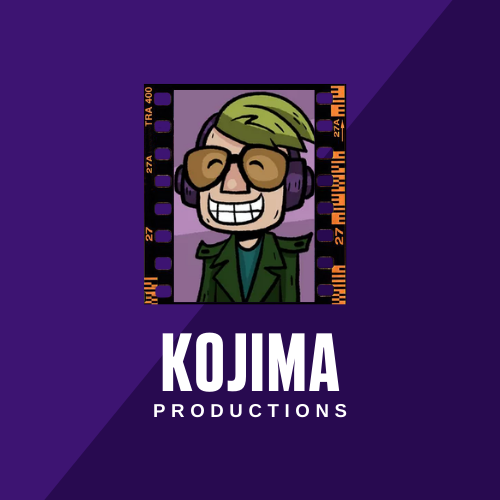
|  |
| --- |
| KOJIMA PRODUCTIONS |
| Metal Snake Z |
| A Run and Gun game |
| Version 1.0  All work Copyright © 2021 by Kojima Productions.  All rights reserved. |
| **Trung Le - 101264698** |
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| --- |
| October 24th 2021 |

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**Version History**

* 1.0 – Initial proposal
* 1.2 – Core gameplay & Level 1 complete
  + HUD stats and controls
  + Actions: Move, shoot, jump
  + Player states: Death, get hit, animation states
  + Robot enemy implemented
  + Bullet, food, explosion pooling
  + Food behaviors:
    - 4 tier: low (5 pts), default (10 pts), high (20 pts), beyond (30 pts)
    - Restores HP if <100%, increases score if HP = 100%
  + Explosion behaviors: spawns when player or enemies die
  + Powerup behaviors: end level if eaten
  + Parallax background implemented
  + Level 1 implemented
  + Menu & level loading implemented
  + Got hit VFX implemented
  + All SFXs & soundtracks implemented

# Detailed Game Description

* Metal Snake Z is a run & gun side scrolling platformer mobile game inspired by the Metal Slug series.
* Player controls a high tech mech suit to go through the jungle & fight robots + monsters.
* The player will move via an on-screen joystick, with 1 button to shoot & 1 to jump.
* Player will need to run, jump, and navigate to avoid bullets & traps, while aiming to defeat enemies for scores & gain powerups/healing items.
* At the end of each level, there will be a unique boss that forces the player to utilize all of their skills.
* The game feel will be fast-paced with some funny visual elements like Metal Slug.
* GitHub: <https://github.com/KojimaMcMaple/GAME-2014_A1>

# Controls

* The player will move via an on-screen joystick, with 1 button to shoot & 1 to jump.

