



# Game Concept: Midnight Mayhem

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# 30 seconds of fun

You are a professional bounty hunter. Your role is to hunt down monsters. One day you entered a dark monster-infested vampire castle. By using your powerful guns, you fight through endless waves of monsters.



# Gameplay

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- The game takes place in a vampire's castle, in which the player is ordered to kill the monsters that try to attack the player with the guns that are provided.
- The player has a limited number of lives. Lives are lost when the player gets hit by a monster. Once all lives are depleted the player has lost the game. The final score depends on how long the player survives and how many monsters have been defeated.

Screen Shot:



# Features

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- Shooting
  - Movement (jumping, walking)
  - Score
  - Lives
  - Gravity
  - Respawnning
  - Vectors
  - Main Menu

# Skills Students will use

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- Classes: Player, Enemy, UI.
  - Functions: MovePlayer, animateJump, etc.
  - Graphics: Sprites, Animations.
  - Software: Visual Studio, Aseprite.
  - Source Control: git and git hub.
  - Git commands: branch, pull, checkout.
  - Documentation and Teamwork.

# Pillars



- Player movement, shooting and animations: approx. 40%
- Enemy AI and animations: approx. 40%
- Main menu and HUD: approx. 20%

# Elements

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- Visual Asset creation [15]
  - Menu System [10]
  - HUD [10]
  - Basic Game Play [20]
  - Graphics [20]
  - Advanced Game Play [10]
  - Project Management [5]
  - Advanced Graphics [5]
  - Video [5]