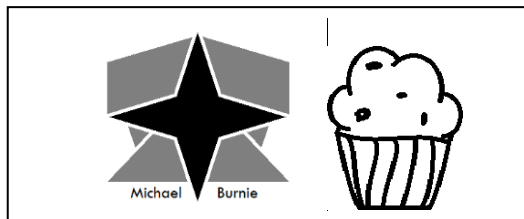BURNIE GAMES & DESSERT GAMES

Orbituary

The loveable orb of electricity that kills and dies on a frequent basis

Version #5

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Version History

Version: 5
- Added endless mode!
  - The game never ends
  - Enemies continuously spawn
- The boss can now shoot
  - Shoots 8 projectiles outwards from the center
  - Does the same damage as a hard enemy
  - Has a charge bar to display time between shots
- Completed splash screen
- Changed the location at which enemies can spawn

Version: 4
- Added boss class and level!
  - Player cannot proceed until boss is killed
  - Player has damage value, must sustain attack on boss to do significant damage
  - Boss has health value
  - buttons added to compensate new level
- Added splash screen holder, splash screen TBD
- Code is much more efficient overall
- Changed backgrounds to JPG as the levels run much more smoothly in that format

Version: 3
- In game Scoreboard added
- included delay on first enemy attack
- Added sounds, music
- Added pickup item that increases player score
  - spawns in center of level
- Added two new environments which get progressively longer:
  - medium: polygonal rainbow road
  - hard: space
- alternating enemy colours/sizes
- overall optimization of code, not sending in full objects, but rather variables

Version: 2
- Added game end screen
  - displays:
    - score
    - difficulty
  - button to move onto next difficulty if level completed
  - button to return to main menu
- Added difficulties: easy, medium, hard
- As difficulty increases:
  - Player is invulnerable less time after being hit

- Player cannot attack for as long between charges
- More enemies appear
- Enemies do more damage
- Enemies fire faster
- Enemy bullet speeds increase
- Enemies can see player from farther away
- To come: difficulty levels will change the location
- Added charge bar below player
    - displays current charge percentage of attack
- Added score bonuses:
    - bonus for completing level
    - bonus for completing level without taking damage
    - bonus for completing level without attacking
    - more to come...
- Enemy pictures updated
- change colour when player is in line of sight and attackable
- Dozens of constants added to make for better/easier code
- Changed enemy start positions so that they are scalable depending on:
    - number of enemies
    - size of background
    - constants declared at start of code
- Changed some button functionality and positions
- Fixed player attack distance so it's equal left and right

Version: 1
- Added player
    - attacking state, player can kill enemies in this state
    - triggered with left click
    - player can move with W and D or arrow keys, and SPACE to jump
    - charging state occurs after attacking. Must charge prior to next attack
    - invulnerability state occurs after being hit, so the player cannot be hit again
    - jumping state simulates jumping mechanics
    - player health bar is displayed above the player
- Added Enemies
    - Enemies shoot based on player location
    - Enemies spawn in random locations
- Collisions between enemies and players are checked
- Added background, level one
- Menu with basic buttons

Orbituary Overview

Game Overview

You play as an orb of lightning. The objective is to get to the other side of the level without dying. Click to attack; but be careful, after your attack has completed, you will

need time to recharge. Enemies will shoot at you. Avoid them and their projectiles or you will die!

