# MAS2011 PROJECT PLAN & PROPOSAL

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#### INTRODUCTION

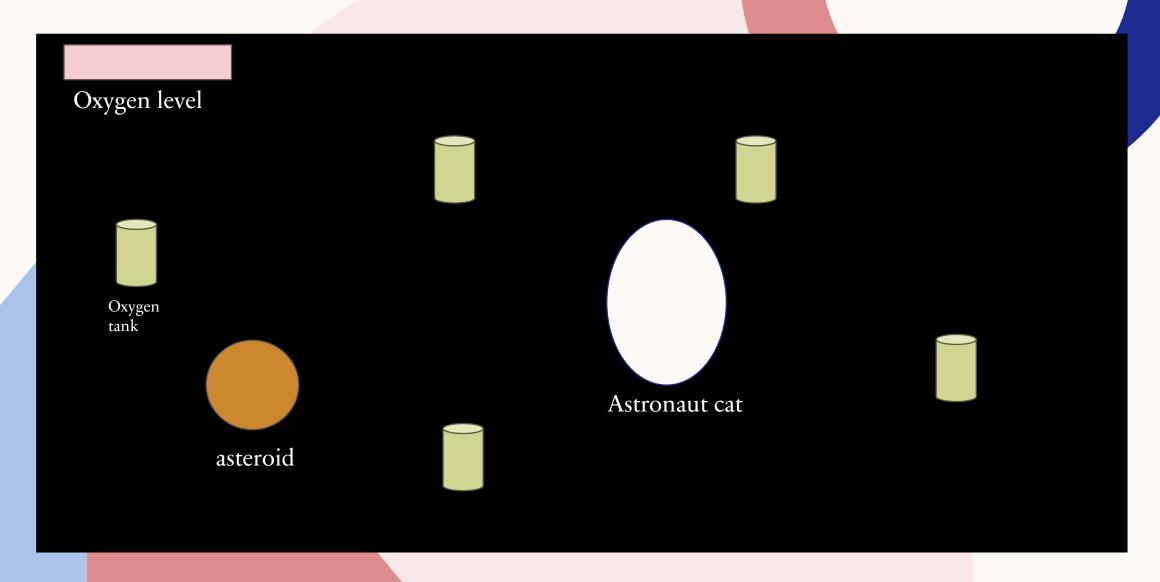
#### Game Intro:

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

## SKETCH



## GAME SEQUENCE

Gameplay

Start Screen
Game title and play button

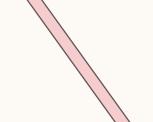
Astronaut starts in the center of the screen with a oxygen meter

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



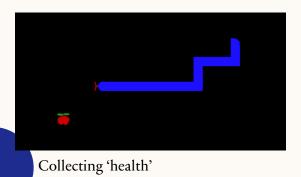
### REFERENCE GAMES

• Shoot 'em up <a href="https://kidscancode.org/blog/2016/09/pygame\_shmup\_part\_10/">https://kidscancode.org/blog/2016/09/pygame\_shmup\_part\_10/</a>



Collision with asteroids

Snake game
 <a href="https://code-projects.org/snake-game-in-python-with-source-code-2/">https://code-projects.org/snake-game-in-python-with-source-code-2/</a>



# **THANK YOU**