Fermín Moreno - A01209665
Martín Molinero - A01204818
Moisés Montaño - A01271656
Luis Acosta - A00958934
18 de febrero de 2016

Super Rony

Game concept:

Story:

Our story begins with Rony Estar, a genius scientist who was working on a project that augmented all of his physical abilities (for no apparent reason). The result of this project was the Mart I, a war machine in the form of a metal suit that enabled the user to have super strength, super high jumping, and super speed. However, despite being a genius, he wasn't able to foresee that such an invention would be highly valued by governments and terrorist groups, and so, the Mart I was stolen. What he did do was to create a set of safety measures in case such an event would happen; the armour would destroy into pieces and would only be usable if you had the codes that decrypted the system.

This is how the adventure of our hero begins. Rony embarks on a quest to get his armour back.

Due to the fact that the armour will not work without a set of key codes that are only known by Rony, his enemies won't be able to use the armour until they are able to crack the codes. Rony is in a race against his enemies to get back his armour and prevent a catastrophe.

References:

We took some games as a reference; games such as Contra, Mario, Metroid, Mega Man, Shadow Complex, and Metal Slug are a big source of inspiration to us because we think the art looks great and the gameplay is fun and not that hard to recreate. Due to those reasons, we want to make a game that resembles all those games in a certain way. It is going to be a run and gun game, a sort of 2D platformer with a shooting aspect with 3 levels and one final boss. At the start of the game it will only be you and your handgun, but as you progress through the game you will be able to take parts of Rony Estar's armor that will enhance your powers for the rest of the game.

How is our game different:

Right off the bat our game will be different from its predecessors for the simple fact that we take ideas from a lot of different places. We take the platforming aspect from games like Mario and Mega Man. For the shooting part we take all the good things from Metal Slug, Mega Man, and Alien Homind. We also incorporate a cool game feature which is character progression; what this means is that as you are playing your character will turn stronger every time you beat a level. In addition, gravity of the game would be according to the plot of each level. That is how our game tries to be different from the rest.

Game rules:

Rony has a total of 3 lives, 3 hearts which represent two hits. Once he runs out of lives he dies and the game shows game over, after that, the player will be redirected to start menu.

Enemies will appear through the level and each level will have a set number of enemies.

Difficulty will increase enemy shooting speed and bullet damage.

The level ends once Rony kills all the enemies or the boss or the time runs out.

Music will change when the timer gets to 20 seconds.
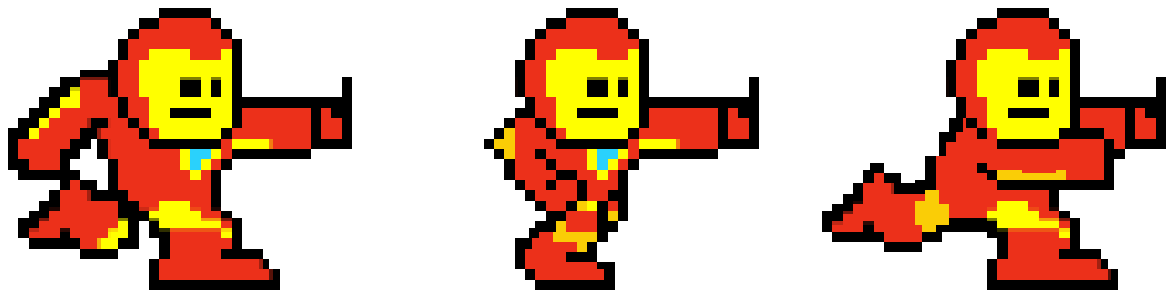
Multimedia content:

Characters:

Rony Estar

Iron Rony

Story: Rony is a genius scientist who got one of his inventions stolen and he must get it back.