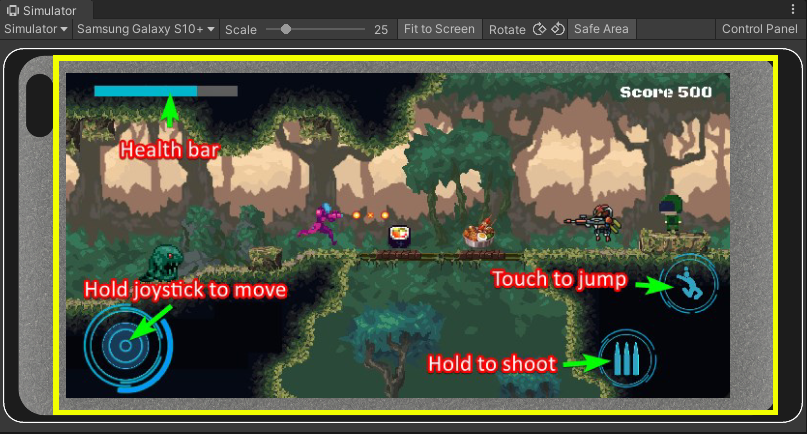


# Interface Sketches

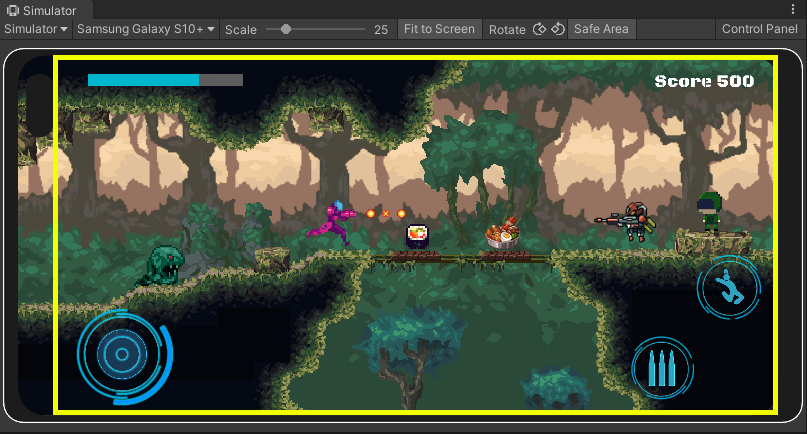
* Created in Unity with appropriate settings.
* Menu Screen:



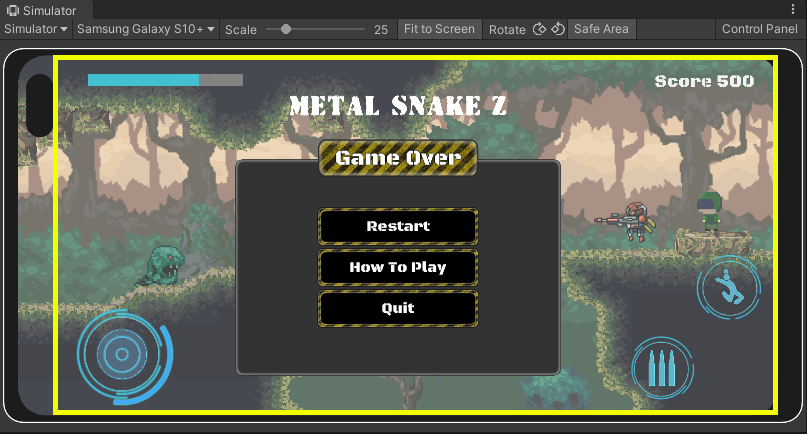
* Instructions Screen:



* Gameplay Screen:



* Game Over Screen:

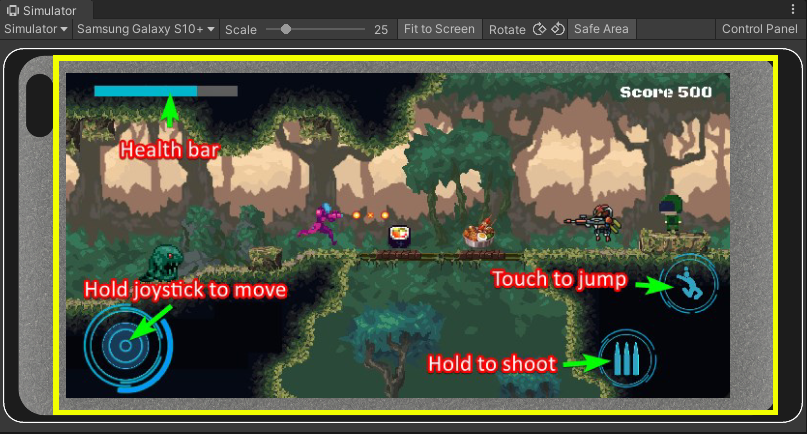


# Screen Descriptions

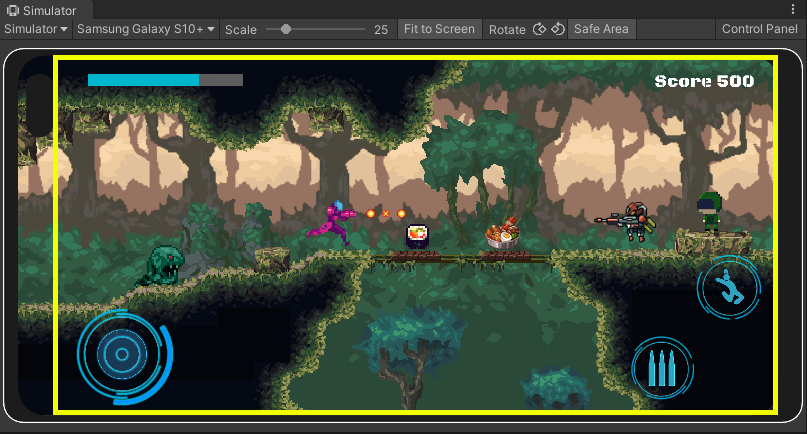
* Menu Screen:
  + Start Game: Launch the game
  + How To Play: Open control scheme
  + Quit: Exit application



