

RESTRICTION:

the process of examining problems in order to decide which ones are the most serious and must be dealt with first:

Roles:

Nolan: Sound

Long: Code

Isaac: Art

Meeting times:

Cowell's Fireside Lounge

4:00 p.m. on Tuesday

Forms of Communication:

We are connected through discord

Ideas

- Nuclear
- The burger-making type games
- Random generation
 - Allows for more diversity in the gameplay
- Single-player among us
 - We can build off of this idea and make it a robotics building thing where each section is different tasks needed to be completed
- Dr. Seuss's machine creations

For our construct game, we are planning to develop an original game based on the theme of triage. Our game will be about completing specific tasks in a fair amount of time and it would be up to the player in the order of the task completed. Also, it would be following a metaphorical style representing how someone can be overwhelmed with work, but it is up to them to determine what to finish now and what can be pushed off for later. Outside of triage, the theme of our game is still undecided, but we have ideas for sci-fi or realism.

2D platformer-perspective micromanaging game on a spaceship.



Example of what im talking about (from google)

You would just walk into each room of the spaceship without any transition cuts or loading screen.

Event Story Line:

1. Asteroid Event
 - a. Option 1:
 - i. Stop the space for more time
 - ii. Charge up the space laster
 - b. Option 2:
 - i. Charge up the space laster
2. Engine fails
3. Flag falls
4. Lazer overheats
- 5.

You are a Voyager traveling throughout space, trying to get back home.

Suddenly you are struck by an asteroid field. (wammp wammp wammp) an alarm blasts

3 me's are approaching

Warning pasta in nearby sector

Things we need to add

Long

- Work on meteors
- Start ➔ tutorial ➔ game
- More tasks

Nolan

- Work on story
- Other sounds that are needed (please request)
 - wammp wammp wammp

Issac

- Make the meteors
- Make a player sprite
 - With needed animations

John

Experience:

- Confused with how to interact with the space laser
- liked the zoom

Observation:

- the game needed narrative

Theories:

- we had the top right empty as it had no clear interaction

Advice:

- Improve the animation for tp
- Make the telescope as device to discover planets
- Change how fast the spaceship travels
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You are a Voyager traveling throughout space, trying to get back home. In order for you to make it back home in one piece. You need to fix your ship while you defend it from the dangers of space travel.

To understand how to use your ship follow along as I describe each part.

In the Top Right we have the **Telescope**, which allows you to see incoming threats.

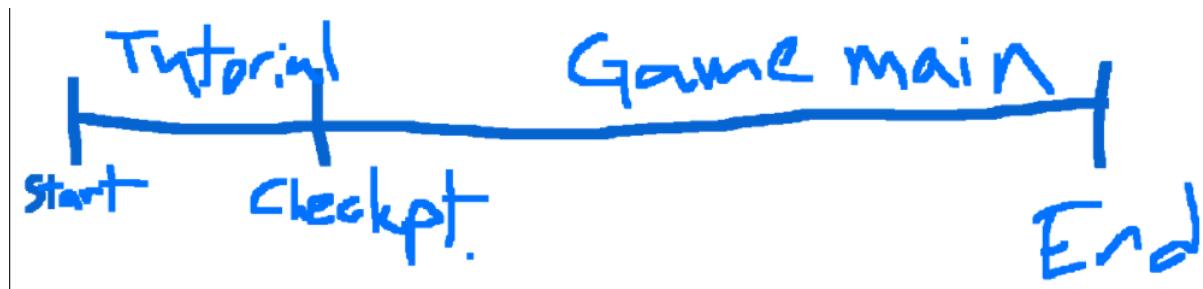
In the Bottom Left we find the **Boosters**, which allows you to speed up and down your ship.

In the Bottom Right we find the **Laser Gun**, which allows you to defend your ship.

