

# ZETA TYPE

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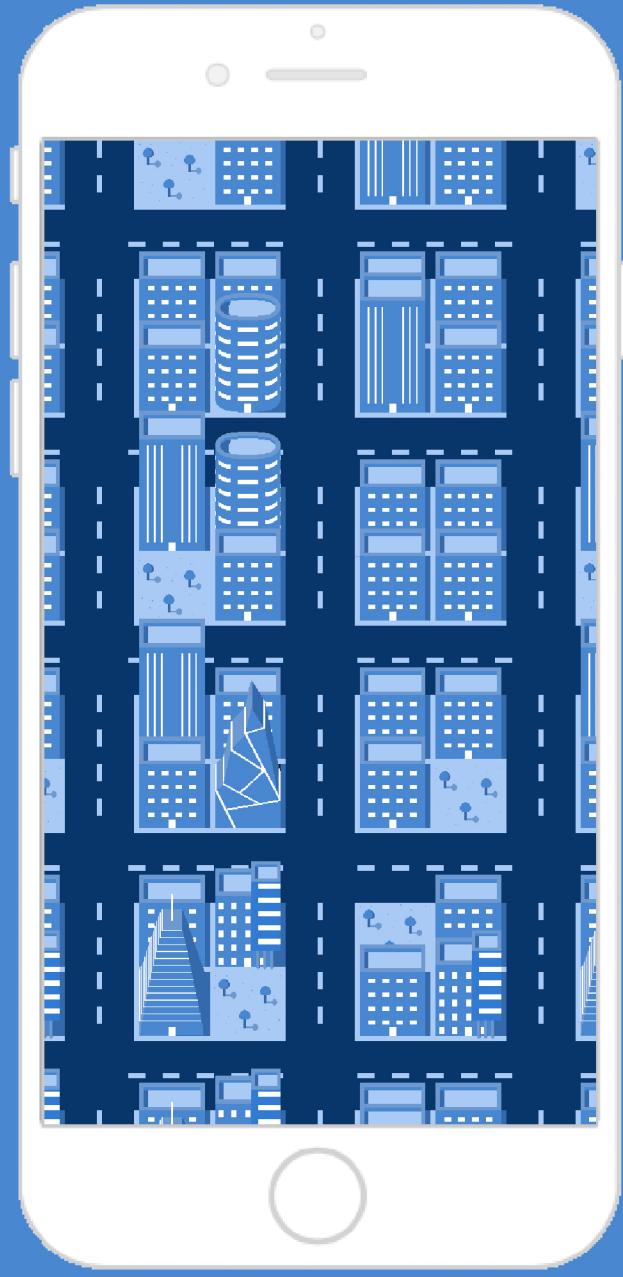


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# Level Design



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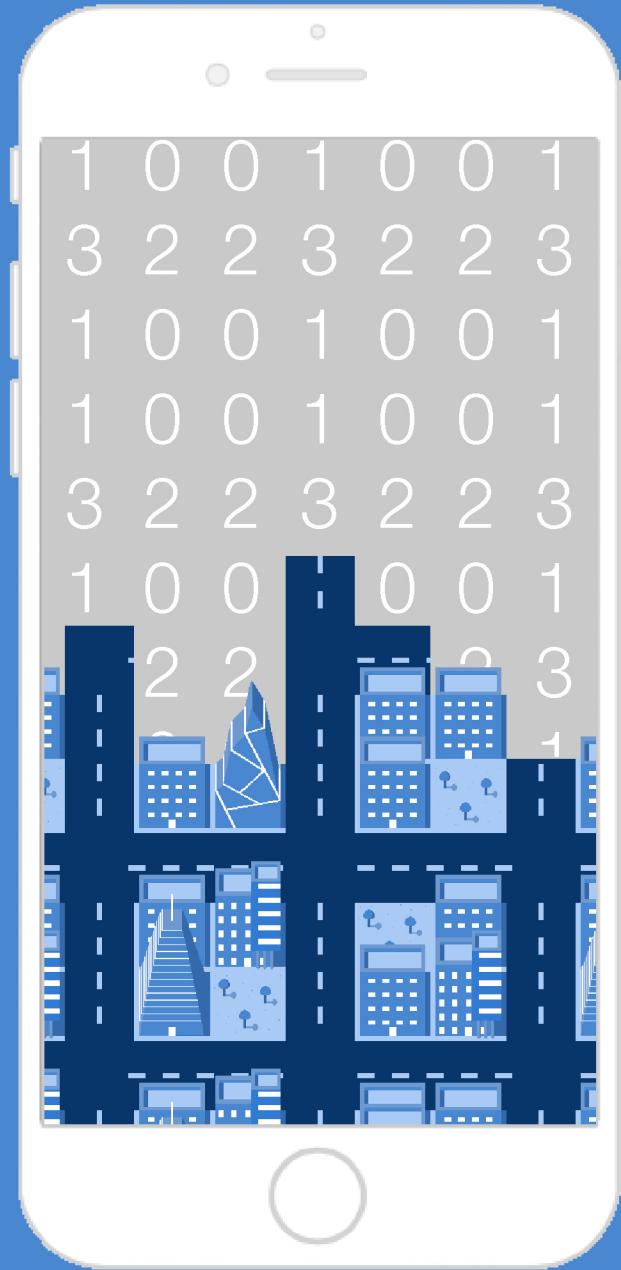


