

# **MAS2011 PROJECT PLAN & PROPOSAL**

Lim Qi Qing  
G20230257

# INTRODUCTION

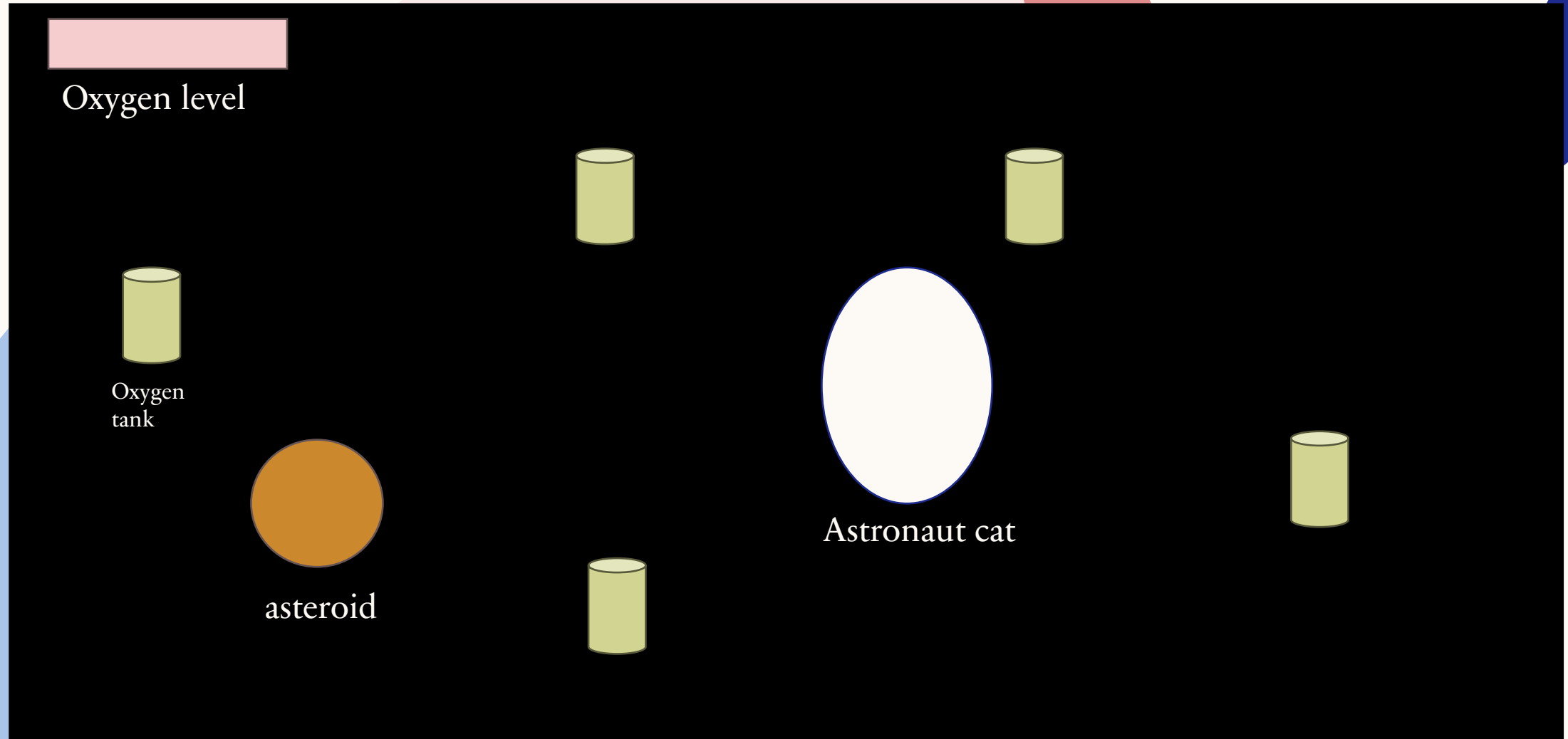
## Game Intro:

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.

