

Project **“Space Station Invasion”**

Julien Clément, Johan Jobin, Romain Maillard

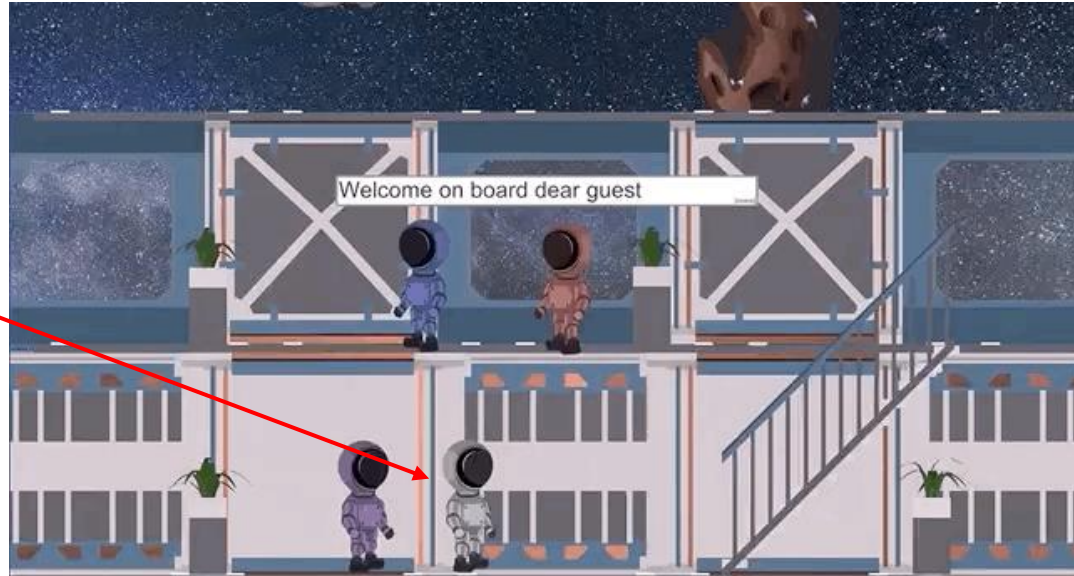
Plan

- **Story**
- **Mechanics**
- **Soundtrack**
- **Levels**
- **Demo**

Story

Mr. Neil Alden Armstrong, one of the spacemen working in the space station, is spending an ordinary day on board.

YOU



Story

He suddenly hears noise from far away... Aliens are attacking the station !

YOU,
panicking



Story

After several explosions, the space station is completely destroyed and Armstrong is thrown onto an asteroid.



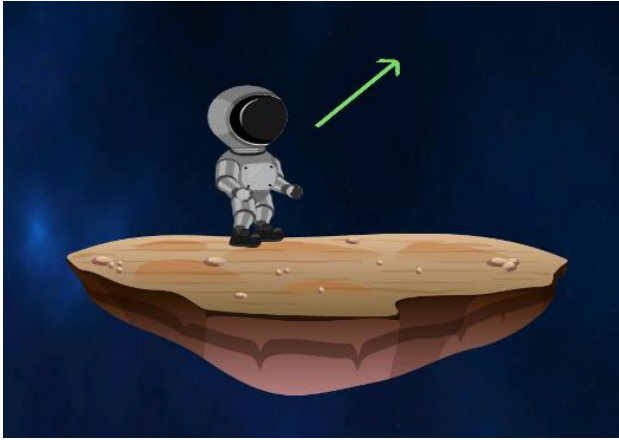
Story

Therefore, he decides to find a more hospitable planet to take refuge on and jumps from asteroids to asteroids to reach it. All along his journey, Neil is confronted to many problems: dangerous enemies try to kill him, his amount of oxygen is limited and the risk of wandering through space in case of bad jump is high.

