**CS 328 – Game Development**

**Dr. Jeffery Clint**

**Game Design for Term Project**

**Developers: Igor Lopes, João Carlos Melgarejo, Leonardo Corsino**

**April 9th, 2015**

**Name: Alien Nightmare**

**Game Style:**

* Top down shooter
* Action/Survivor/Arcade

**Platform:**

Initially it will be a Desktop Based Application for Linux, Windows and Mac OS based systems.

Language: Java / LibGDX 0.22

**Brief of Story:**

The year is 2935. The human technology is extremely advanced, allowing us to have incredible spaceships that can travel throughout the galaxy. The earth is running out of resources forcing us to explore the galaxies and planets for new resources. By traveling the galaxies, we found a big, desert, and hot planet far away from earth, which we called Nova. The underground of Nova is rich in many resources, turning this planet a gold pot for the human kind.

You play as John Scott, a space marine of the International Space Command (ISC) in an extraction base of the planet Nova. The resources extractions are doing very well in the new discovered planet, until many of the humans in the base turn into terrible creatures and the base loses contact with everyone. Now John has to fight to escape from the base with other survivors and tell the human kind that we are not alone in space.

**Gameplay/Missions/Game Modes:**

**Mission Gameplay:**

There will be different levels. Beginning with john figuring out that humans are turning into aliens and him making contact through radio with other teammates. In each level he has to escape and go forward to the exit of the base in order to escape. I am planning to add a final level on the planet’s surface with a boss fight. Each level has a difficult level, as well, different guns, enemies and survivors.

**“Nightmare” Survival Game Mode:**

There will be some survivor maps, where john will need to survive against waves of aliens, through blocking aliens’ spawn points, buying weapons and ammo. Those are small maps.

**Entities:**

* **Characters:**

**John: He will look like this. I will modify him to carry different weapons and move his leg while running. Other characters that will appear in the game such as survivors and other space marines will look similar to this sprite.**

**C:\Users\Igor\Dropbox\My Dropbox\Documents\University of Idaho\Academic\Spring 2015\CS 328\HW#4\spacemarine.png**

**Alien #1 /Alien #2: They will look like this. I will be responsible for animate them and make them move their legs and claws. The second type of alien will be based on this sprite. I will change the colors and a little bit of the drawing. The second type of alien will shoot a green liquid in the direction of the marine that will harm him.**

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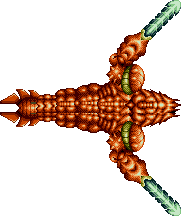
**Alien #3:**

**It will be a simple alien that will attach to the player, decreasing his life. I did not draw this one, I got this sprite from the internet (**[**http://spritedatabase.net/file/10804**](http://spritedatabase.net/file/10804)**) and I will base my final sprite on this:**

C:\Users\Igor\Desktop\sample.png

**Alien #4:**

**I did not draw the third type of alien. It will be a lit bit different and bigger and it will be like a boss and a difficult kind of alien to kill. I got this sprite from:** [**http://www.bogleech.com/sega-aliensoldier.html**](http://www.bogleech.com/sega-aliensoldier.html) **I will base this kind of alien on this sprite:**

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**Weapons:**

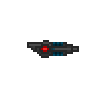
**Pistol: It has unlimited bullets, but it is very weak against all the aliens.**

**C:\Users\Igor\Desktop\pistol.png**

**Assault Rifle (Semi-automatic): It will be very powerful but with limited fire rate.**

**C:\Users\Igor\Desktop\rifle.png**

**Assault Rifle Fully Automatic (): It will have less power than the Semi-automatic rifle, but it will have a good fire rate.**

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**Grenade: It will look like this. I got this one from:** [**http://vignette4.wikia.nocookie.net/scribblenauts/images/2/2f/Grenade.PNG/revision/latest?cb=20121128203623**](http://vignette4.wikia.nocookie.net/scribblenauts/images/2/2f/Grenade.PNG/revision/latest?cb=20121128203623)



**It will have a huge damage for the player himself and the aliens in close quarters.**

**Alien Blood:**

**When the aliens are shot they will bled something like this:**

**C:\Users\Igor\Dropbox\My Dropbox\Documents\University of Idaho\Academic\Spring 2015\CS 328\Term Project\alien swarm\core\assets\alien_blood.png**

**Human Blood: When the space marine gets hurt, he will bleed something like this:**

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**Turret: This is a extra weapon that will be available to the player. It will shoot close ranged aliens. I will base my final sprite on this that I got from:**

[**http://img357.imageshack.us/img357/39-6/turret6fn.png**](http://img357.imageshack.us/img357/39-6/turret6fn.png)

**C:\Users\Igor\Desktop\download.png**

**Levels/ Gameplay Style:**

* The game will have different levels (missions) where John will have to escape from sectors in other to escape from the base.

Those drop items are very important in the game. The left one gives extra armor power for John and the right one gives him more health.

C:\Users\Igor\Dropbox\My Dropbox\Documents\University of Idaho\Academic\Spring 2015\CS 328\Term Project\alien swarm\core\assets\shield.pngC:\Users\Igor\Dropbox\My Dropbox\Documents\University of Idaho\Academic\Spring 2015\CS 328\Term Project\alien swarm\core\assets\healthKit.png

Energy is very important in this game. It is used to buy equipment and unlock doors.

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Other items will show up on the screen to show the player’s weapons, life, armor, energy and ammo.