RS-232

Story: Designed by genius, realizing that robots were not effective. This enemy will be in our story because we want to make a level in space where everything is affected by a different gravity.
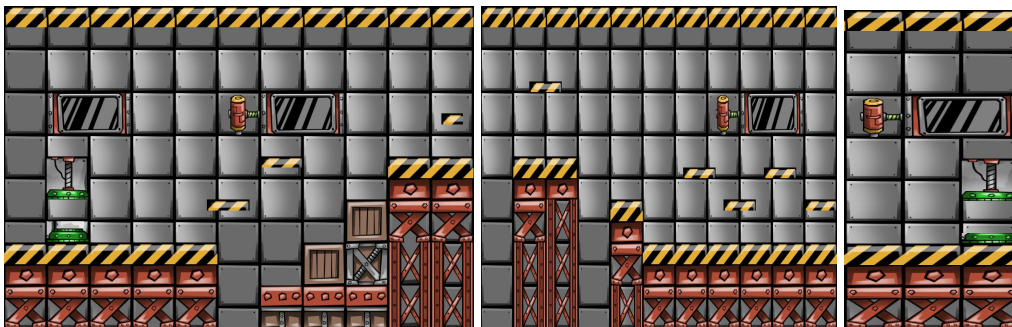
Robot

Story: A foolish tool that genius invented in order to stop Rony's desire to recover his armor, but not as effective at he thought it would be.

Scenarios:

These are the scenarios we are planning for the game. Since the main character is a scientist we thought of a lab, on the first level. Also the story will require that the main character travels through different scenarios and ecosystems in order to get his armor back.

Level 1

Genius' lab, the first place where Rony thought to go in order to find his stolen armor, basic robot enemies will be introduced at this stage.
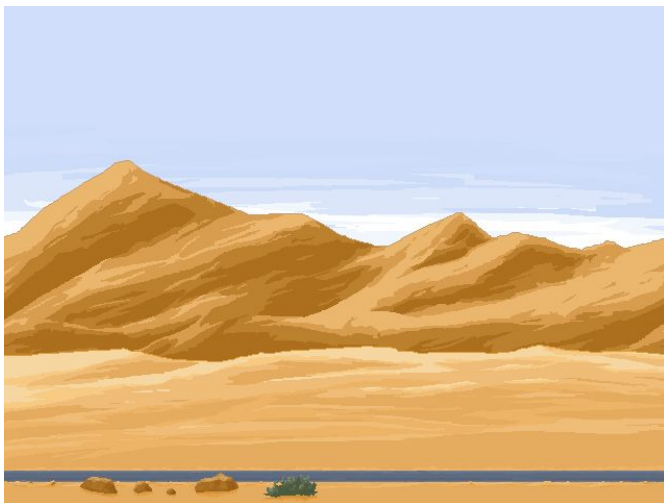Source http://markferrari.com/art/8bit-game-art/16855051

Level 2

In this level, there will be a different gravity value, due to the fact that Rony goes to the space looking for the genius that stole the armor. This time, there will be RS-232 enemies and robots.

Level 3

In this stage, after beating all the enemies, there will be a fight against the final boss, who will have super strength and a version of the powers Rony used to have with the original armor. In this stage, you have to be careful for not to fall on a quicksand.

HUD

LIVES ♥ ♥ ♡   59   PROGRESS [68%]
SCORE 287

Music and sound effects

Our principal soundtrack will be pirates of the caribbean 8 bits, playing the initial part of the song on the menu, and from the minute 3:40 using the song for the moment when the player has little time to finish the level:
https://www.youtube.com/watch?v=TXvSkeYoPeE

Effects like shooting, jumping, killing an enemy or dying will be produced with the Website bfxr, an 8 bit sound editor
http://www.bfxr.net/

Additional visual effects

Between each level it will appear an animation that will give context of the transitions between each level, saying why and when did the characters main got up to the level.

