

# Assignment 3: Lone Survivor

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ADAM MILLS

# Game Concept

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Vertical scrolling shooter/bullet hell/shoot 'em up

- Raiden
- Cup head

Core elements I wanted

- Frantic game play
- A build up to difficult gameplay
- Diverse enemies
- Strategy in selecting power ups

# Target Audience

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People who:

want a quick game play experience

- Max 5-8 minutes per run

Enjoy a skill based challenge (as opposed primarily intelligence or strategic)

Enjoy random elements

- Enemy spawns
- Pickups/powerups

Enjoy difficult boss fights

# The game I imagined:

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Fast paced action

Enemies largely out-numbering the player

Variety of enemy patterns

Variety of weapons

Combining weapon types

Difficult bosses

Fun!

# The game I Made:

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Fast paced action

Enemies largely out-numbering the player

Variety of enemy patterns

Variety of weapons

Combining weapon types

- This made the game too easy, by simply combining and required more balancing than I anticipated

Difficult bosses

Fun!

+pickups (life, shield, bombs) were added to balance the late game, allowing slightly more forgiving gameplay as well as more strategic resource management

# Objectives

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Survive until the timer Runs out

- 5 levels to survive through
- 2 bosses, 3<sup>rd</sup> and 5<sup>th</sup> levels

Defeat enemies for points and to earn combos and achieve a high score

# Means to achieve the objective

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Shoot enemy to drop pickups

Pickup let the player defeat more enemies

Bombs can be a way to clear a large swath of enemies

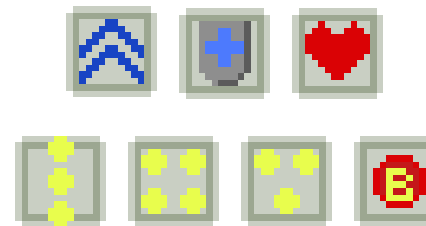
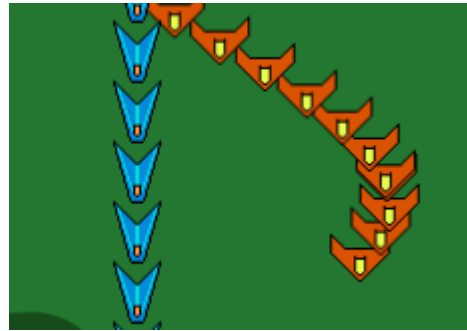
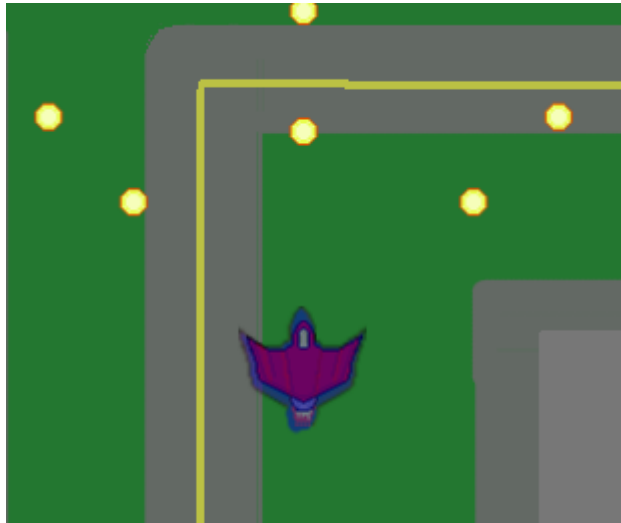
Dodging

Strategically taking a hit

- For placing bombs better
- Avoiding more damage

# Gameplay, guns and power ups

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# Power Ups

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Speed up: Doubles the players speed

Shield: Blocks a point of damage

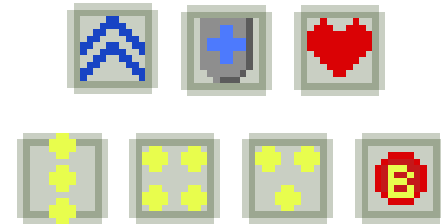
Life: Restores a hit point to the player

Fast Firing: Increases the speed that the player shoots at

Double firing: Weapon which shoots 2 bullets in parallel

Spread firing: Weapon which shoots 3 bullets in a wide angle

Bomb: adds a bomb to the players bomb count



# Guns and Gameplay

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Basic enemies die in a single hit