Warning Meteor shower approaching

Warning Repair Reactor

<https://aggie.io/nrnah3mnjl>



Max 5 Mins (300 s):

-30s Tutorial begins (takes however long it needs to take)

0 s - After the Tutorial ends, the game officially starts (Labeled "checkpt, on the timeline)

0 s - **5 Light Years away from space station**

15s - First gravity failure

33s - Reactor failure

50s - Reactor failure

60s - 4 Light Years away from space station

67s - Gravity failure

80s - Reactor failure

112s - Reactor failure

120s - 3 Light Years away from space station

130s - Gravity failure

160s - Gravity failure

180s - 2 Light Years away from space station

200s - Reactor failure

225s - Reactor failure

231 - Gravity failure

240 - 1 Light Years away from space station

250 - Gravity failure

262 - Gravity failure

280 - Reactor failure

300 - 0 Light Years away from space station

Destination Reached.

You have reached the space station.

If you die between Start and Checkpt., then you are put back to Start.

If you die between Checkpt. and End, you are put to Checkpt. to skip the Tutorial.

The tutorial will introduce the telescope first.

When the player moves to the telescope as instructed, it will spawn an asteroid and tell us to quickly move to the weapons.

The player is told to move to the teleporter in the center of the ship to reach the weapons.

The player is instructed to repeatedly charge the laser weapon to destroy the asteroid.

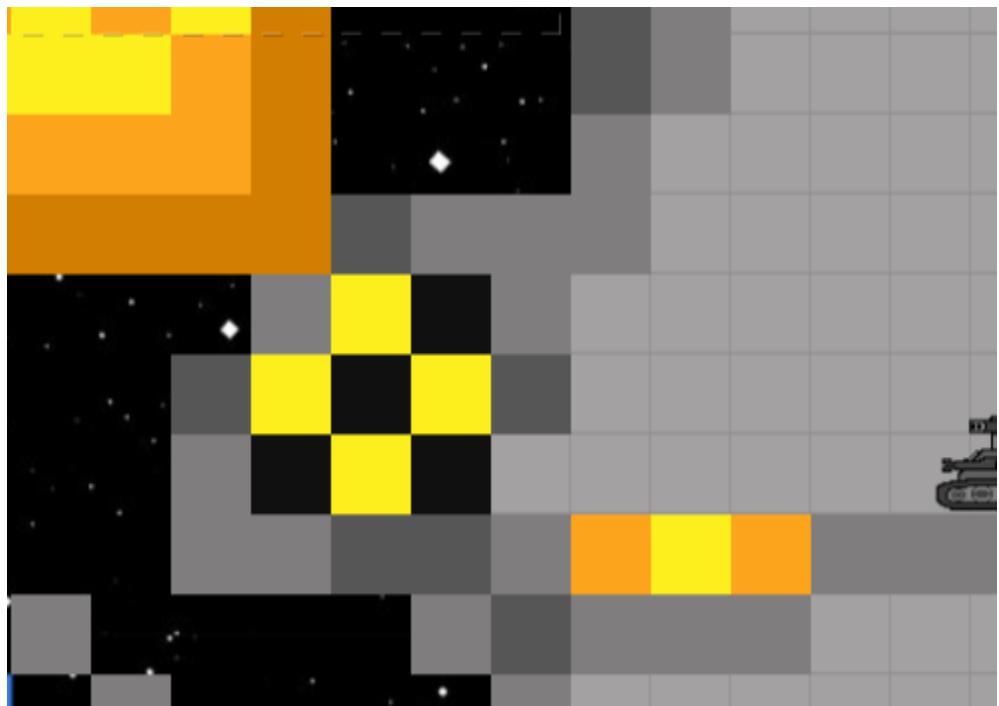
Reactor Meltdown happens,

Updated game rules:

- Reactor Disables Weapons and Lights (telescopes)
- Jet
- Artificial Gravity Malfunction

Required Art:

- Reactor Machine



- Controller
- Start Screen
- End Screen/ Lost Screen
- Win Screen
- Turbo Jet mode

Event Task:

- Tutorial
- Reactor Event
- Gravity Malfunction Event
- Note:
 - Reload Laster Gun requires 6 seconds
 - Make the laster go up and down
 - Provided energy cell on the bottom section of the ship to reload the game
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Light Failure:

- Low Opacity Black cover over the entire ship.
- The black cover has a hole in the middle that tracks the player, creating a “light aura” effect around the player.
- Light Failure is directly tied to the Reactor. When the reactor is fixed, the lights are automatically fixed.

Artificial Gravity Systems: