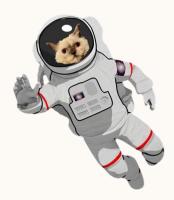
MAS2011 PROJECT PLAN & PROPOSAL

Lim Qi Qing G20230257







Game Intro:

Players take on the role of an astronaut stranded in space with a depleting oxygen supply. The mission is to navigate through the cosmic challenges, collect oxygen tanks, and avoid deadly asteroids to survive as long as possible.

Style:

- Cartoonish 2D style
- Vibrant and saturated colors commonly found in cartoons
- Playful sound effects



GAME SEQUENCE

Gameplay

Start Screen
Game title and play button

Astronaut starts in the center of the screen with a oxygen meter

Oxygen tank will appear at random locations and intervals

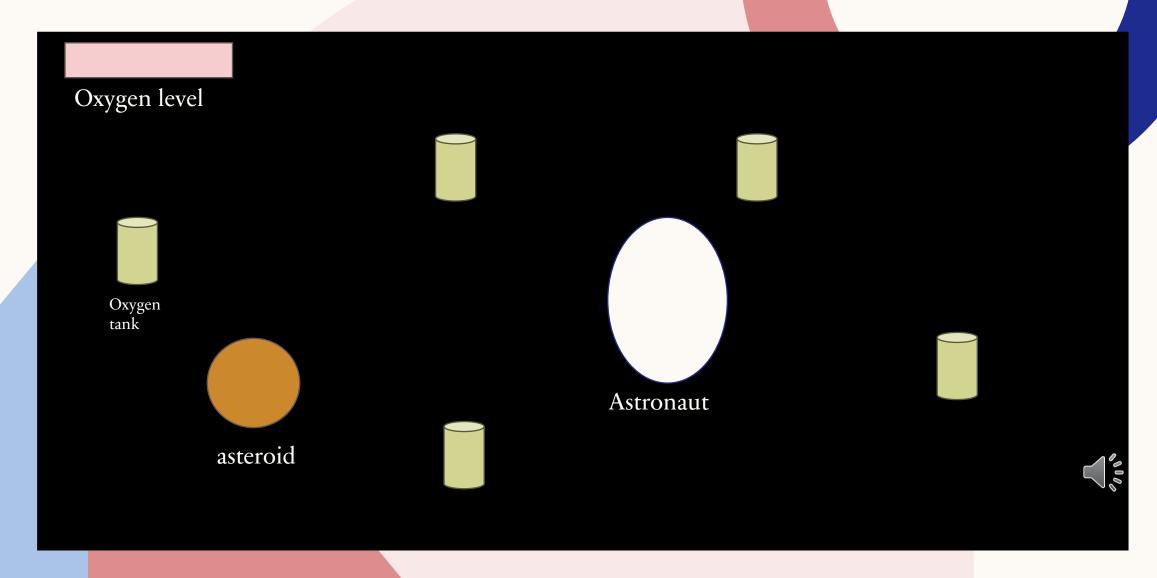
Survival time contributes to the overall score

Asteroids move from one side of the screen to the other, posing a constant threat

Game ends when the oxygen level reaches zero or if hit by asteroid



SKETCH



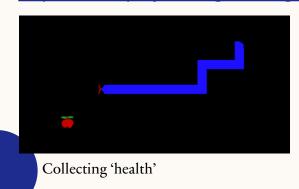
REFERENCE GAMES

• Shoot 'em up https://kidscancode.org/blog/2016/09/pygame_shmup_part_10/



Collision with asteroids

Snake game
 https://code-projects.org/snake-game-in-python-with-source-code-2/





THANK YOU