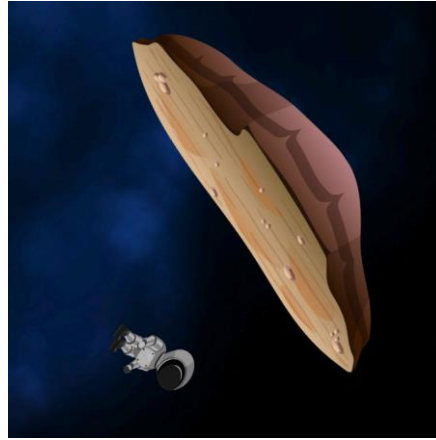


Mechanics

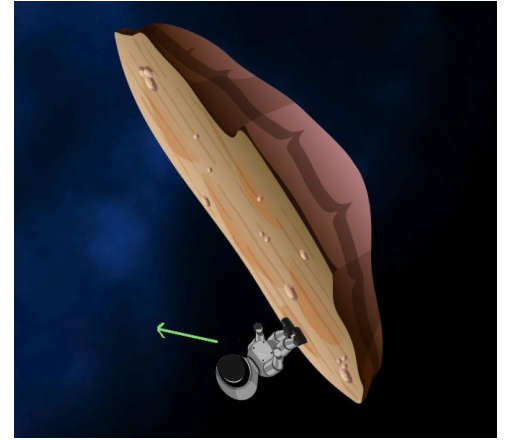
1. Movement



- Mouse clicks
 - Vector (direction & constant speed)
- (can't jump towards platform)