Gun powerups have different situations which they are advantageous

Dodging

Bomb use and conservation



# Enemies

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Zig Zagging pattern



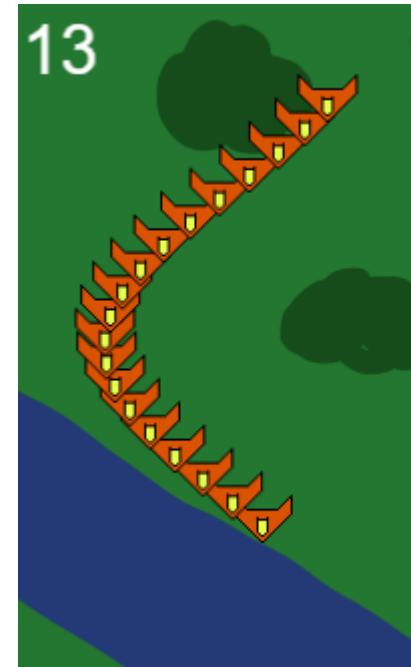
Weaving pattern



Straight, fast Line

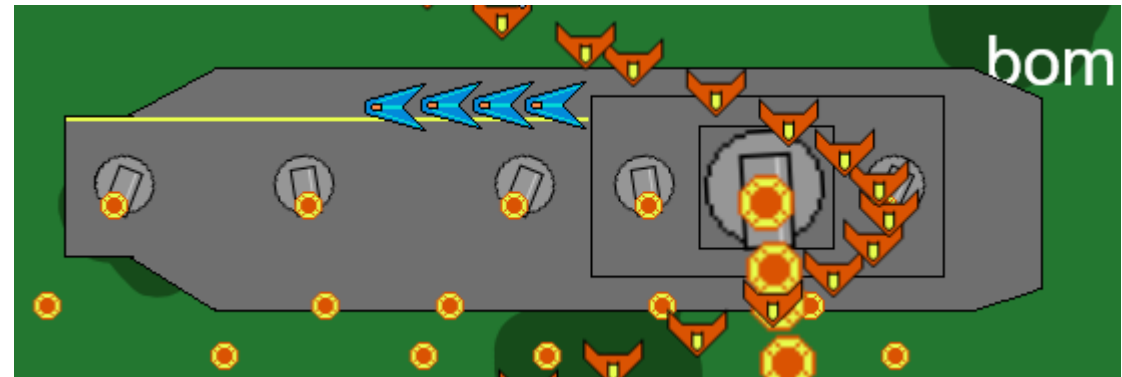
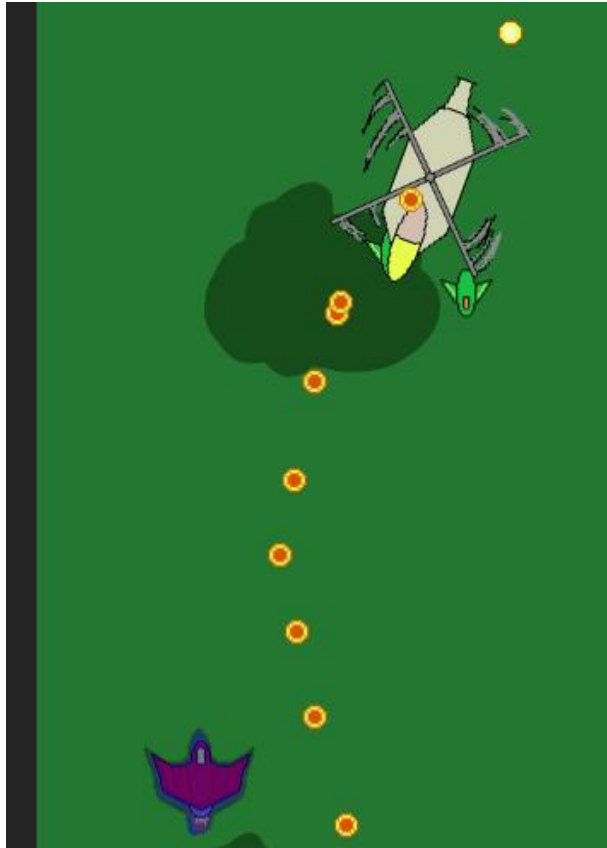


Random, fast side-to-side movement



# bosses

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# Helicopter Boss

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Darts around, only pauses for 1 second

Shoots bursts of 10 bullets at the player every 4 seconds

Can strike the player

can move to not be hit by the player.



