Team 3

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Short description
A twin-stick shooter, where you collect keys in order to proceed to the next level. During the levels, enemies will try to kill you, and your response is a shotgun and a rifle which recharge based on your movement.

Gamepad controls
Left stick = Player movement
Right stick = Aim and camera look ahead
Right trigger = Shoot rifle
Left trigger = Shoot shotgun

Weapons
Two different weapons which recharge in different ways. The shotgun recharges by standing still and the rifle recharges when moving around. The weapons had to have different use cases and features in order for the player to want to change weapons. Since the player has to sacrifice mobility to access the shotgun, we could balance it to be the more powerful gun. As an additional incentive to use the weapon you have charged up, we drain the charge slowly from the player when it's not recharging.

Shotgun	
Charges by:	Moving
Discharge by:	Standing still
Features:	Multiple projectile Wide angle Short range High damage Can store few shots in the charge

Rifle	
Charges by:	Standing still
Discharge by:	Moving
Features:	Single projectile Long range Low damage Can store many shots in the charge

Enemies
There are two enemies: chargers and shooters. The charger enemy rushes at the player non-stop and deals a large amount of damage on impact. The shooters try to maintain a medium distance from the player and fire at them from afar.

Our intention is for the two enemies to be best dealt with through one of our weapons respectively. The shooters hover just outside of the range of the shotgun and the chargers charge at the player quickly enough to make the lower firepower of the rifle less feasible.

Levels
We have three levels in total (plus a victory screen). Each is intended to teach the player something new about the game and challenge them on what the previous level was telling them.

Level 1: Pillar room
The first level is intended to teach the player about keys and the locked door, and about the dual charging systems. It aims to accomplish this by showing the player the keys in a safe environment (the initial spawn can only deal 60% of the player's health), and lure the player into an alcove where waiting to charge the shotgun is highly effective.

The level also contains destructible walls to give the player a chance to learn this mechanic.

Level 2: Elevator room
This room teaches the player about the mechanic of elevators by forcing them to interact with them in order to continue the level. First the player encounters the elevator down in a safe area (enemies cannot reach you on the high ground). At the end of the level the player is again asked to take an elevator, this time while fighting enemies at the same time.

If the player has not understood how to charge their shotgun yet, the elevators will force them to stand still which should clarify the issue. There is also a destructible wall that must be destroyed in the middle of the level, guaranteeing that the player knows about this mechanic before progressing to level 3.

Level 3: Final room
Here the player is launched into a gauntlet where they must use all of their knowledge of the two weapons, destructible walls, and elevators in order to manage the level. By combining large groups of enemies that are spawned in batches together with tight rooms with lots of corners we create an environment where the player wants to be on the move, yet has plenty of opportunity to set up an ambush with the shotgun.

Camera
For the camera we used the code that was handed to us in the beginning of the assignment, but modified it trying to make a good rhythm suitable for our game. One of the changes we did was to make sure that the camera always moves when the player moves. Before, the player could be moving around in the middle of the camera as it stands still. It felt somewhat off and took away the player's connection with the character. When the camera is now

moving with the character you, the player, are more part of the game and the small world we created. We also made the camera look ahead of the character in the direction you are rotating to and aiming at. Giving the player a better view of the area and more information of what's ahead.

Signs and feedback
We tried to add at least one sign and feedback to each action in order for the player to understand what's going on. This is done with the UI, particles, and changing material on objects.
Examples:
- When enemies take damage, the texture is changed for a bloody one to indicate that you hit and successfully damaged the enemy.
- When picking up keys, the UI slider increases.
- When charging a weapon the "charge bar" starts blinking and the text above turns bold.
- When any bullet hits something, a particle effect plays. (Impact on walls, players, enemies, etc.)

Elevators are lacking in feedback currently. With more time, we would have liked to add sounds and visual feedback (such as glowing effects) when the player enters an elevator, while the elevator is moving, and on the moment of arrival.