Vertical Scrolling

Infinite / No End



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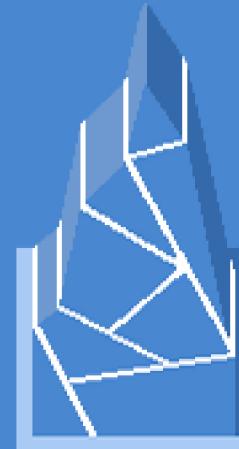
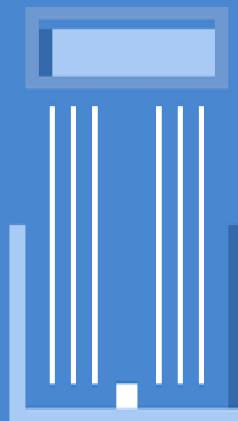
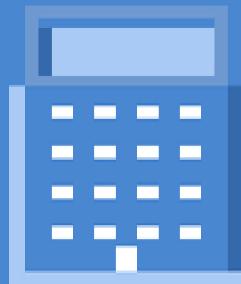
Level sections generated through sudo-random algorithm.

Engine selects predefined sections at random, populates level based on array values



Most frequent

Least frequent

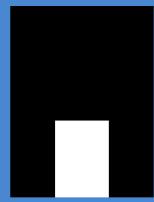
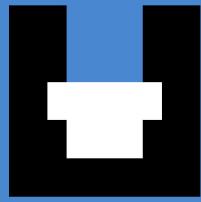


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# Player and Sprite Design



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Minimal sprite design.  
Small canvas means less detail.  
Creates element of confusion / disorientation.



