

# Cthulhu Feature Design Document

‘Earth’s Mega Death Ray Microwave Shield v3.576’

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## Executive Summary/Elevator Pitch

The 'Earth's Mega Death Ray Microwave Shield V3.576' mechanic adds an offensive shield like weapon around the earth which when triggered destroys enemies that are attacking Earth.

The Offensive Shield mechanic adds an area of effect element to the game which is fun and helps to reset waves of enemies.

## Gameplay

At 15 second intervals the player is notified by the message "Earth's Mega Death Ray Microwave Shield V3.576 !!READY!!".

When the user presses the return key an area of effect happens which removes all enemies in range.

Using the feature eliminates most of the spawned enemies and clears up the screen for the user to focus on other aspects of the game and continue increasing the score.

# Mechanics

- At the beginning of the scene the scene timer 'ShieldTimer' is started
- When the 'ShieldTimer' timer reaches 15 seconds:
  - The sprite object 'EnterKey' is created at position 559;287 on the base layer.
  - The text object 'Shield Ready' is displayed to indicate that the player needs to press the return key on the keyboard to use the feature 'Earth's Mega Death Ray Microwave Shield v3.576'
  - The sound effect 'PowerUp 4.acc' is played
- When the return key is pressed while the shield is in its alert mode:
  - The sprite object 'Shield' is created at position -71;84 on the base layer
  - The sound effect 'PowerUp 2.acc' is played
- When the animation of the sprite object 'Shield' is finished
  - The sprite object 'Shield' is deleted
  - The scene timer 'ShieldTimer' is reset
- When the sprite objects 'Octopus', 'Squid' and 'Ink' are in collision with the sprite object 'Shield' the object Boolean variable 'ShieldActive' of the applicable sprite objects is set to a true
- When the condition object Boolean variable 'Shield Active' is set to true the sprite objects 'Octopus', 'Squid' and 'Ink' are deleted

## Assets

ASSET NAME	SHORT DESCRIPTION	SOURCE
'ENTERKEY'	Sprite object in the shape of a return key	Asset Store
'SHIELDREADY'	Text object explaining to the user that the shield is ready	Created
'POWERUP4.ACC'	Audio game sound	Asset Store
'SHIELD'	Sprite object (animated)	Asset Store
'POWERUP2.ACC'	Audio game sound	Asset Store
'OCTOPUS'	Sprite object	Asset Store
'SQUID'	Sprite object	Asset Store
'INK'	Sprite object	Asset Store