

# The Other Cemetery - Gameplay Doc

Emma Marie Davenport

December 29, 2018

Branching Dialogs?

## 1 Arcade Building

### 1.1 Henry Saves The World

**Description** Similar to Galaga or Missile Command, the player will be represented as Henry. A horde of aliens is trying to land on earth, and it's your job to stop them. Using rockets and an assortment of weapons, you attempt to get a high score.

**Gameplay** Enemies will appear from the top of the screen and move downwards semi randomly. Henry will be facing upwards. High scores will be persistent across loading and saving.

### 1.2 Racer

**Description** Top Down Racer

**Gameplay** The player will be given a car to race around a track.

### 1.3 Wars

**Description** A 2d top down, turn based game similar to advance wars

**Gameplay**

### 1.4 Henry Fights in Space

**Description** Henry uses a spaceship to destroy as many aliens as possible.

**Gameplay** Henry is represented as a simple triangle, while enemies are simple squares and circles. The triangle will be able to shoot at the squares and circles, causing them to explode in a ball of fire. If the player gets hit by a bullet or by an enemy colliding into them, they die.

It would be interesting if there was a boost mechanic with the right mouse button. When the player presses it, they shoot faster and move faster for a short amount of time. The boost is displayed as a bar that depletes but eventually it recharges.

## **2 World Gameplay**

### **2.1 Insult Battle**

### **2.2**