**Assignment 1**

The following game is presented by Jon Waaler, Noel Shere, Mitchell Fukuzawa, Peter Okai-Koi, and Jon Ben Oliver, a Game Development Workshop group known as Prometheus games. The game that we are making is known as Agarthan Assault.

Agarthan Assault is a 2d side scrolling shoot’em up arcade game which takes place in an alternate world where the residence of Agartha has emerged from the Earth’s crust. As a player, you take control of a helicopter that goes towards the depths of the earth, defeating waves of enemies that come your way while trying to survive as long as you can.

Aside from just shooting and dodging hostile NPCs and projectiles in most classic side scrolling shoot’em ups, this games requires you to interact with the environment in order to safely proceed within the game. It is a game mechanic that puts a large obstacle in front of the player that requires immediate attention. If not met, the player will receive damage or worse a game over. An idea that came to mind within the group would be a force field that blocks the players path and it’s up to the player to get rid of that force field before crashing into it. Another game mechanic that makes this game stand out, is that instead of having the screen continually move horizontal or vertical with the player, the game actually switches it up and even switches directions the player faces, which in turn forces players to adapt quickly adapt.

The target market would be focused towards students around the ages of 16-19. This is because this game is one of those games you pick up and play for a short period of time. It’s great for those who have a tight budget and require a game to help them take their minds off their studies briefly.