

Game Title: Cytotoxic Cataclysm

Story

This game is an action shooter in the narrative of an immunity cell. A new 'Cytotoxic' immunity cell is born to 'rescue' the cancer cell. This mission is written in its DNA.

The player as the Macrophage will fight against a bad infection in the body to deliver a cure to this friend cell that has become cancerous. The game consists of two phases where first is to fight against all the attacking bacterias on the way to finding the cure. The second phase is to deliver the cure to this friend cell after defeating the boss that is in front of it. Players should be motivated to stay active while fighting endless enemies; the different themes in each area will motivate the player to explore the game space.

Core Game Design Elements

Gameplay logic/AI:

- Player will take the initiative of the situational response according to the type of enemy he/she is facing.
- Throughout the game, different tool will be randomly generated to benefit the player
- A consistent indication will be given to help player navigate through the game space and locate the boss
- Player uses keyboard and the mouse to control the direction and weapons
- The enemies will be able to locate a player in an area and walk towards the player
- Player get stronger throughout by finding new weapons/abilities

Rendering:

- Repetitive/mono background textures
- Passive elements: weapons to be picked up by players
- Active elements: player and enemy objects

Assets (geometry, sprites, audio, etc.):

- All assets are in pixel-art
- Background texture
- Enemies and player
- Medicine: used to cure the cancer cell
- Weapons: Sprites for the weapons that the player can take.
- Audio: background music, sound effects (hit, attack, reward)

2D geometry manipulation (transformation, collisions, etc.):

- Collisions
 - Between player/enemies
 - Between player and boundaries
 - Between melee/projectiles and player/enemy
- motion
 - Moving in in eight directions
 - 360 degree rotation for fighting
 - Dashing as an ability that can be unlocked

Randomness:

- Everytime the game starts, The game map is randomly divided into different sections. The cure and the cancer cell are generated at random locations inside random sections of the map. Also different buff/abilities are randomly generated in different sections.
- Random enemies are spawned throughout the game. The type of the enemy and the position they are spawned are random.
- Random sacs (cyst since we are in the body) spawn in the map and breaking those will apply random (benign/malignant) effects onto the player.

Physics:

- Acceleration: Player has momentum when stopping.
- Character movement in 2D space
- Projectile movement: Enemy/player being knocked back towards the direction that it gets hit

Concept Art