Game Play Mechanics

The player can simply attack to destroy enemies, which currently die in one hit (except for the final boss). Once the player reaches the end of the level, they receive a bonus score and can continue onto the next level. They may also choose the difficulty at the start of the game, which represent the five different levels. These difficulty levels change a wide range of values making the experience more difficult, such as the enemies hit harder and the levels are longer. Each of these levels has a different environment, in which enemies spawn in a random location each time a level is loaded.
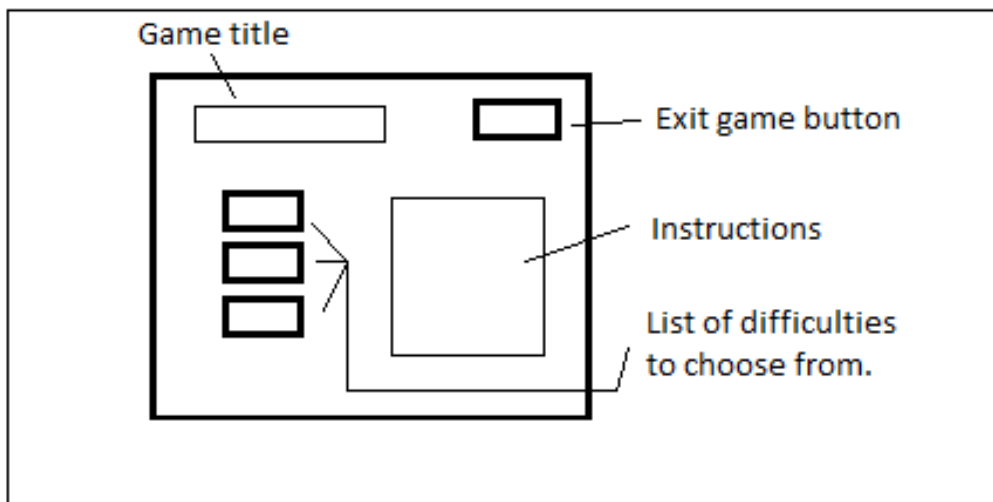
Camera

The camera is in typical 2-dimentional side-scroll fashion. You see a side view of the player and the world.
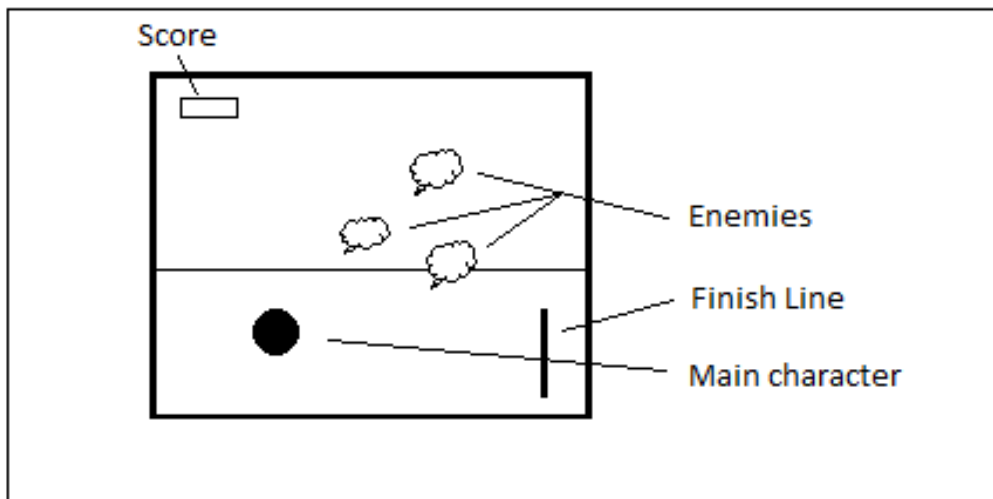
Controls

Both the mouse and keyboard must be used with great skill in order to conquer the evil plasma enemies. Move with W and D or the left- and right-arrow keys, and press Space to jump. Move the mouse left and right to direct your attacks, and click to fire lightning!
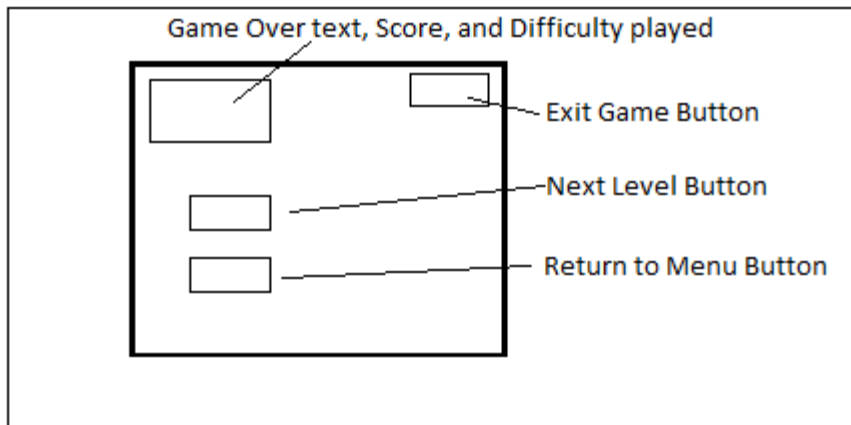
Interface Sketch

Game Menu - fullscreen: 800 x 600

Game title

Exit game button

Instructions

List of difficulties
to choose from.

