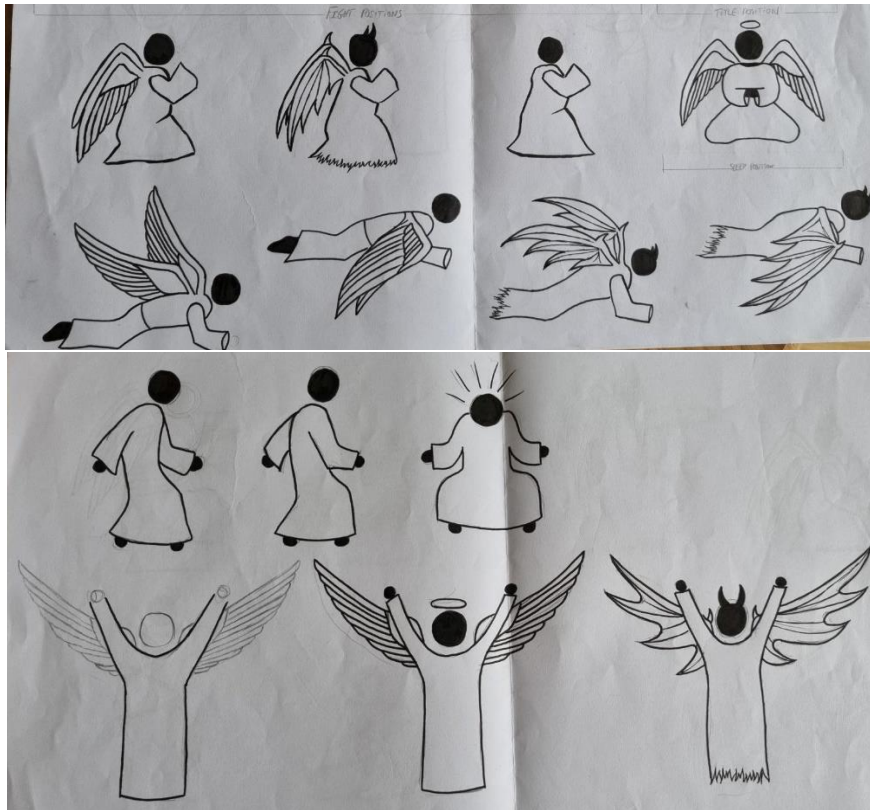


First level (Heaven) / Second level (Earth) / Third Level (Hell)

Here are some models for the standard enemies and bosses :



We also had to draw Gabriel with different stance, because we needed him to be in different positions during the game and what he accomplishes. (Victory poses, different skins as he gets his stuff back throughout the game.



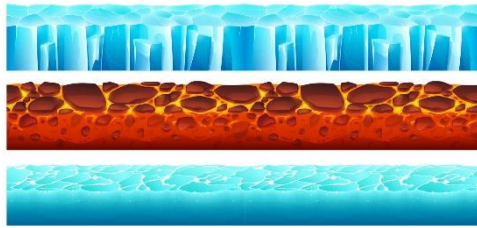
We got the gun model, and then had to get the models for the furnitures to get Gabriel and the enemies cover in gun fights.



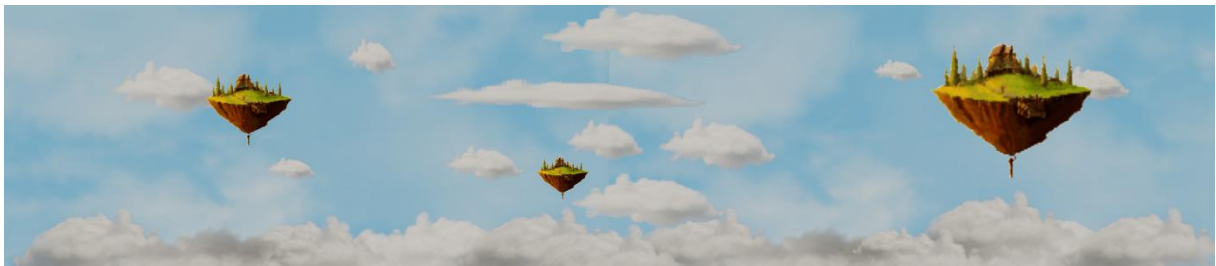
Each of them had to be consistent with the level theme.