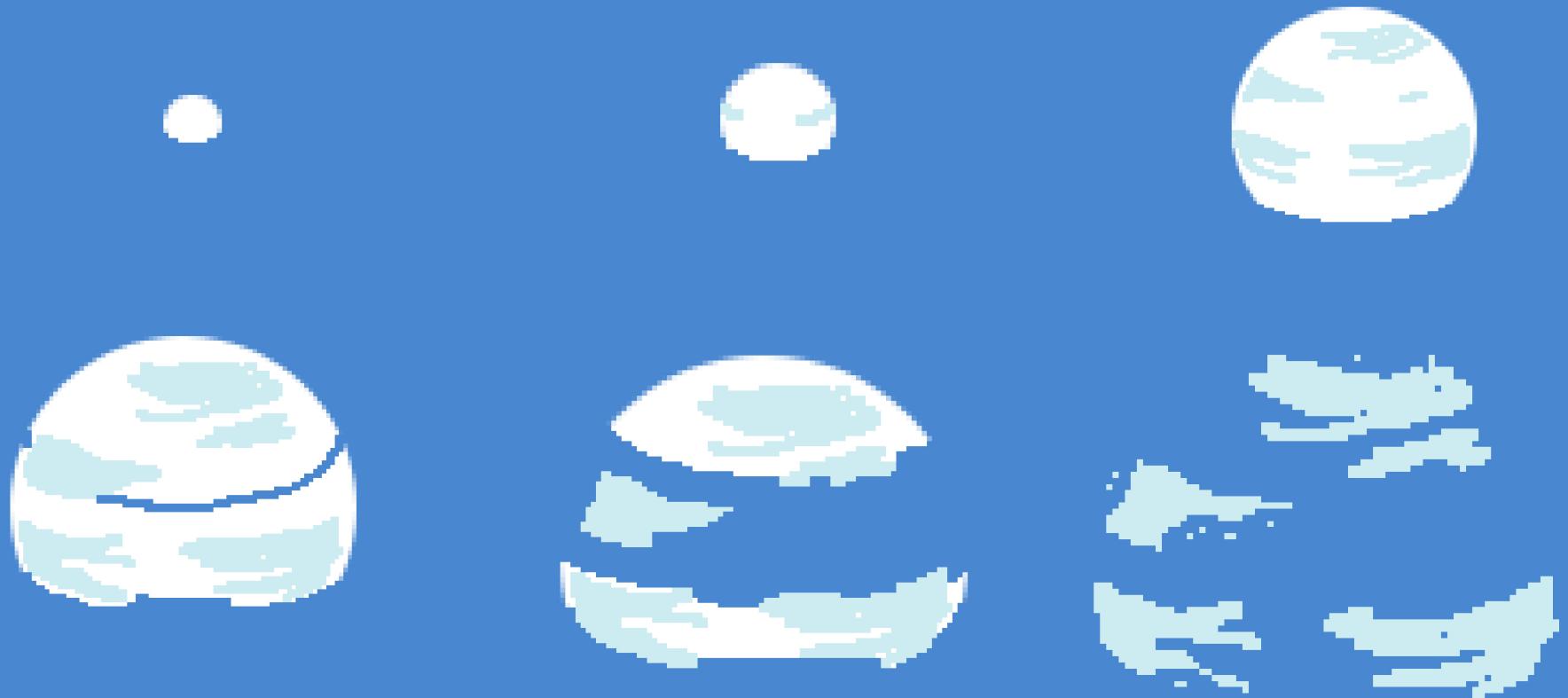
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Explosion animation