In-game - fullscreen: 800 x 600

Score

Enemies

Finish Line

Main character

Game Over - fullscreen: 800 x 600

Game Over text, Score, and Difficulty played

Exit Game Button

Next Level Button

Return to Menu Button

Menu and Screen Descriptions

Exit Game

Easy

Medium

Hard

Controls: A - move left
D - move right
space - jump
mouse - moves lightning
left click - attack
ESC - quit
Goal: Get to the right side
of the world to escape.

Score: 0

Level Complete!
Score: 90
Difficulty: easy

Exit Game

Next Level

Return to Menu
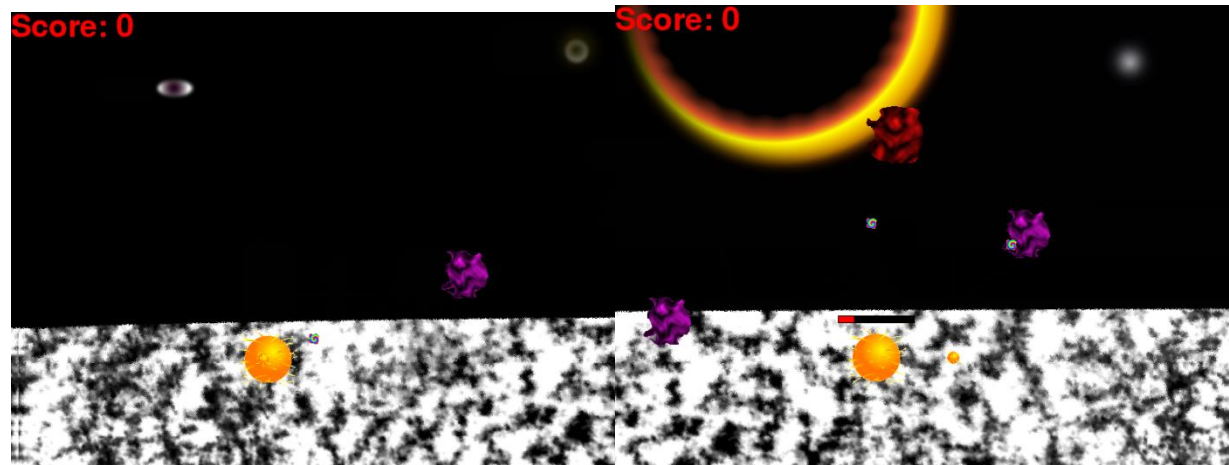

Score: 0
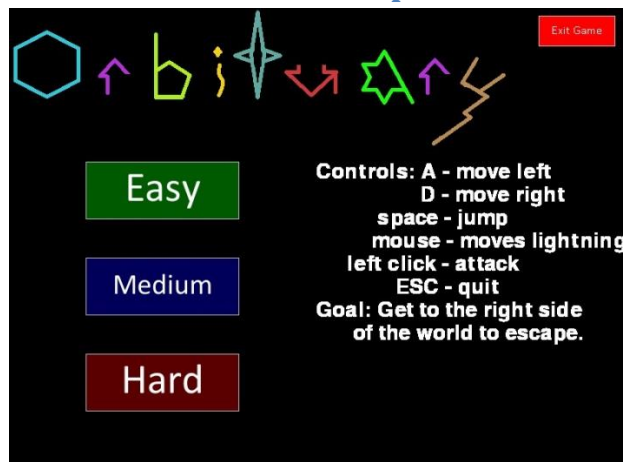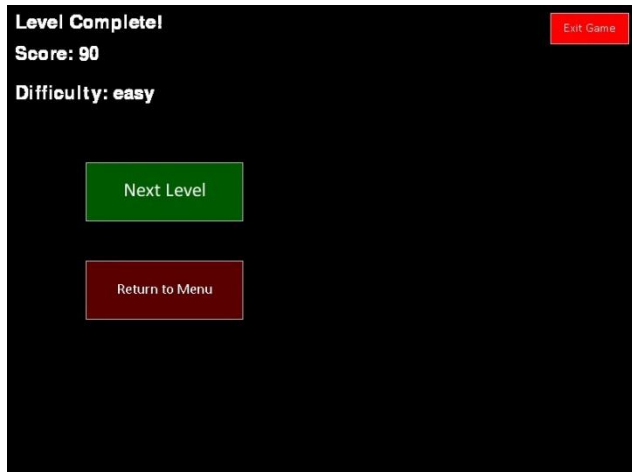
Game World

The game world varies depending on the current level of difficulty. Players will fight through various locations throughout the galaxy which the Plasmoids have conquered.

Levels

The first level is a simple escape from prison mission. Unfortunately for our orb friend, Plasmoids have decided to conquer the galaxy on this earth day. It's not a long run, so get to the other end of the prison!

The second level is a polygonal road of rainbows. How did you end up here? Maybe it's a scheme thought up by the Plasmoids to confuse people. Best keep moving and staying alive! These Plasmoids are a bit more aggressive and painful, so watch out!

The third level is a mission in space. Time to go to the forefront and destroy the evil conquerors! These Plasmoids are even more skilled, and thus, are much more dangerous. Keep fighting for Orbania!

The final stage is against your twin brother back on Orbania. He's sided with the Plasmoids, that traitorous fool! You must destroy him, but be warned; he has been empowered by your enemies!

Lastly, there is an endless bonus level to destroy any remaining Plasmoids! Unfortunately, they never cease!

Game Progression

The game will maintain your score as long as you consistently stay alive! Be wary, if you complete one difficulty, you must move onto the next. If you return to the menu at any point, that's cheating! For that, you lose your score.

Characters