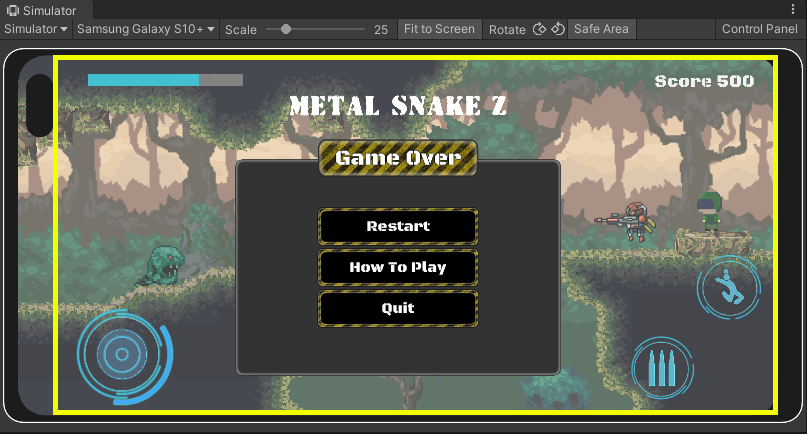
* Instructions Screen:
  + Details on how to control the character and UI elements



* Gameplay Screen:
  + Top left: Health bar
  + Top right: Game score
  + Bottom left: On-screen joystick
  + Bottom-right: Jump & shoot buttons



* Game Over Screen:
  + Restart: Restart the game level
  + How To Play: Open control scheme
  + Quit: Exit application

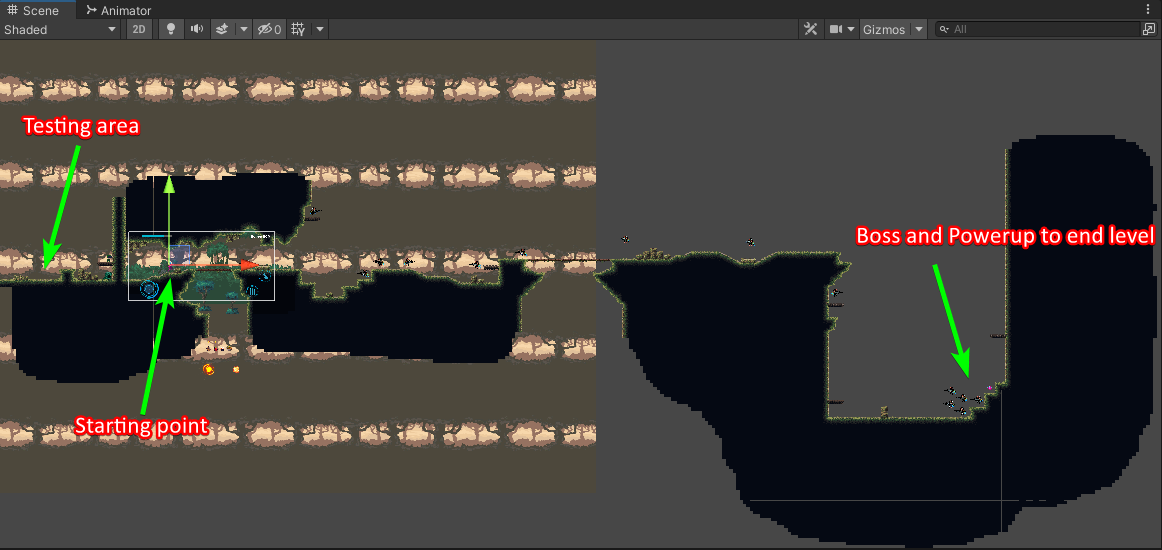


# Game World

* The game is set in a fictional modern world, with both advanced futuristic technology and conventional firearms, as well as monsters for variety.
* The game is set in the jungle environment, with integrated caverns here and there.
* There will be traps scattered around to challenge the player’s platformer skill.