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Explosion animation



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Z  
Z  
Z  
Z

Title animation

ZETA TYPE ZETA TYPE  
ZETA TYPE ZETA TYPE  
ZETA TYPE ZETA TYPE

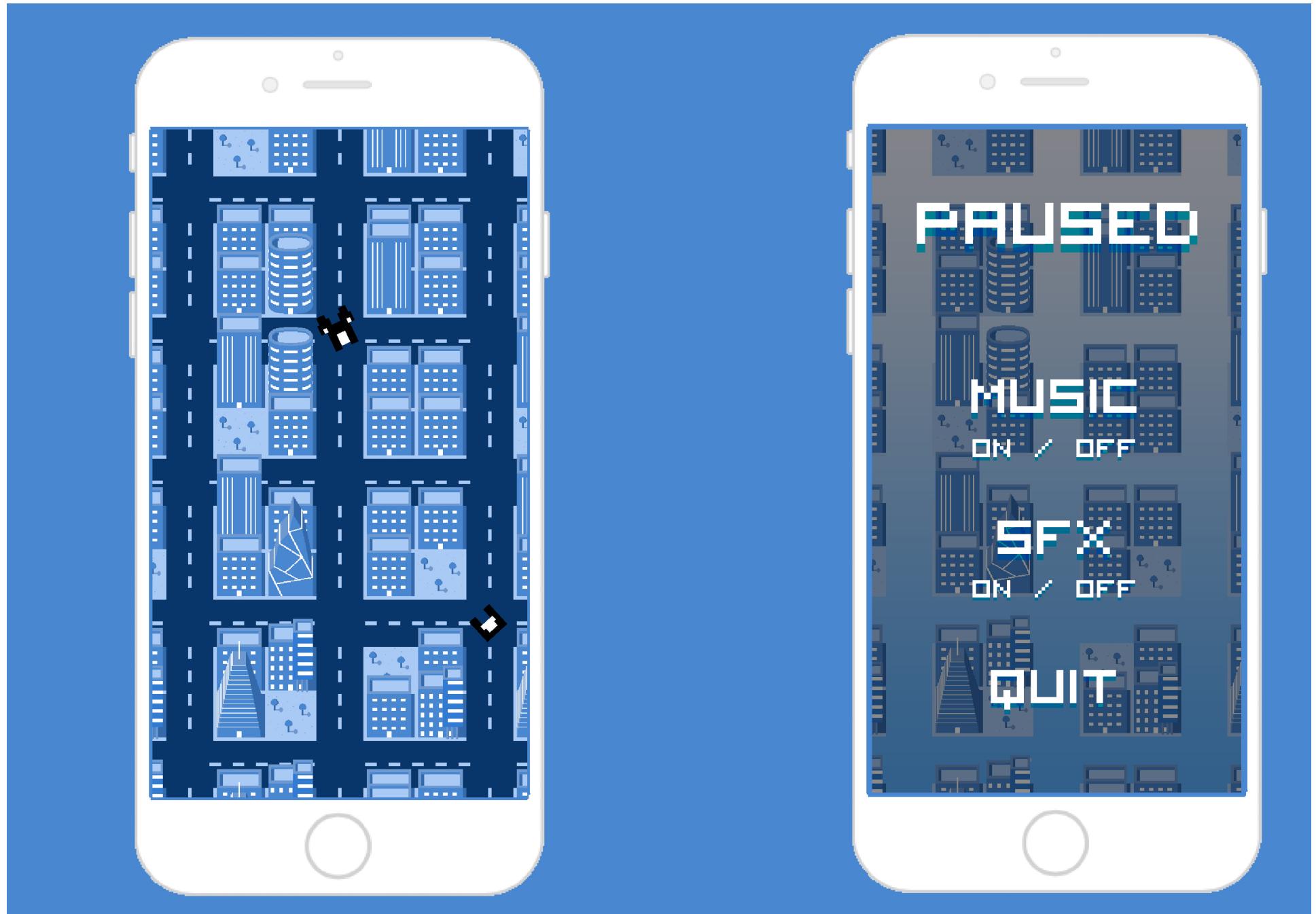


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# User Interface



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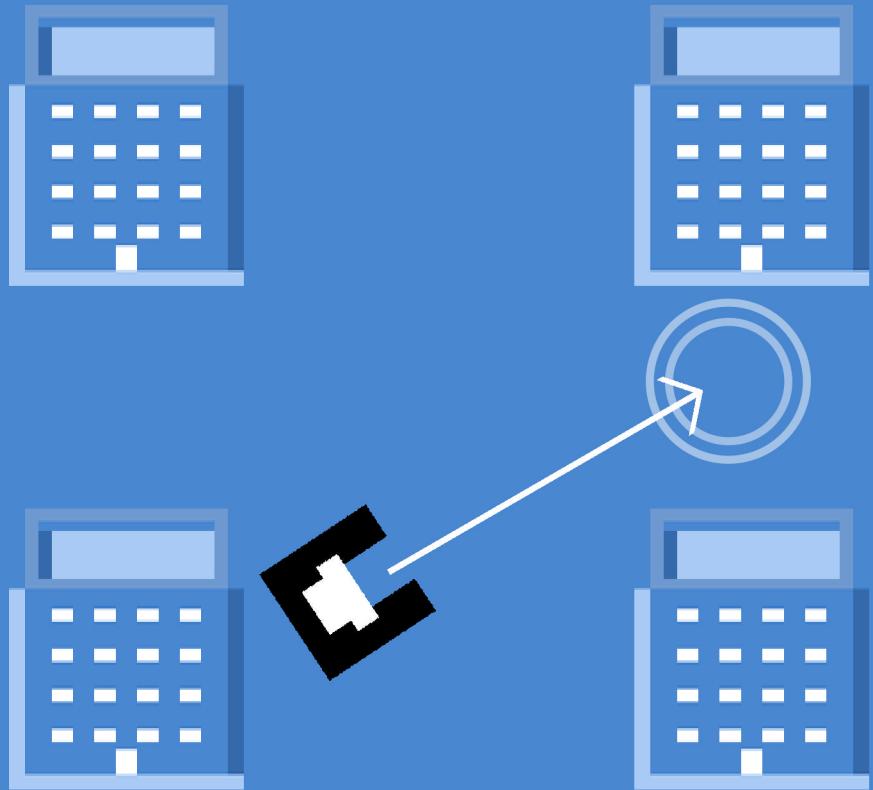