How to tell game's story

The story will be told as a comic design in the beginning of the game. It will show the main problem of the character and will work as presentation for each character.
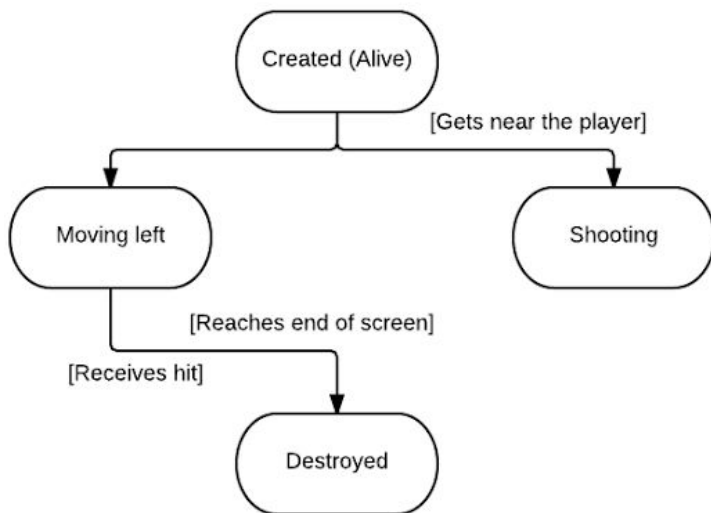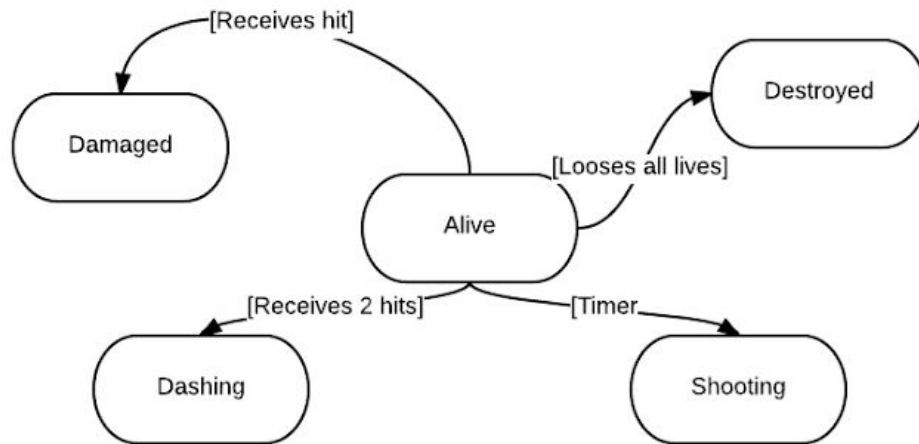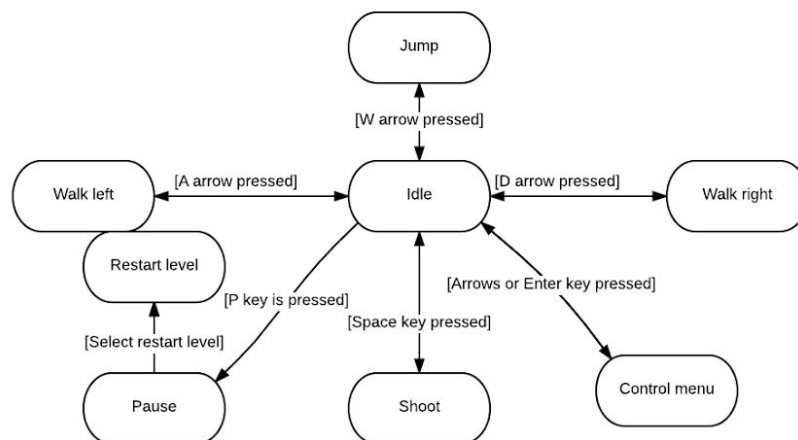
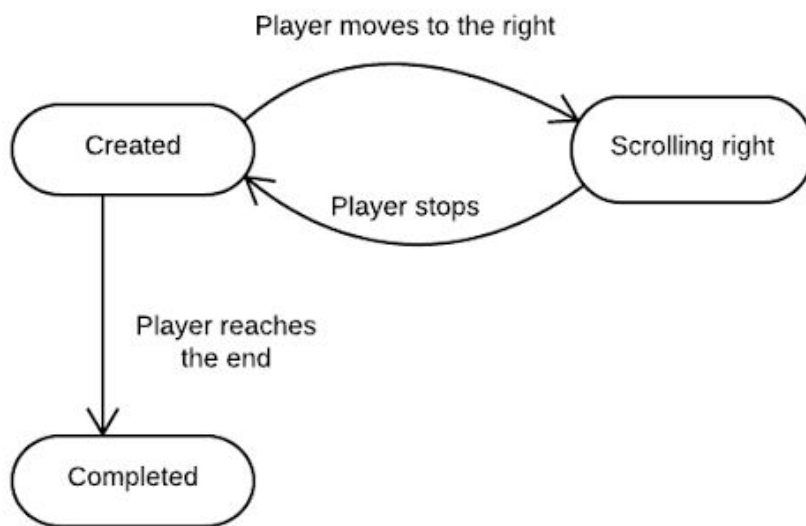Rules, game and and requirements

