**Haunted Space: Blast Off**

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Team Name: EA Sports

Genre: Top Down Shoot-em-up

Description:

Your rocket ship has crash landed on an uncharted planet. You are the sole survivor. A quick soil analysis confirms your fears: that the entire planet is composed of element #800, ghostium!!! As spooky moans start to come from every direction, you reach for your trusty space revolver. You’re gonna have to survive until someone hears your distress beacon. Can you make it off Planet Spook alive?

Technical Features:

Shooting and reticle are very similar to saucer shoot, but modified for multiple weapon types and directions. Enemies spawn from all 4 directions, just outside the edge of the map, and move towards the player. Items will sometimes drop upon killing an enemy, such as extra lives, shotguns, rifles, and ammo. The player can move in 4 directions with WASD, and the map is larger than the game screen. (250 x 250 characters) Points are earned by surviving and killing enemies. The game goes on for as long as the player can manage to stay alive.

Artistic Assets:

● Title Screen: game name, controls, and play and quit buttons.

○ Size: Window, 1600 x 900 pixels / 70 x 18 chars

○ Frames: 3

● Gameplay Background: mostly black, with some vegetation and ruins. Scrolls with the player’s movement.

○ Size: Game area, 250 x 250 characters

○ Frames: 1

● Player Sprite: A small indicator of where the player object is. A humanoid figure viewed from directly above. Changes depending on where the player is looking.

○ Size: ~2 x 4 chars, depending on direction

○ Frames: 1

● Ghost Sprite: An indicator of where a ghost object is. A humanoid figure viewed from the top down, but significantly different from the player sprite.

○ Size: 1 x 6 chars

○ Frames: 2

● Mega Ghost Sprite: A larger, beefier version of the ghost sprite.

○ Size: 2 x 9 chars

○ Frames: 2

● Power Up Sprite: A small indicator to show that a power up has dropped from a ghost.

○ Size: 1 x 3 – 7 chars

○ Frames: 1

● Game Over Screen: A screen displaying “Game Over”

○ Size: 33 x 18 pixels

○ Frames: 3

Implementation Plan:

For shooting, we based our code off of the *Saucer Shoot* code for shooting, but it was changed to support multiple weapon types and firing directions. Movement for the player was also similar to *Saucer Shoot*’s moving, but is in 4 directions. With every step, ghosts adjust their velocity to be towards the player. Terrain objects are generated randomly. Items are dropped when ghosts are hit by bullets. The player acquires upgrades by walking over them.

All artwork is original sprites created by Jonas or Jake.

Audio was found online, and credited in the README file in the sounds folder.

Distribution of Work:

Art:

Player sprites - Jake

Item sprites - Jake

Ghost sprites - Jonas

Background sprites (plants and ruins) - Jonas

Title screen - joint effort

Game over screen - joint effort

Code:

--Author statements are included in each file.--

Player functions and Items. - Jake

Ghost spawns and behavior. - Jonas

Score – Joint distribution of work.

Game start, end, and menus. – Joint distribution of work

Terrain and background objects – Joint distribution of work.

Audio:

Sound effects -

Music - <https://portopak.bandcamp.com/>

Ghost sounds - <http://www.freesound.org/people/pcruzn/sounds/204818/>

Weapon Fire - <http://www.freesound.org/people/ShawnyBoy/sounds/166191/>

Schedule / Milestones:

October 7th - Hero and Ghosts done, along with game start and end.

October 8th - Alpha complete, not all aspects implemented or polished.

October 13th - Final complete. Game functionality totally complete / polished. Promotional materials mostly complete.

October 15th - Presentation complete (promotional materials, etc)