Project Antares

Game Development Document

*Developed & Written by Team JAK*

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# 1. Introduction

This document will outline, in detail, specifics for the Design, Implementation and User Testing for Project Antares. Antares will be a 2D platformer set in a Sci-Fi environment with a focus on movement-based melee combat.

# 2. Scope

Project Antares will have several unique levels with specific niches. One level will never play like the other. The player will face parkour and combat challenges, possibly both at once. The player will be able to combo movement and combat moves to perform powerful manoeuvres or attacks against enemies.

# 3. Target Platform

Antares will be initially targeted for a Windows PC release with the potential for porting to Web-based platforms and MacOS. Windows offers support for both Keyboard & Mouse and Controllers of varying types, both of which are viable input devices for the project.

# 4. Supported Hardware

Project Antares will be developed with multiple input methods in mind, using Unity’s highly modular Input Manager system to enable different types of hardware to interact with the game. Early discussion also raised to idea of support old-school arcade input technologies, such as the GDT Arcade Machine in SMB201.

# 5. Development Software

## 5.1 Engine

The Project will be developed in Unity, specifically the Long-Term Support build. Unity LTS uses version 2021.3.11f1 at time of writing

## 5.2 Programming

The code for the project will be developed in Visual Studio Code or Fleet, JetBrains new text editor/IDE. Fleet is a relatively new releases, so VSC is still viable for use as the developer sees fit.

## 5.3 Art

Art for Antares will be made with Paint.net to allow for versatile development with file types and image encoding methods.

# 6. Specification

## 6.1 Concept

2D Sci-fi platformer with focus on movement and melee combat.

## 6.2 Story

Metal Gear Rising Revengance but 2D and in space

## 6.3 Setting

Sci-fi  
Space Station

## 6.4 Level Design

2D  
Varying height disparities  
Cover  
Slopes  
Doors

## 6.5 Players

Singleplayer

## 6.6 Actions

Interact with various world objects  
Moving around the world space  
Deal damage to enemies  
Receive damage from enemies

## 6.7 Objectives

Boss Fights  
Parkour Areas  
Clearing out areas of minor enemies

# 7. Graphics

## 7.1 Styles

## 7.2 Fonts

## 7.3 Colours

Light blue for player weapons  
Metallic tones  
Deep orange for enemy weapons

## 7.4 Influences

Strike Force Heroes  
Metal Gear Rising  
Mario

## 7.5 Look & Feel

# 8. Data Storage

## 8.1 Local Data

## 8.2 Online Data

## 8.3 Social Data

## 8.4 Statistical Data

## 8.5 Legal and Ethical Considerations

Colour blind settings

Accessible controls

# 9. Gameplay

## 9.1 Direct Control

### 9.1.1 Interaction System

Collider box combined with a sphere gizmo with a set range.  
E will be default keybind

### 9.1.2 Movement

WASD – M&K (rebinding option in future sprint)

### 9.1.3 Combat System

TBC

## 9.2 Indirect Control

## 9.3 Object Types

## 9.4 World

# 10. User Interface