# Gunship

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Large health pool: 1200 health

Has 5 independently shooting guns

Has one large cannon which fires slow, big bullets

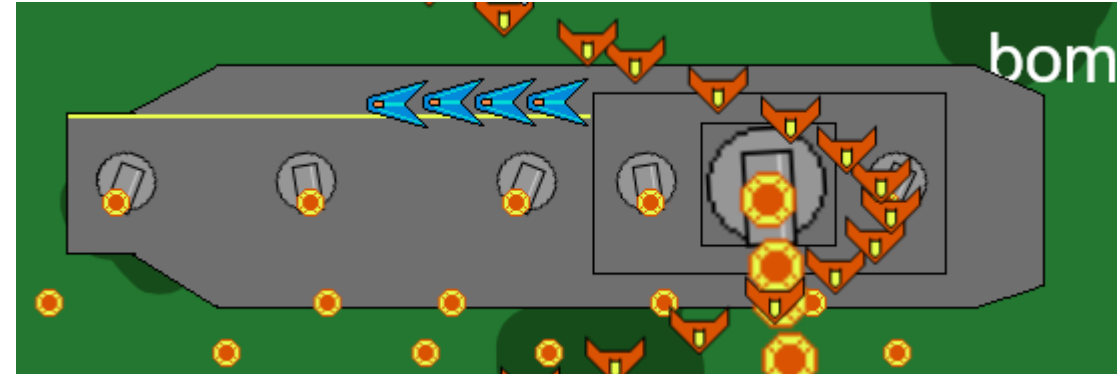
The player is forced to dodge

The final test of skill for the player

Shoots at random points

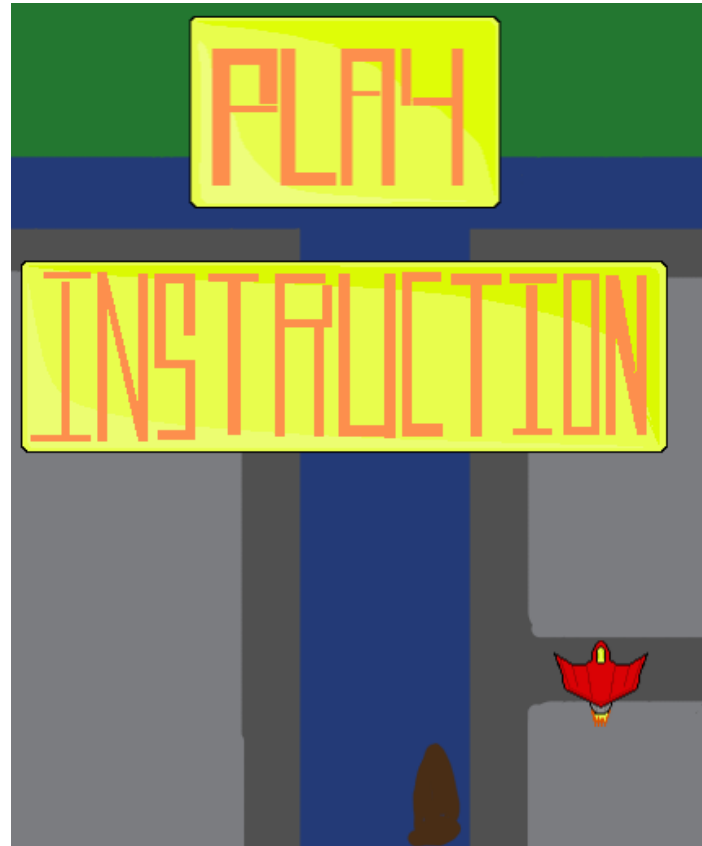
Shoots directly at the player

Shoots in back and forth motions



# Demo

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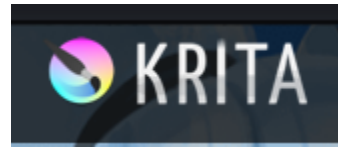
# Resources and art tools

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Sprite art:



Level and menu art:



Sounds and music:

