

## Game Concept

- **General Idea**

Develop a 2D platform shooting game. The game will be composed of four main objects: main character, collectibles, enemies, and platforms. The user will have to collect a set goal of coins and defeat the final boss to complete the level and progress into the game. Each level will have different collectibles, enemies, and platforms.

The main character will remain the same throughout the levels.

Every level will have three level of enemies: one with little health, easy to defeat, one with a medium level of health, and a final boss with an abundant amount of health.

These will show up progressively in the level. First you will encounter the easier ones, then the medium one and the boss at the end of each level. Each enemy will have different types of weapons.

There will be collectibles of different types: gold, negatives, and power-ups. Each level will have a limited amount of gold coins available that the user will have to collect. But there will also be negative coins which will take away points. There is also going to be one different power-up per level, for example increased speed or health.

Different platforms will have different effects on the character. For example, slow down or do damage.

When starting the game, the user will be presented a menu. Here he can start a new game, load a previous game, or go to the settings. From the settings page the user can change the volume level.

When the user completes a level, he can save the current state of the game.

- **Objects Statistics**

TYPE	HEALTH	DAMAGE	DAMAGE SPEED
Main Character	100	10	15
Enemy 1	20	5	1
Enemy 2	75	15	10
Final Boss 1	300	20	20
Final Boss 2	400	22	20
Final Boss 3	500	25	20

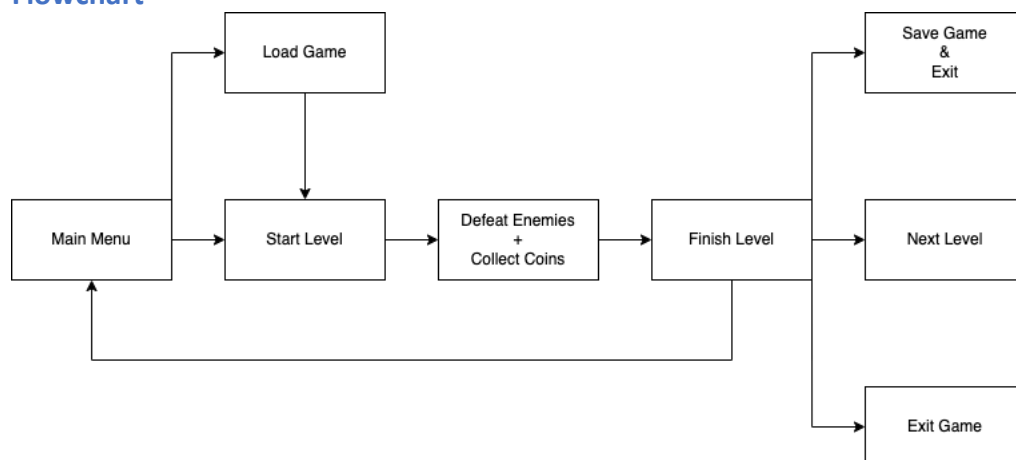
TYPE	POINTS	EFFECTS
Gold	+1	//
Negatives	-2	//
Power-Up 1	//	x1.5 speed for 10 seconds
Power-Up 2	//	+20 health
Power-Up 3	//	x2 damage for 10 seconds

TYPE	EFFECTS
Platform 1	//
Platform 2	x0.5 speed
Platform 3	-1 health per second

- Art Style / Theme



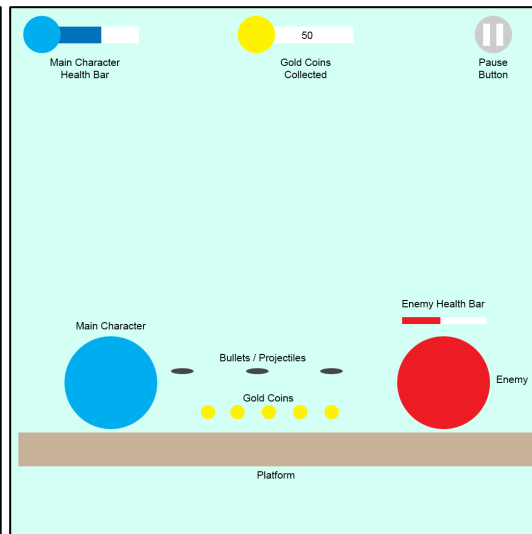
- Flowchart



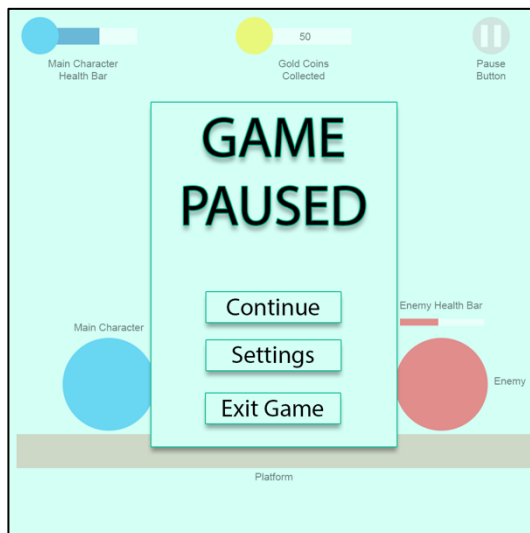
- User Interface, Gameplay Screen



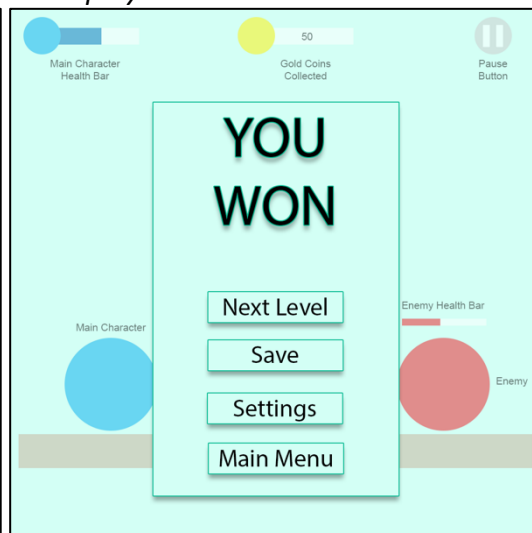
Main Menu



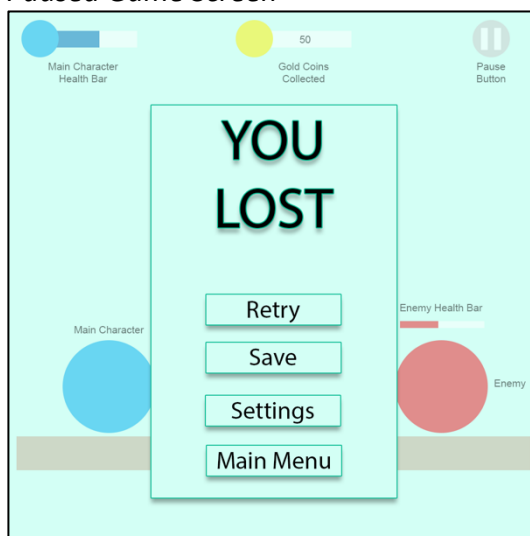
Gameplay Screen



Paused Game Screen



Level Won Screen



Level Lost Screen