Then we had to either create or get a background and a ground for each level. We've decided to search for pre-made 2D asset.



For Heaven we've chosen :



For Earth :

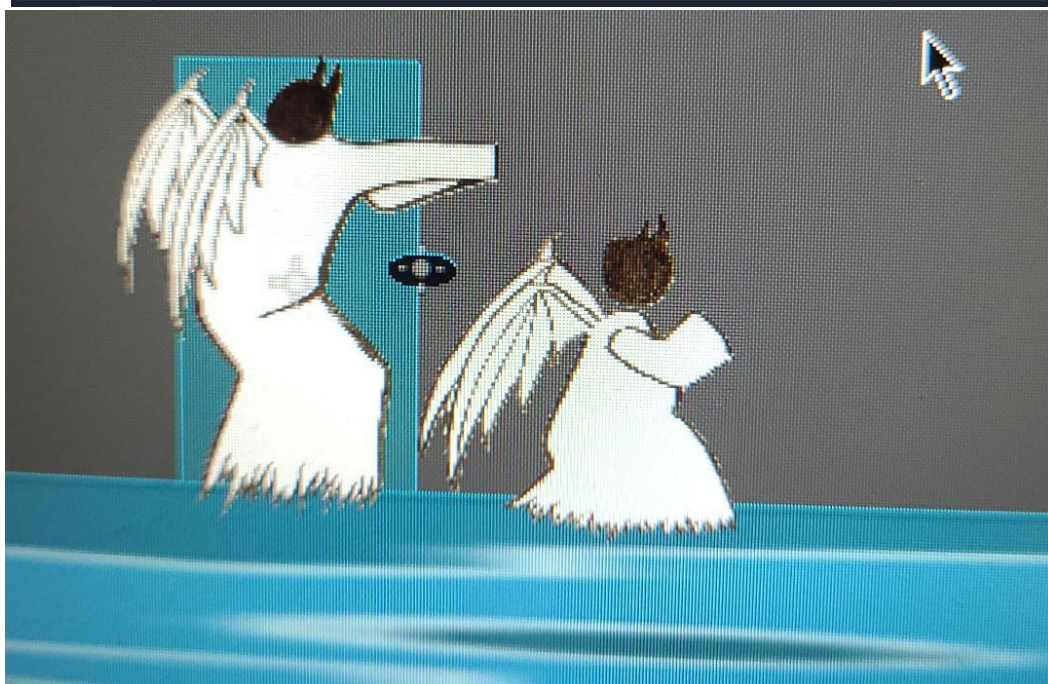
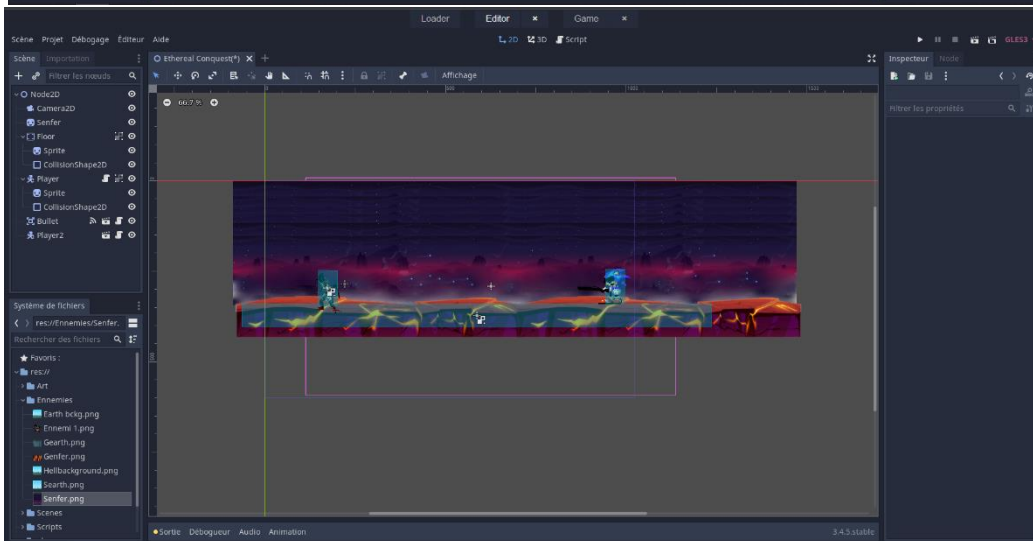
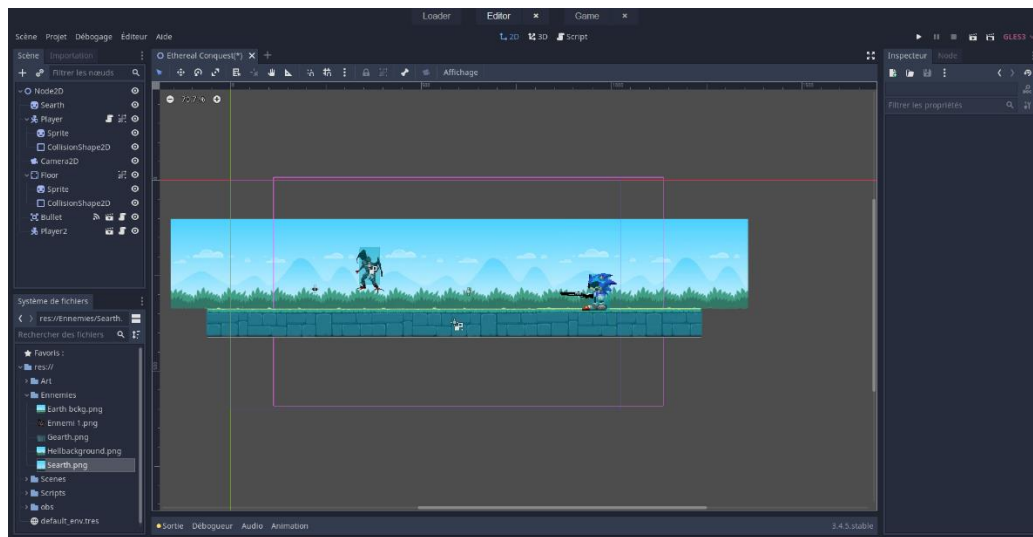