Rotation while flying



Boots stick to platforms on landing

Mechanics

2. Enemies



Motionless



Flying back-and-forth



Flying in circles

Mechanics

3. Oxygen - Oxygen bar



HUD: top-left corner

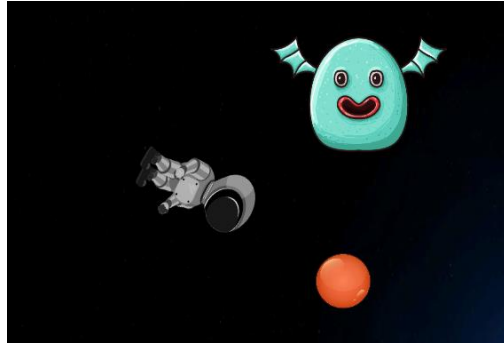
If depleted → Death

Mechanics

4. Oxygen - Oxygen bubbles



Oxygen bar is depleting



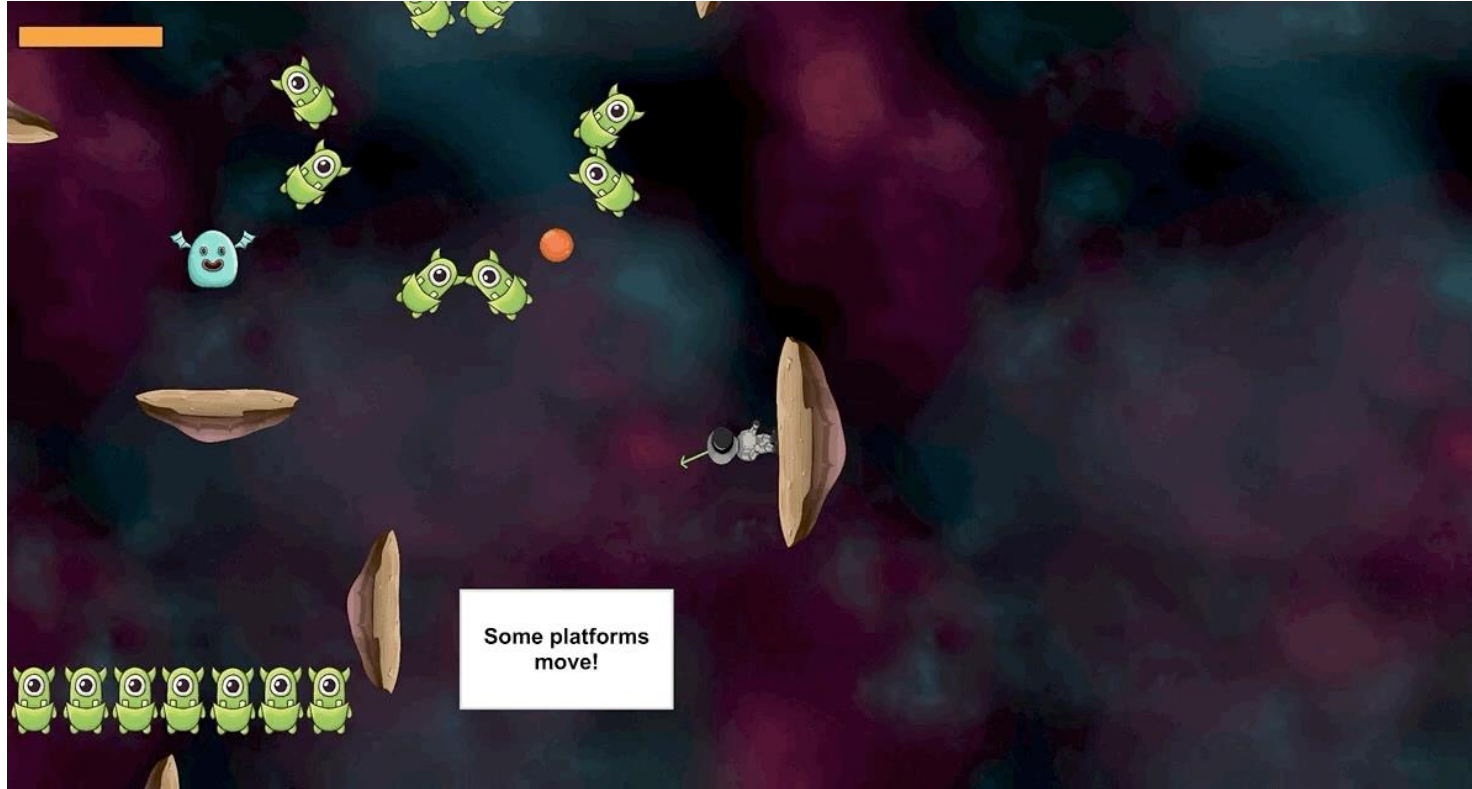
Player catches
an oxygen bubble



Full oxygen bar
again

Mechanics

5. Moving platforms



Soundtrack

- The main menu, levels and lost in space songs were composed by us
- *Intro Jazz* comes from the OST of *The Sexy Brutal* (Tequila Works)
- *Alien Invasion* comes from *Metal Gear Solid's* (Konami) alert music

Game

Introduction scene

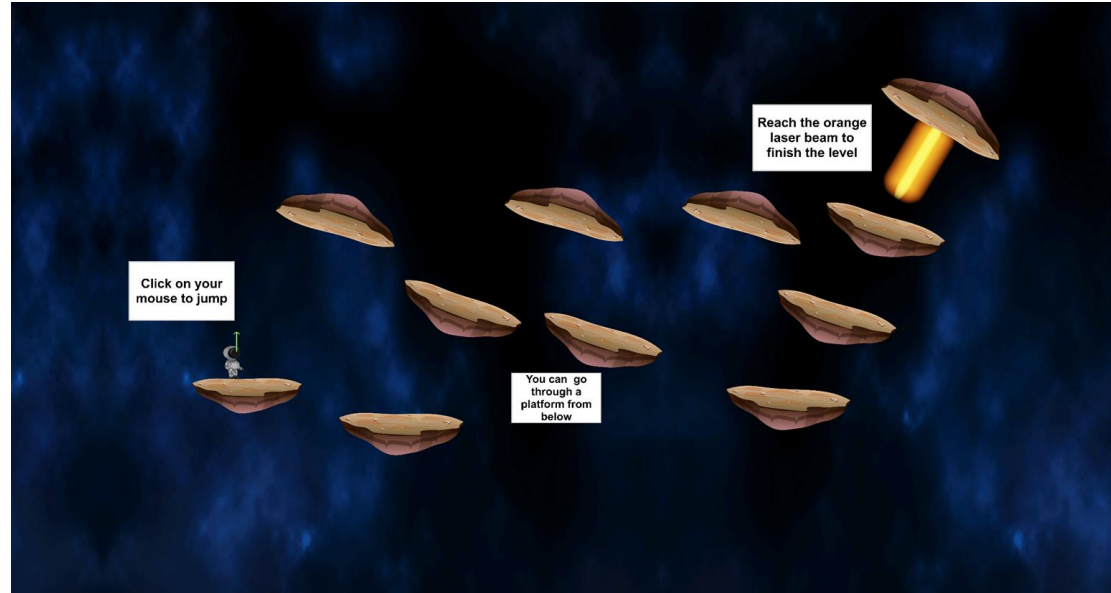
- Presents the universe of the game
- Explains why the player is lost in space and why he needs to avoid the aliens