Characters

Rony
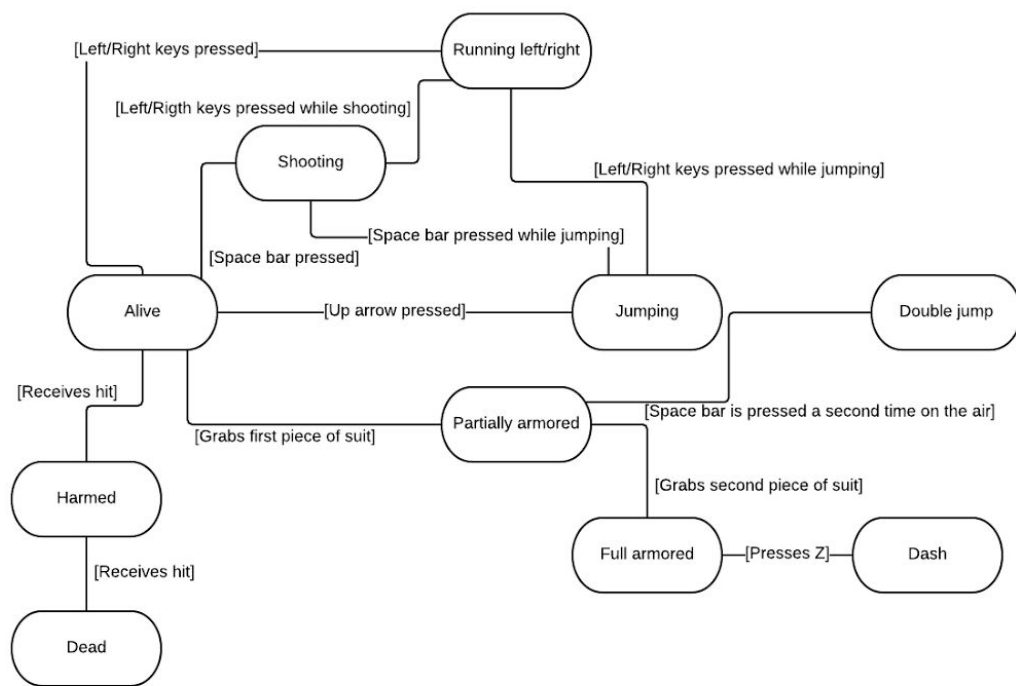
Enemy
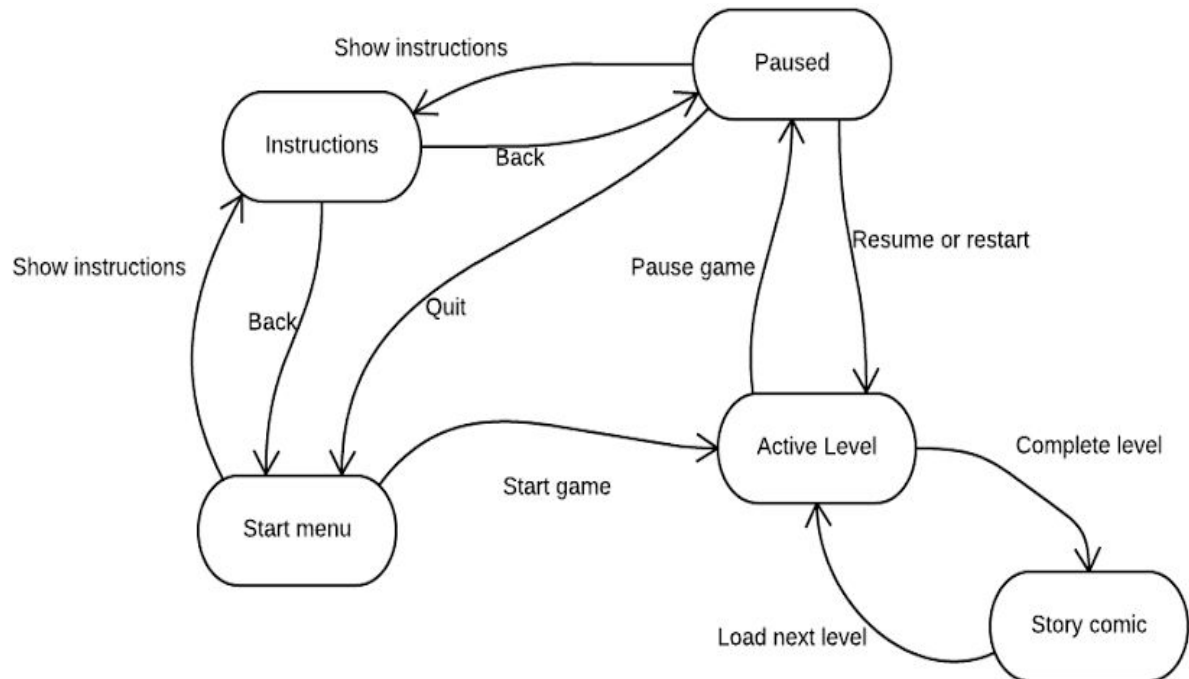

