Scavenger

Team Awesome Name

Revision 0.0.0

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**Overview**

**Theme/Setting/Genr**e

Deep Space Shooter

**Core Gameplay Mechanics**

* Enemies drop stronger weapons for the player to build an arsenal from
* Stronger Weapons require ammo or are limited with cooldowns
* Resources (scrap) are spent to generate ammo or reduce cooldowns of all current weapons
* Weapons collected in the player’s current attempt are lost upon death, but remain as pickups at the location where the player died

**Targeted Platforms**

* PC – Windows

**Monetization Model**

None: School Project

**Project Scope**  
 Game Time Scale  
 Cost: N/A  
 Time Scale: 2-3 Months  
 Team Size  
 Core Team  
 Timothy Fernando  
 Gameplay Programmer  
 No Cost

Jack Wiebe  
 Gameplay Programmer  
 No Cost

Selmo Rodriguez  
 Gameplay Programmer  
 No Cost

Total Cost: $0

**Influences**

Raystorm: Raystorm was a game released for Playstation, it was a 3D Bullet Hell Space Shooter that featured a 2 player move and had a unique upgrade mechanic that allowed the player to either shoot more homing lasers at the hordes of enemies or create a massive amount of lightning storms. Each type of weapon is selected during startup and can only be changed once the player’s ship is shot down. In addition, acquire enough power cells will allow the player to expend the power within those cells to perform a super attack that virtually blankets the screen in laser fire or electric storm, depending on the player’s loadout. We really liked the upgrade mechanic of adding more guns to the as an upgrade rather than just replacing the main gun.

Megaman Series: The Megaman was a 2D sidescrolling platform shooter that required players to defeat bosses to acquire additional powers, these powers can switch out for different depending on the situation, ranging from a different type of gun to melee weapons and misc gadgets. The team wanted to explore the feeling of being able to switch weapons in the heat of the moment. Allowing the player to explore different combinations of guns and gadget with their ship and also presenting bosses that encourage that mechanic

Starfox: Starfox was a 3D 3rd person space shooter, that added depth to map designs enemy design as well as the ability to make complicated maneuvers. The team wanted explore a dodge/dash ability that cost resources to execute to give players some depth in planning how they would spend their finite resources within the game.

**Story**

**Story(Brief)**  
 Stuck in a debris belt surrounded by space pirates and hunted by bounty hunters. A crew of intelligent miscreants modify a derelict spacecraft to escape.

**Story(Detailed)**

A group of gang members were sentenced to death by The Space Mafia by being jettisoned off into a debris belt filled with space garbage. Refusing to succumb to their hopeless situation, they modify a derelict an outdated space destroyer in the hopes of using it to escape. Though they were to get it to move, the debris belt is harsh environment to navigate through and is also home to all manner of shady characters, ranging from space pirates, space smugglers and bounty hounters. The crew must fight and constantly upgrade their ship if they hope to survive and finally get out of the belt.

**Gameplay(Brief)**

The game is 2D sidescrolling space shooter, where there multiple resources the player must keep track in order to succeed.

**Gameplay(Detailed)**

The gameplay is 2D sidescrolling shooter. The player is allowed to go up or down, speed up of slow down. The player’s ship has a main gun that uses no ammunition and is available from the start. The player must shoot down incoming enemies and obstacles such they can proceed safely through the level. Shooting enemies down will produces an upgrade pickup that either unlocks a new gadget or unlocks a new weapon. Enemies as well obstacles also produces scrap upon their destruction. This resource can spent to create more ammunition for more advanced weapons or reduce the cooldowns of the ships gadgets. If at all, the player is shot down and still has any remaining lives, the parts and scrap accumulated up to this point become pickups at the location the player died. If the player reaches a game over state however, all of these are lost.

**Assets Needed**

**2D**

Textures  
 Debris Backgrounds  
**Sound**  
 Ambient Sound  
 Normal Levels  
 Boss Levels

**Sound List**  
 Actor Movement  
 Dodge/Dash  
 Actor Shooting  
 Rockets Firing  
 Lasers Firing  
 Cannons Firing  
 Main Gun Firing  
 Shield Activating  
 Tractor Beam Acitivating  
 Autocannons Firing  
 Actor Hit/Collision

Enemy Fire/Ship Collision  
 Obstacle Collision  
 Actor Destruction

Player Destruction  
 Enemy Destruction  
 Boss Destruction  
 Obstacle Destruction

**Animation**  
 Character Animation

Player

Explosion  
 Engines  
 Taking Damage

NPC

Explosion  
Engines

Projectiles

Explosion  
Missile streaks  
Unique projectiles