In Orbituary, you play as a simple orb from Orbania that is being harassed by enemies of plasma known as Plasmoids! You must use your electrical powers to conquer your foes.

Enemies

Currently, there are just the Plasmoids. They are an aggravated group who are trying to conquer every edge of the galaxy. Unfortunately, while you are trying to go about your merry way of escaping prison, they have surrounded the place and wish to see you dead! They shoot their plasma weapons to destroy you. Luckily, they don't have the best eyes (if they have them at all, who knows), so they will only attack when they're lit-up!

Weapons

The player may use his lightning attacks to destroy any Plasmoids that come their way. It doesn't have a very long range though. Luckily, it kills Plasmoids in one shot!

Items

There is a bonus coin in the middle of each level used for bonus score. Pick it up!

Abilities

The player has the ability to attack by clicking the left mouse button. The player has a jumping ability as well, if the space bar is pressed.

Scoring

Scoring occurs when:

- The player kills an enemy
- The player completes a level/boss level
- The player collects the bonus coin
- The player completes a level without killing any enemies
- The player completes a level without taking any damage

Depending on the difficulty, scoring is multiplied by a factor of 1x (Easy), 2x (Medium), or 4x (Hard and above)! This multiplication only occurs for the current difficulty level, and is only calculated at the end of the level. Your score carries through levels, unless you return to the main menu!

Sound Index

- Player attack   - zap sound when you click
- Player hurt   - soft mixed with a hiss sound
- Enemy attack - soft spitting sound
- Enemy death   - splotch sound
- Soundtrack   - Argon Refinery - by Sidhe from the Shatter Soundtrack

Art / Multimedia Index

Player:

Enemies:

Pickups:

Design Notes

The code was designed to be scalable. Enemies spawn in random locations on the screen. A boss level and endless level has been added to meet some of the previous future features.

Future Features

- More enemy types
- More weapons/power-ups
- Equipment