

CSci 680 Term Project Proposal Report

“Set Rising” Game Design Document

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Introduction

Set Rising is a single-player, side-scrolling action platformer set within the context of a galactic civilization far in the future. The player controls Set, an infamous war criminal who is offered his freedom in exchange for waging war against an invading alien species known as the Myrmidons. Each level is set on a different planet, features a unique ammunition type or upgrade for Set's main weapon (i.e. the player can switch to using a flamethrower on the volcanic planet), consists of killing enemies and overcoming platforming challenges, and ends with a boss battle. Upon completion of each level, the player is rewarded with a piece of equipment that confers a new ability that can be useful in combat or in solving new platforming challenges. The new equipment includes a device that allows the player to walk through certain types of walls, a device that slows the passage of time for objects and enemies in the environment but not for the player, a jetpack that allows vertical boosts and slows the rate of falling, and a black-hole grenade which upon detonation draws enemies within a certain radius towards its center. After completing a linear series of four main levels, the player is given the choice of two options for the final level. The ending of the game is different depending on the choice of final level.

Story

The basic story is: A powerful and ruthless alien civilization known only as the Myrmidons has descended upon the galaxy, laying waste to planet after planet. Entire populations are massacred, and the remnants of the broken Fleet are scattered, leaving the empire utterly defenseless. As the invading force nears closer to the core worlds, the Council makes a desperate and perilous gambit in an attempt to stop the slaughter. Set, infamous war criminal and the only man in the galaxy whose cruelty and malice matches that of the Myrmidons, has been offered his freedom and a full pardon in exchange for routing and exterminating the invaders. Eager to have a weapon in his hands again and get back to doing what he does best with it, Set accepts the offer, suits up, and ships out to the nearest planet under siege...

Characters' Names

Main character name: Set, taken from the Egyptian god of chaos and war.

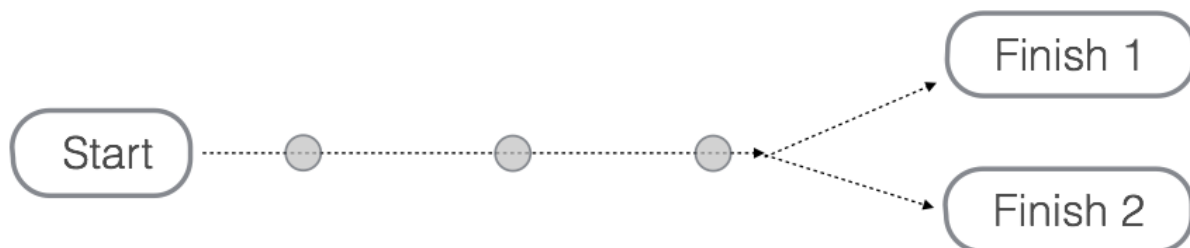
Alien race name: the Myrmidons, taken from warriors under Achilles' command.

Level and Environment Design

The first level is the planet under siege. After fighting through the level and defeating the boss, the anti-hero discovers some piece of alien technology that gives him some ability. Acquiring more alien tech and the power that comes with it becomes an additional incentive for the antihero to honor his bargain and continue fighting the aliens.

The subsequent levels are alien-controlled planets, each with the reward of a new ability or weapon after defeating the boss. We totally have 4 levels and each level is set on a planet. The planets could have different themes such as rocky (Mercury), volcanic (Venus), desert (Mars), ice and gas (Uranus), etc. We have a linear progression of levels, 3 of them are playable on any given playthrough. For the last level, the player could be given the choice between attacking either the alien home world, or the human capital. The ending of the game would be different based on the choice made.

Type of level: Linear



Game Play (Weapons and Powers)

Weapons:

Level-specific weapons.

Powers:

(Power 1) Walk through walls: walls that may be walked through are semi-transparent when the power is activated.

(Power 2) Double jump: implemented as a jetpack which also slows fall speed.

(Power 3) Time manipulation: everything in environment (enemies, enemy projectiles, etc) slow down, but the player and player's projectiles maintain normal speed.

(Power 4) Black hole grenade: travels a fixed horizontal distance and then detonates, pulling enemies within a certain radius towards it

Level Themes

Level 1: Planet under seige. Destroyed buildings. Rubble.

- no level-specific weapon
- powers acquired: walk through walls (maybe); black-hole grenade

Level 2: Ice planet.

- level-specific weapon: freeze ray with Metroid-style mechanics (i.e. one hit freezes an enemy for a short period of time, and a second hit while frozen deals damage and unfreezes the enemy)
- power acquired: time slow

Level 3: Volcanic planet.

- possible obstacles: use time slow to pass through areas with fast falling lava/rocks from erupting volcano
- level-specific weapon: flame-thrower. Short range but deals more damage.
- power acquired: jetpack or rocket boots.

Alien Homeworld (player's choice): Underground. Organic. Ant colony/hive.

- no level-specific weapon.

Human capital planet (player's choice). Civilized, futuristic society. Tall, sleek buildings.

- no level-specific weapon.
- Potential enemies: human soldiers, and defensive structures such as turrets

Sizes

- Tentative tile size: 32 x 32 pixels
- Tentative character size: either 32 x 64 or 64 x 64 pixels. Keep hitbox width to 32 pixels or less.

Art Design

We are going to create the entire art design by ourselves, including the graphics, music effect, background music, background story dialogues. Those designs will be presented at a later stage of this project.

Timeline

- Week of 10/11 - 10/17:
 - Create custom map editor
 - Work on concept art for Set and enemies
 - Begin working on Set spritesheet
 - Search for free tile sets
- Week of 10/18 - 10/24:
 - Finalize the Set spritesheet
 - Complete spritesheet for one enemy
 - Design HUD and menus
 - Game prototype showing key gameplay elements such as platforming and interacting with enemies
- Week of 10/25 - 10/31:
 - Implement all special abilities and level-specific weapons
 - Spritesheets for other enemies
 - Complete the first level and its boss
- Week of 11/1 - 11/7:
 - Complete next two levels and their bosses.
- Week of 11/8 - 11/14:
 - Complete last two levels and their bosses.
- Week (and a half) of 11/15 - 11/24:
 - Testing & balancing
 - If time allows, polish the game and create extra content such as an introduction animation

Game Logo

