The Generic Shmup

Short description about the game

The game is a 2D space shooter. The player will be controlling a space ship that can move on the 2D plane and shoot. The objective of the game is to complete all the levels. Levels consist of fighting large amounts of smaller enemy spaceships and then fighting a boss enemy.

Main gameplay mechanics

The controls wil be as simple as possible. The player can only move on the 2D plane (for example using WASD keys) and shoot bullets. The player will have to avoid enemy bullets hitting the ship's hitbox or the ship will lose HP. Different enemies can shoot different types of bullets. For example some can shoot bullets that track the player or bullets that speed up over time.

The levels of the game are hand-crafted. They all have predetermined patterns of the enemy ships so that the player can try to master each level. Each level will keep statistics of the best run that the player has had on a specific level. It will track parameters such as the % of enemies killed, lives lost, accuracy and speed of the completion of the level.

Narrative

Since the game's main focus is on its mechanics the narrative will be minimal. Mainly players can dedict what is happening narrative wise in the game from the style of the levels. Meaning that from the aesthetics it will be obvious to the player that his ship is good and the enemy ships are evil. As levels progress the player will start fighting more advanced enemy ships and in the final level the player will defeat the ultimate enemy boss.

Art choices

In order to minimize the scope of the project, the art style of the game will be simplistic. Since the game is 2D it will use simple sprites that have to convey information clearly. Meaning that it is obvious to the player what type of an enemy or bullet they are facing. All of the sprites are oriented top-down. There won't be any visual effects other than minimal animation. Some enemies will have moving parts in order to telegraph their attacks. Also since the main object of the game is player ship some parts of it are animated in order to make the handling of the ship feel more natural.

Scope

By october 24th the following features will be ready

- The controls of the player ship will feel natural

- There will be two levels of different difficulty that the player can complete

- Both of the levels will have an unique boss fight

- There will be about 10-20 unique smaller enemies that populate the levels

- There will be sprites for all of the ships and bullets