# Levels

* Level 1: Jungle level with light platforming to teach player how to move



* Level 2 [TBD]: Cavern level with traps to challenge player, as well as a boss at the end of the level.
* Level 3+ [TBD]: To be decided for future release…

# Characters

* The protagonist is codenamed SNAKE. He wears an advanced tactical suit with energy weapon and can synergize environmental tech to power itself up.



# Enemies

* Robot: aggressive, use ranged weapon, hard to take down
  + Idle when nothing in field of view
  + Attacks when player stays in field of view
* Soldier: has strength in number, use ranged weapon, easy target
* Slime: chase player, use close-range attacks

# Weapons

* Default cannon: shoots individual bullets
* Rapid cannon: obtained via powerups, rapid fire energy beams until player gets hit

# Scoring

* Player can score by defeating enemies and eating health items while at full health.
* Food behaviors:
  + 4 tier: low (5 pts), default (10 pts), high (20 pts), beyond (30 pts)
  + Restores HP if <100%, increases score if HP = 100%

# Sound Index

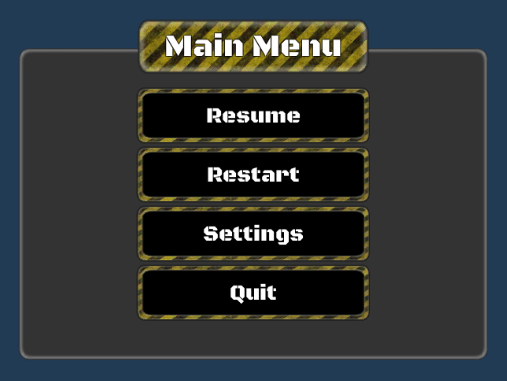
* menu.wav: menu soundtrack
* battle.wav: battle soundtrack
* enemy\_hit.ogg: enemy hit SFX
* menu\_click.wav: menu click SFX
* normal\_shot.ogg: player default shoot SFX
* player\_explosion01.wav: player death SFX
* powerup.wav: player powerup SFX
* rapid\_shot.ogg: player powered up shoot SFX
* robot\_explode01.flac: enemy robot death SFX
* robot\_explode02.wav: enemy robot death SFX
* robot\_shoot.mp3: enemy robot shoot SFX
* soldier\_shoot.ogg: soldier shoot SFX

# Art / Multimedia Index

* "D:\SEAGATE\_DATA\GBC\S5\GAME 2014\_MOBILE GAME DEVELOPMENT I\ASSIGN\GAME-2014\_A1\GAME-2014\_A1\Assets\Warped Caves\Artwork\Sprites\player": player sprites



* "D:\SEAGATE\_DATA\GBC\S5\GAME 2014\_MOBILE GAME DEVELOPMENT I\ASSIGN\GAME-2014\_A1\GAME-2014\_A1\Assets\DualCorStudios\BasicUI Caution\Prefabs": menu UI objects



* "D:\SEAGATE\_DATA\GBC\S5\GAME 2014\_MOBILE GAME DEVELOPMENT I\ASSIGN\GAME-2014\_A1\GAME-2014\_A1\Assets\Robot Shooting Game\Robot": robot enemy sprites



* "D:\SEAGATE\_DATA\GBC\S5\GAME 2014\_MOBILE GAME DEVELOPMENT I\ASSIGN\GAME-2014\_A1\GAME-2014\_A1\Assets\Free Pixel Army\Prefabs": soldier enemy sprites



* "D:\SEAGATE\_DATA\GBC\S5\GAME 2014\_MOBILE GAME DEVELOPMENT I\ASSIGN\GAME-2014\_A1\GAME-2014\_A1\Assets\Slime\Prefab": slime enemy sprites



* "D:\SEAGATE\_DATA\GBC\S5\GAME 2014\_MOBILE GAME DEVELOPMENT I\ASSIGN\GAME-2014\_A1\GAME-2014\_A1\Assets\FreePixelFood\Sprite\Food": food pickup objects



* "D:\SEAGATE\_DATA\GBC\S5\GAME 2014\_MOBILE GAME DEVELOPMENT I\ASSIGN\GAME-2014\_A1\GAME-2014\_A1\Assets\MainAsset\png\64": food pickup objects with more details



* "D:\SEAGATE\_DATA\GBC\S5\GAME 2014\_MOBILE GAME DEVELOPMENT I\ASSIGN\GAME-2014\_A1\GAME-2014\_A1\Assets\Sprites": bullet objects