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# Mechanics and User Input



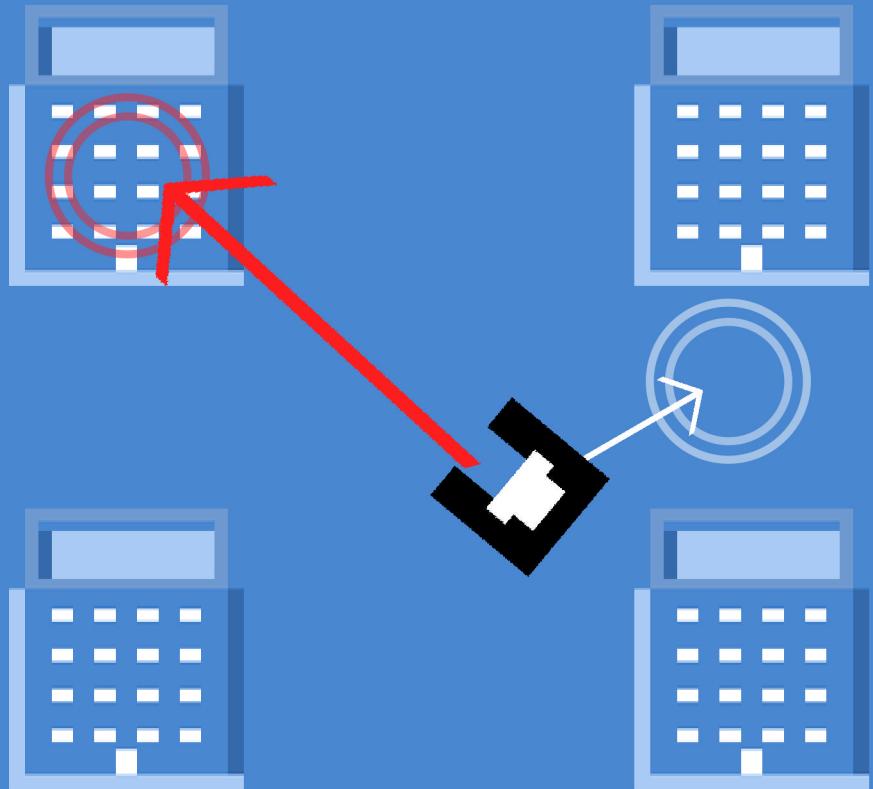
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Tapping an empty space sets a move-target for the player.  
The player will move at a set speed until he meets the move-target.

The move-target will only be set if no geometry is in place between the player and the target.





Tapping a non-passive object, such as a building or an enemy, sets a point-target.

