

Calamity [Game Concept]

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Game Overview

The player wakes up in an abandoned hospital needing to find a way out desperately. The character, Mila, has full movement controls, and the player needs to collect items from their surroundings. The game prompts the player with chat messages as if Mila is thinking throughout certain areas. Mila must navigate through multiple rooms of the hospital and fight off any danger encountered to ensure her survival. The player can do so with their previously collected gun and fire two bullets at each enemy to eliminate it. Mila is then met with a choice of entering a room or moving on. If she simply moves on, ignoring the room, she swiftly finds the exit down a hallway and escapes on her own. This however prompts a 'bad ending' screen, as the player is alone with no resources left and nowhere safe to go. However, if the player chooses to enter the room, Mila finds a group of survivors. The player is prompted with some dialogue with options, and then the group chooses to escape together with Mila. This prompts a 'good ending' screen, as the player escapes with the others who know of a safe place to hide out, and Mila is protected.

Background

This game takes place in a post-apocalyptic world where the player is unaware of the crisis at hand as they wake up confused and alone in a locked hospital room. The reason behind Mila's

presence in the hospital is unknown, as she has no recollection of the previous night. The player finds notes along their way through the hospital, that hint at what is going on before the encounter with the zombies in one of the future rooms. One of the notes can be found in the hospital room where the player wakes up, which is from a relative who also left the weapon for them, leaving Mila worried about her family's whereabouts. If the player chooses to enter the room at the end, they meet a group of survivors who the player learns a bit about. One of them is a military man who will offer protection to the group, another survivor is Mila's younger sister, and the last two survivors are a middle-aged couple who found Mila's younger sister.

The player plays as Mila, a brave, smart and determined 19-year-old girl, who was training to become a police officer before the outbreak. Mila must navigate through the hospital, determined to find a way out by any means necessary.

Features

- Item collection
- Character movement
 - Shooting
- Messages on screen
- Dialogue options

Pillars

- Character movement 40%

Using your character, navigate the various rooms of the hospital with full movement on user keyboard input.

- Shooting 35%

Shoot zombies found in the hospital using a collected gun. Each zombie takes two accurate shots to die, with a slight aiming line provided to assist accuracy.

- Item collection 15%

Collect various items found around the hospital when exploring to assist you on your way to escaping, like methods of healing and weapons.

- Dialogue and messages 10%

Messages are communicated to the player through chat boxes that appear as the playable character's thought bubbles as you move around the areas. Upon entering a certain room, you are prompted with a dialogue between the player and the group of people found. Make choices of preferred answers in the conversation to learn more about the situation at hand.

Skills Needed

- Arrays (bullets and zombies)
- Classes (bullets, zombies, items to collect, character, rooms of the hospital)
- Source control (git and GitHub)
- Software (Visual Studio 2022, Aseprite or Photoshop/Software of choice to create sprites)
- Graphics (Sprites, backgrounds, animations, chat boxes)

Elements

- *Visual Asset creation [0-25]*
 - Create character sprite from top-down perspective.
 - Draw room backgrounds.
 - Create zombie sprites for the enemy AI from top-down perspective.
 - Create sprites for the items the player collects.
 - Draw the HUD designs including inventory and lives.
 - Draw dialogue box designs. [25]
- *Audio Asset creation [0-5]*
 - No original audio assets will be created. [0]
- *Menu system [0-15]*
 - This game will not contain any menu systems. [0]
- *HUD [0-15]*
 - Simplistic display of lives at the top of the screen that will decrease if player gets hurt, or increase to a max of 3, if player heals.
 - Basic inventory displayed on the screen for the items the player collects. [5]
- *Basic Game Play [20]*
 - Move in every direction, fire, screen switch in different rooms
- *Graphics [20]*
 - Sprites, Sprite rotate, font, text, backgrounds
- *Advanced game play [0-20]*
 - Collisions for bullets, Enemy AI, Store collected items in inventory HUD [10]
- *Advanced Graphics [0-20]*
 - Animated sprite for damage taken or healed.
 - Animated sprites for zombie taking damage and dying.

- Slightly animated dialogue chat boxes. [10]
- *Project Management* [5]
- *Video* [5]