

Project Brief - Daniel Woods

Game Concept:

An Exploration/Collection game where the player must explore a city to find bugs that are eating electronics. Player will be equipped with a gun and must explore the city to find and exterminate a set number of bugs. Once all bugs have been exterminated the player wins the game. Bugs will only spawn on set types of blocks that the player must hunt down

Narrative

You are an ace exterminator who is being called in to an electronic town to deal with pests. Pests in question are bugs that eat and fry cables on generation blocks; a futuristic block spread around cities to constantly disperse electricity. You must find and kill all the bugs to pass your mission.

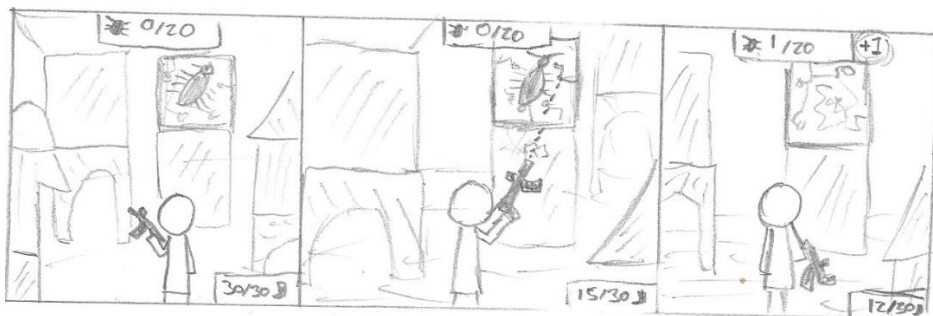
To Be Done

- Set up generating town with different blocks, colours, layout
- Make singular block that hold bugs spawn
- Shooting including ammo, collision of bullet and bug, reload
- UI for score and ammo
- Assets for bug, gun and any additional blocks/textures
- Sound effects for shooting, killing bug and reload
- Potential animation for bug killed and reload

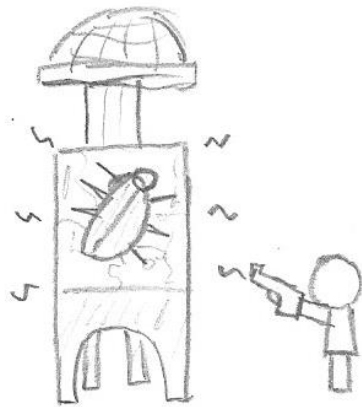
Potential Difficulties

- First time coding for shooting guns
- First time building Procedural Generation city/landscape
- Have had trouble with animations regarding animator in past

Storyboard for killing bugs



Discovering and shooting bugs



Blocks used to exclusively spawn bugs

