Initial Game Design

**Overview**

Subtronic is a 2D sidescroller game. The player controls a submarine, where he needs to collect treasures while avoiding enemies.

**Concept**

Based on In the hunt arcade submarine game and Metal Slug.

**Plot**

The player is a tech genius who built his own submarine. His goal is to find Atlantis and its treasures. He needs to get deeper with each level.

**Gameplay**

Gameplay is subject to change however the player is supposed to control the submarine in all 4 directions, however it will not be possible to backtrack the level. The level should be seamlessly repeating. If the submarine can attack or not is not decided yet, depends on the Phaser tutorials.

**Environment/level design**

Once again depends on Phaser, if we can set up several levels then each level will represent a different biome, and different depth with various enemies.

**Implementation**

Height of the game should be fully visible. Backtracking is not possible. Colliding with objects should affect the player. Boss battle? Music and audio should be present.

**Features**

Player should have hearts representing the health. Colliding with enemies or certain static objects should remove them. Some collectibles will be scattered around in the level to replenish lost health.

**Interface**

Interface should just display health and amount of treasure collected. Planning to implement mute button.

**Player Mechanics** (the source of inspirations, details on the game design, interface and game mechanics, features implemented).

(mentioned above)