Game

First level - Tutorial

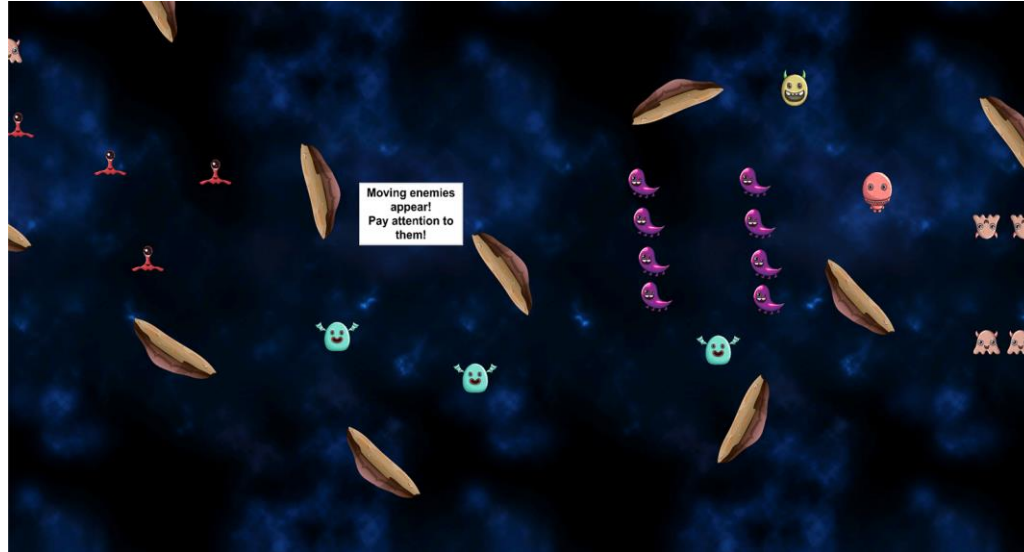
- Introduction of the first mechanic: movement
- Easy level



Game

Second level - Nebula Blue

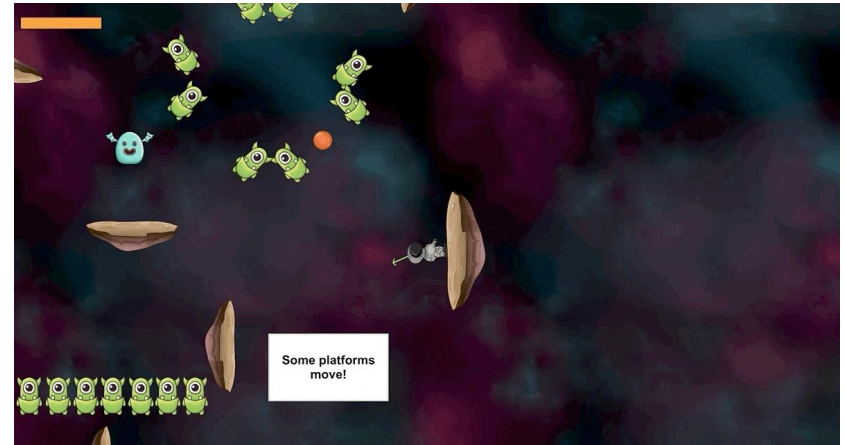
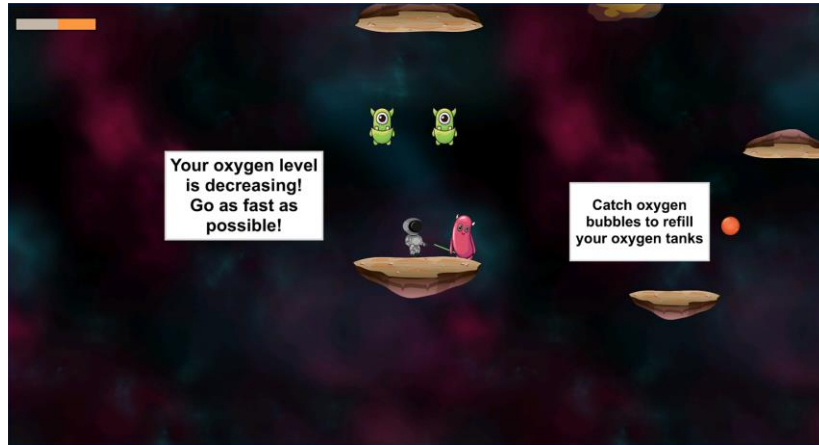
- Introduction of the enemies
- Each type of enemy is shown at least once
- Easy level



Game

Third level - Nebula Aqua-Pink

- Introduction of the oxygen level and the moving platforms
- All mechanics together
- Challenging level



Game

Fourth level - Nebula Red



- All mechanics together
- Very challenging level
- Requires:
 - speed
 - precision
 - knowledge of the level
 - luck

Future work

- Create a camera trap
- Implement other mechanics
 - Small boost while flying
 - Equip the player with a gun
- Implement checkpoints
 - Hardcore mode without checkpoints



Demo



That's all Folks!