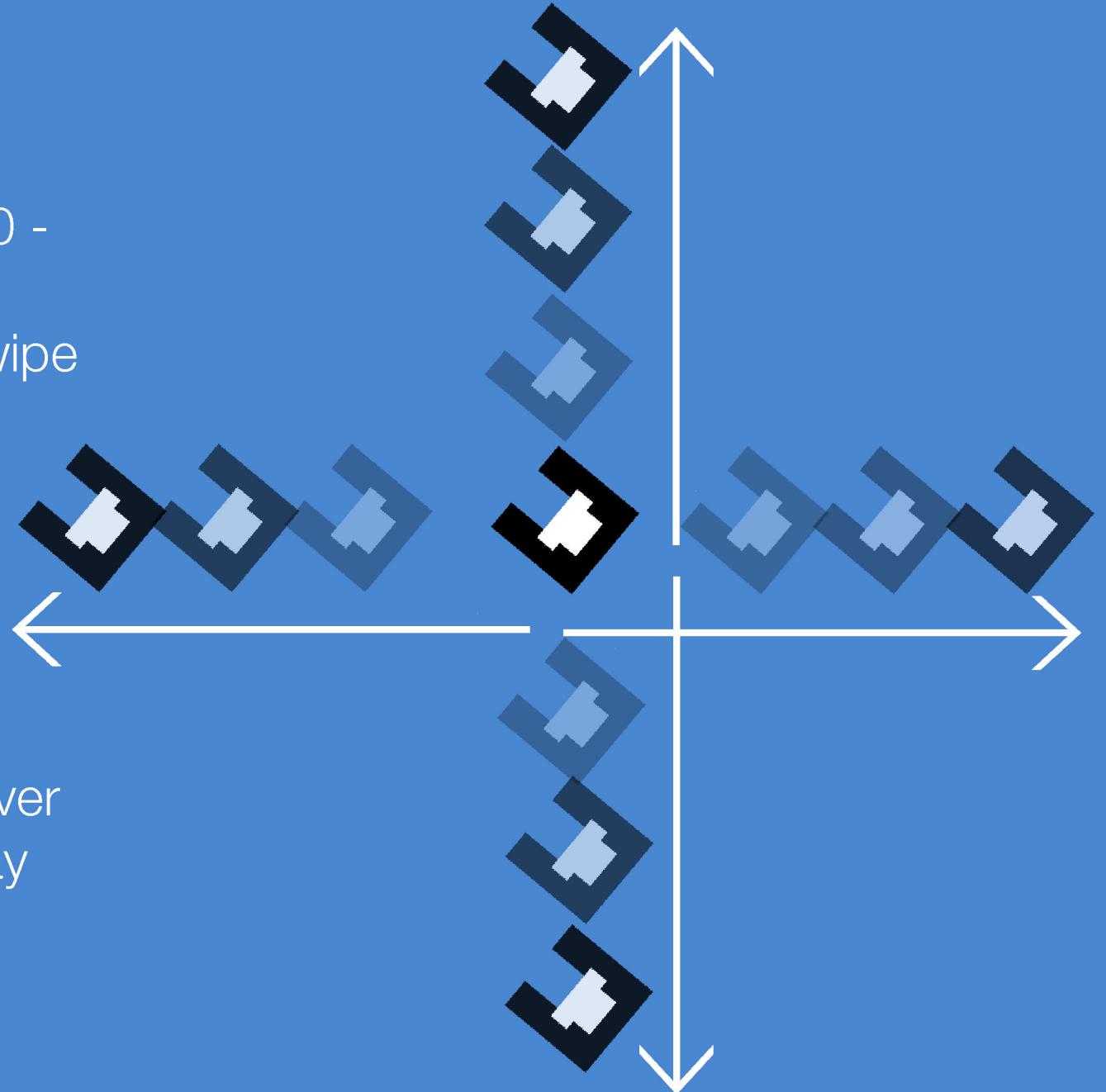
The player will continue to shoot at the point-target until the point-target is destroyed ( $hp \leq 0$ ).

The player will still move towards the move-target.



Swipe to dash

Player will dash 50 -  
100 pixels in the  
direction of the swipe

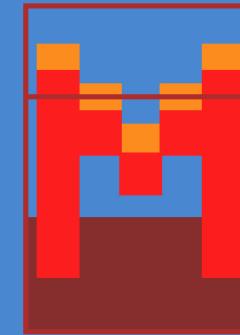
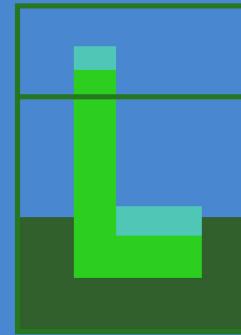
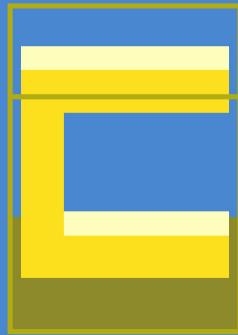


Player will cause  
damage to whatever  
object is in the way  
when dashing



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## Pickups



Collecting an upgrade sets that to current weapon.

Upgrades weapon if already equipped:

+fire rate

+damage



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# THANK YOU



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