

STARBURST

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Game Overview

In this game you will play as a 2D starship called Neon, who wants to harvest 3D planets so that they can transition to the 3D world. Neon accomplishes this by piercing asteroids with their tentacles and tossing them at planets to reveal their cores for assimilation.

Gameplay & Mechanics

Neon needs to destroy the enemy planet by avoiding oncoming asteroids and ordnance, and grabbing said asteroids to throw at the planet to obliterate it, revealing the planet's core for Neon to consume so that they may get closer to becoming 3D.

The central mechanic of this game is Neon's ability to grab the asteroids around him to hurl towards the planets, turning their weakness into their strength. You can grab up to 8 asteroids with your arms and swing them around to build up momentum, dealing massive damage against the planets.

The other main mechanic is Neon's transition to 3D through the consumption of planet cores. When a planet is defeated they will leave behind a planet core that floats towards Neon, as Neon gathers these cores their parts will slowly become 3D until finally they are completely three-dimensional and you win the game.

Art & Style

Starburst will have a consistent Neon artstyle, with the assets looking like neon signs and everything being very vibrant and glowing. The assets will all be made up of simple lines with colours and glowing effects.

Technology

For coding our project we used Raylib for the graphics programming in combination with fragment and vertex shaders for VFX, MakeFiles were used to run the project. For asset design we used Blender for the 3D assets, Krita for the 2D, and Reaper for most of the audio files. The main theme was created with FL Studio and the rest of the audio files were created from free samples online with all credits in the root folder.