Boss

Controls

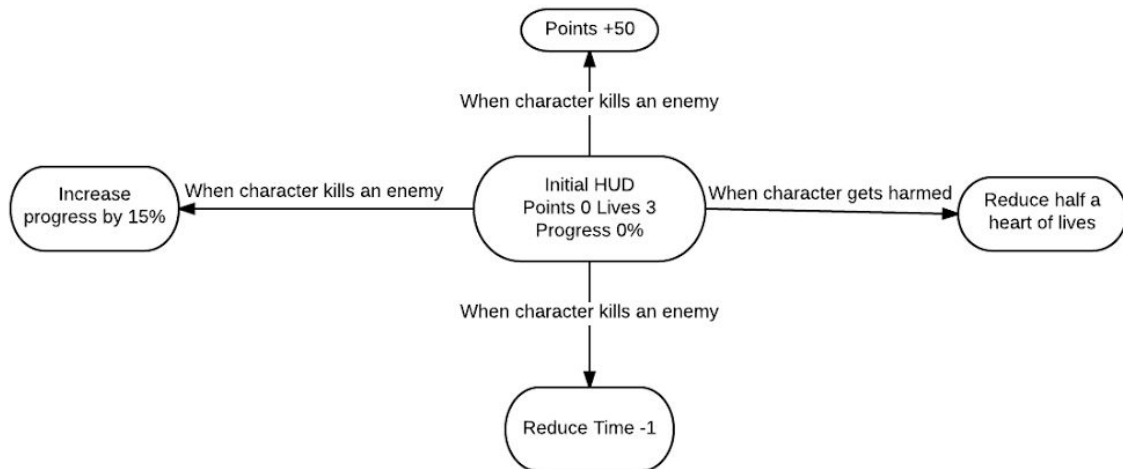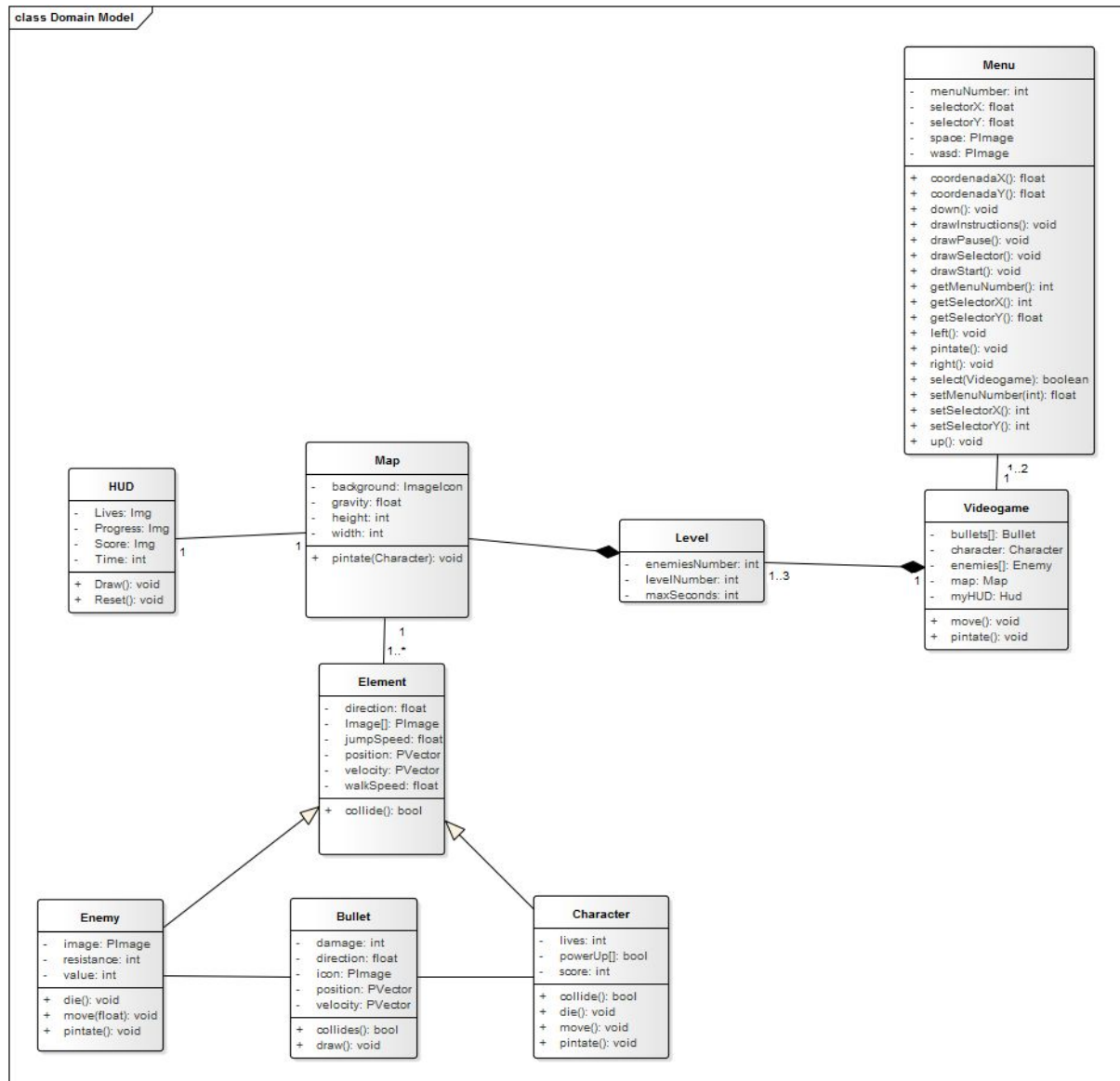## Level

Game

HUD

Use cases:

Software design

Project management

Bitácora de pruebas

Fecha	No. de Prueba	Nombre	Descripción	Duración	Clase que afecta	Quién la hizo	Resultados finales
7/04/2016	1	Rony collision	Rony collides with main platform	3 days	Rony, videogame	Moisés	Rony steps above platforms and moves across it
7/04/2016	2	Map implementation	Map made in tiled and exported to processing	1 day	Map, videogame	Luis	Map interaction with videogame
5/04/2016	3	Scroll implementation	Map scrolling	1 day	Map, videogame	Martin	Map scrolling
5/04/2016	4	Rony shoots	Rony is able to shoot	2 days	Character, bullet	Fermin	Bullet collides with screen edges
7/04/2016	5	Bullet destroy enemy	After Rony shoots, the bullet created collides with an enemy and reduces resistance	1 day	Bullet, enemy, Rony	Fermin	Bullet destroys enemy
31/03/2016	6	Menu interaction	Player is able to select the different menus in the game, start, pause, instructions	1 day	Menu, videogame	Martin	Menu works properly