(Out of Control)

Turret Divert

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# Game Overview

## Concept

An endless wave survival where the player cannot directly control attacking the enemies and has to rely on turrets to kill the enemies.

## Genres

Top down wave survival shooter

## Game Flow Summary

The player dodges and dashed through large hordes of enemies all while exploring a large flat arena.

## Look and Feel

Pixel art graphics.

## Project Scope

### 1 level

### No NPC’s

### One kind of turret

### Player has no access to weapons and is out of control of attacking any enemies.

# Gameplay and mechanics

## Gameplay

Turret Divert is an endless wave survival, where the player has to survive for as long as possible by using a limited number turrets that they can place to attack the enemies for them.

The player character can be controlled by simply using a keyboard and mouse.

The player don’t not have direct control over attacking the player and has to use skillfully evade and dodge enemy attacks while directing the enemies into the turrets line of fire.

## Mechanics

### Movement

1. General Movement

WASD controls.

1. Dash
   1. The players main form of movement.
   2. Can dash through enemies without taking damage.
   3. When the player dashs through a turret the turret gets reloaded.
   4. Keybinding : SPACE

### Placing the turrets

Only a set number of turrets can be placed at any one time. Can be increased as a level up option. Keybinding : F

## Screen Flow

### Screen Flow Chart

Main Menu -> Game Screen -> Game Over Screen

|

Paused Menu

### Screen Descriptions

1. Main Menu Screen

Loads the player into the main game by pressing the space key.

1. Pause Screen

Shows the controls for the game. Can be opened at any moment my pressing the space key.

1. Game Over Screen

Displays the stats from the game. Such as total kills, high score and player level.

### Replaying and saving

The high score is carried over between games.

# Interface

## Visual System

### HUD

Player health bar is displayed directly below the player sprite.

### Camera

The ingame game camera is centered on the player.

# Artificial Intelligence

## Enemy AI

The active opponent that chases down the player on mass and therefore requires strategic decisions making.

## Turret AI

Chooses a random enemy to target can constantly shoots at them.

### Player Collision detection

### No Pathfinding

# Technical

## Scripting Language

C++ SFML

# Project Management

## Version control

Git/Github

# Appendices

## Credits:

### Art/Sprites

<https://www.kenney.nl/assets/tiny-dungeon>