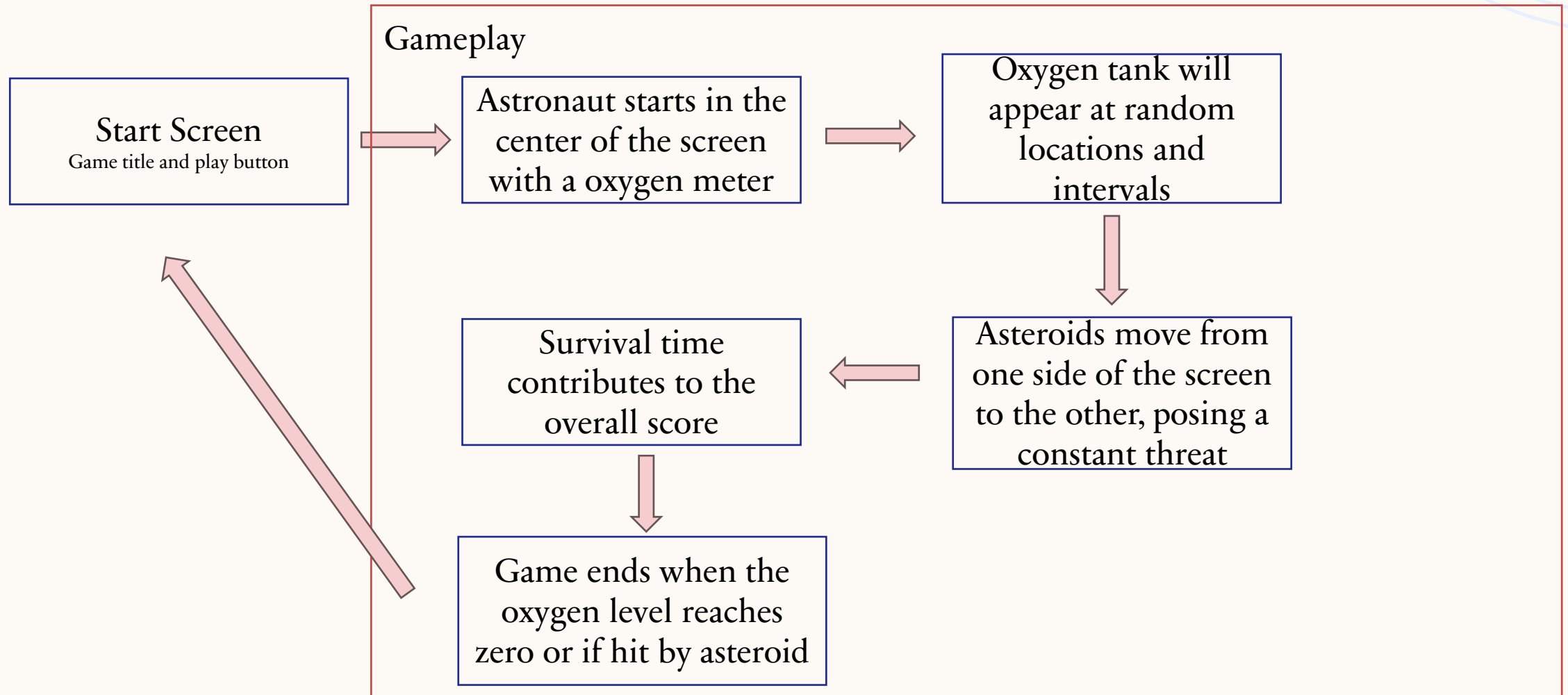
## Style:

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

# SKETCH



# GAME SEQUENCE



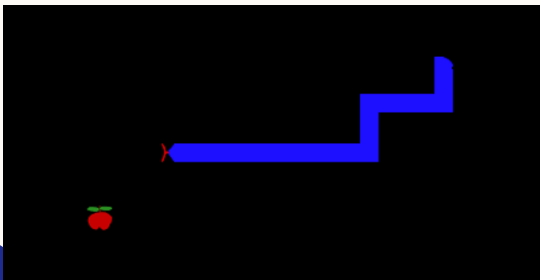
# REFERENCE GAMES

- Shoot 'em up  
[https://kidscancode.org/blog/2016/09/pygame\\_shmup\\_part\\_10/](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/>



Collecting 'health'



**THANK YOU**