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KEY WORDS: Memory Loss and Wheel

Short Description & Main Mechanics

What genre of game are you going to make?

A 2D side scroller where you contiguously move through a level without any interruptions or separate screens.

Describe the camera, character and controls (3C's)

The camera is on a set Y- and Z-axis and only moves on the X-axis to follow the player character within the level so the player doesn't lose sight of themselves. The character that player plays at is a green duende (alien) that flies a spaceship in the sky and has an interest in keeping its existence hidden from humanity below them.

When it comes to controls, the player uses WASD to move. W for up, S is down, A is left, and D is right. They can infinitely move left and right, as far as the level allows them. However, they can only limitedly move up or down. LMB (left-mouse button) allows to shoot a memory loss beam at the selected target, keeping the button pressed will keep the laser active on the target. Space Bar performs a quick teleport of a limited distance which functions as a sort of dodge roll.

What is the goal of the game? How do you beat the game? How can the player fail?

The player's (alien's) goal is to reach their target within the level and wipe their memory clean before they reach a safe point inside an office building, bunker, etc. While at the same time keeping your presence secret from the public that the target is moving through by avoiding the vision cones of each individual walking on the ground. The level ends once the player is able to memory wipe the initial target and have none of the public currently being aware of their existence.

There are two loss conditions that a player can encounter. The first one is the main one, it is when their initial target manages to make it to a safe space and reports their existence to the wider public, once that happens the player is reported that they have failed their mission and must redo the level again.

The second condition is when the player is spotted by a non-target individual on the ground, at that point a timer is announced and the player has the mind wipe the individual before the timer runs out and they are reported. Once that happens, the player is given an automatic game over and are forced to redo the level.

Describe your main mechanics. Avoid the use of non-descriptive terms such as puzzles, magic, spells ... Describe how the puzzle would work, what the spell does ...



The screen consists of two planes where action is happening, the upper part of the screen where the player as an alien flies around. The UFO's movements are limited to that plane so the player is never able to get close to the second plane which is the ground. That plane holds most of the objects that the player can interact with; people that walk either left or right. Every now and then, one of these people NPC's have a thought bubble hanging above their head. The player can shoot out a memory loss beam that removes the current thought that is in their head and leaves them a bit dazed, however the player should on focus on removing any thoughts about aliens. The beam isn't instantaneous so the player will have to keep the connection and not stray too far to avoid the connection breaking.

The NPC's have a view cone that visualizes the area that they can spot you, most of the time they're kept to the ground but sometimes they'll look up and the player must make sure they're not in the path of the view cone at that time. Once spotted, the NPC will fly into a panic and start running to one end of the level and the player has a limited time to quickly remove the memory of them or they'll fail the level.

There are many ways that the player can avoid their sight, primary way is a teleport ability that allows them to dodge out of the cone, its only a short distance and the player is slowed down for a moment after use. You can think of it as a dodge roll. Another way is too immediately start memory wiping to put them in a daze before they even spot you. Finally, you can use the background to your advantage, hiding behind trees and buildings can help you stay away from their view so the player will have to keep an eye on the environment.

The player is not the only one that hangs out in the upper plane, sometimes a bird or drone would fly by that if they hit the UFO, the player will be dazed themselves and aren't able to move for a brief period. This can cause them to come into an NPC's view cone or let the target create more distance between them and the player.

What is the focus of your project, which aspects of your game would you like to prototype? Which scope do you have in mind?

The main elements that I would like to definitely have in the first finished prototype is:

- 1) The alien UFO (movement, memory beam, dodge)
- 2) The people NPC's (AI, view cone, spotting system, thought system)
- 3) Level (Side-scrolling, Background, Hiding system)
- 4) First target (Primary alien thought)
- 5) Flying Obstacles (AI, GetHit system)
- 6) Placeholder visuals and sound effects
- 7) Game Over screen (allows player to restart the level)

Possible elements I would like to add if I had the time:

- 1) Two extra level with different environments (area 51, Paris, etc)
- 2) Two other target with different behaviors (more paranoid, escorted by guards)
- 3) Main menu screen (level selection menu)
- 4) Different types of memory loss beams (small memory loss grenade, etc)
- 5) Different types of people NPC's with also different behaviors