For Hell :

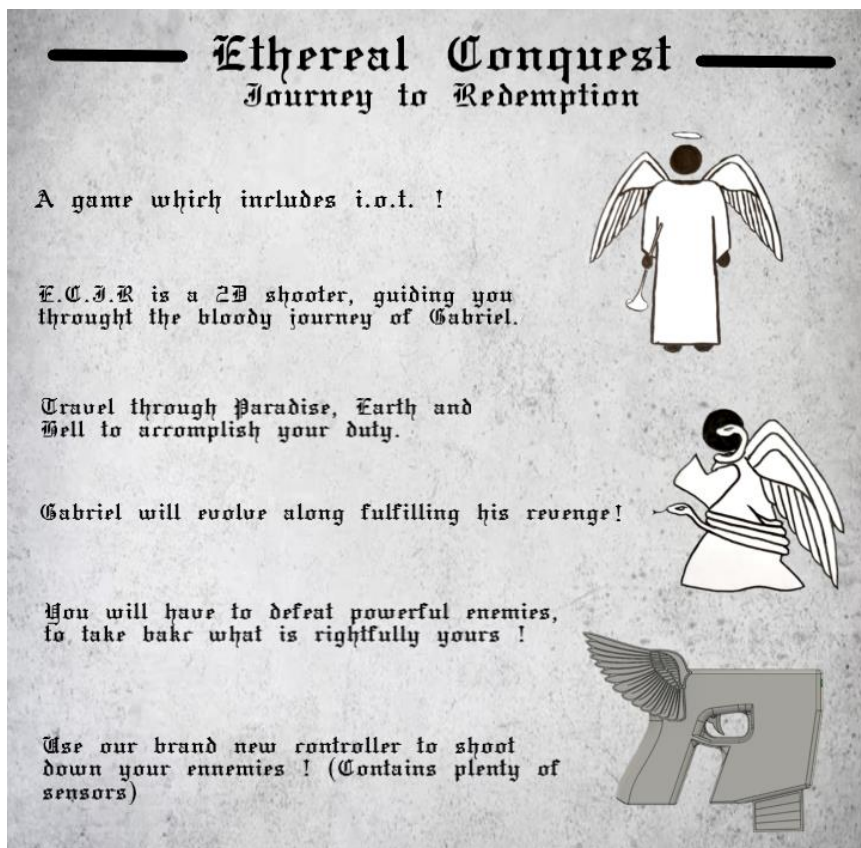
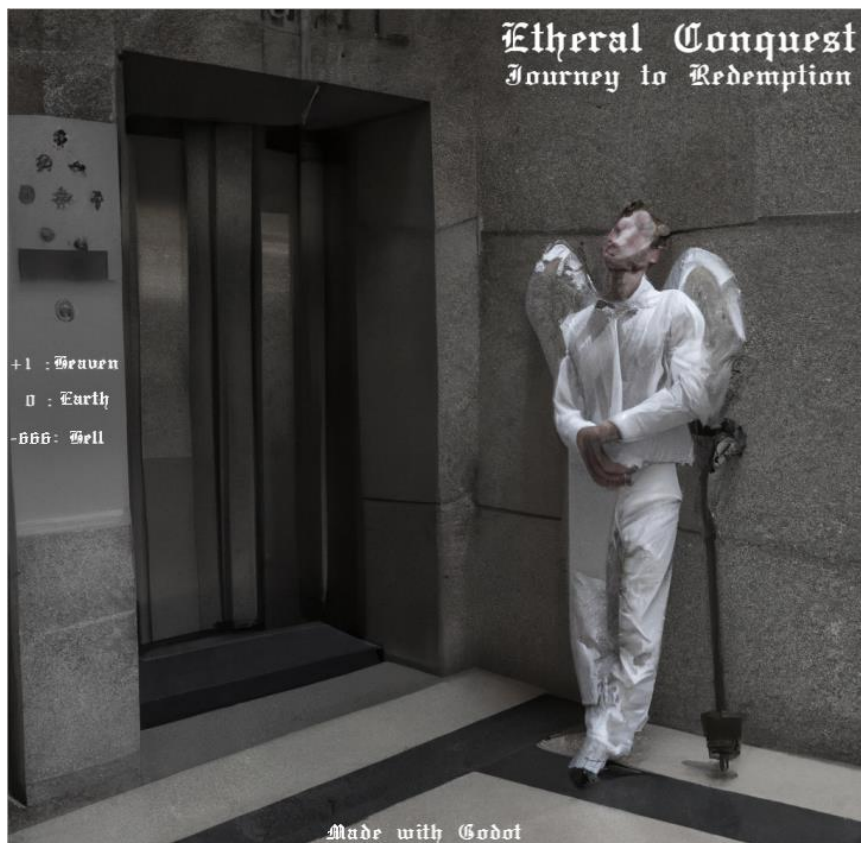


(Credit and licence : "designed by Freepik")

We've tested each asset and model chosen in Godot to be sure there were no problem.



Finally, we made the poster for the game :



AI was used in our part of the project as for creating asset, visual, to get inspiration and develop the plot further.