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Space Custodian - Competitive Analysis

Proposal: Space Custodian is planned to be a genre-bending 2D arena survival game focused on the efforts of one heroic custodian tasked with maintaining and defending a space marine warship from alien invasion whilst the marines are out fighting the *real* battle. The game will focus around the player character, who is the titular custodian, as he attempts to maintain and protect a working, rotating engine core from a variety of space insects, whose goal it is to eat it. The player character will be able to melee, throw explosives, and jump onto enemies in order to damage them. In order to achieve gravity around the center of the map as well as movement normal to the surfaces from it, sensor lines from the player character will be used to detect and rotate the player sprite along the surface and trigonometry as well as 4 separate movement quadrants will be utilized, swapping between them after specific angles have been crossed in normal movement. Collision will result in damage to the player character, and fatal damage will result in a glorious death explosion. Difficulty will increase as the game goes on, by spawning more enemies and differing enemies.

Considered Competitors:

1. Rogue Legacy - a rogue-like randomly generated 2D dungeon crawler
   1. Desired Features
      1. Has Melee forward facing swing attack that deals damage to enemies
      2. Upward jump is floaty
      3. Down + Attack does a downward pogo-type move that damages and enemy and results in upward velocity
      4. Varied enemy types include grounded Melee attackers, that follow a simple attack pattern of pause-with-weapon-extended, dash-forward, swing.
      5. Enemies can shoot projectiles that are not influenced by the terrain and can leave stationary projectiles in their wake
      6. Player falling direction can be influenced by keyboard input
   2. Undesired Features
      1. Character does not auto-correct to stand perpendicular to the floor when ascending/descending
      2. Hitbox includes character’s weapon
      3. Enemy health isn’t shown above enemies
2. Super Puzzle Platformer Deluxe on Steam, by Adult Swim Games
   1. Desired Features
      1. Falling Blocks influence the playing field
      2. Blocks destroy themselves and add to score based on player input (explosives detonated)
      3. Blocks have the capacity to squish the player
   2. Undesired Features
      1. The character does not have inertia and cannot slide over edges
3. Sonic the Hedgehog 2
   1. Desired Features
      1. Sonic has incredible collision programming that makes it so that he can run in 360 degrees and jump at angles depending on player input. Being able to implement this would be ideal.
      2. Sonic also has bounce properties when colliding with an object at high speeds
      3. Sonic utilizes context-specific sensors in order to determine his position relative to the floor and gravity.
   2. Undesired Features
      1. Sonic’s loops work mostly with upward curves, mine will be mostly downward.