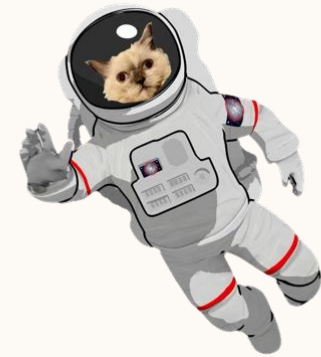# MAS2011 PROJECT PLAN & PROPOSAL
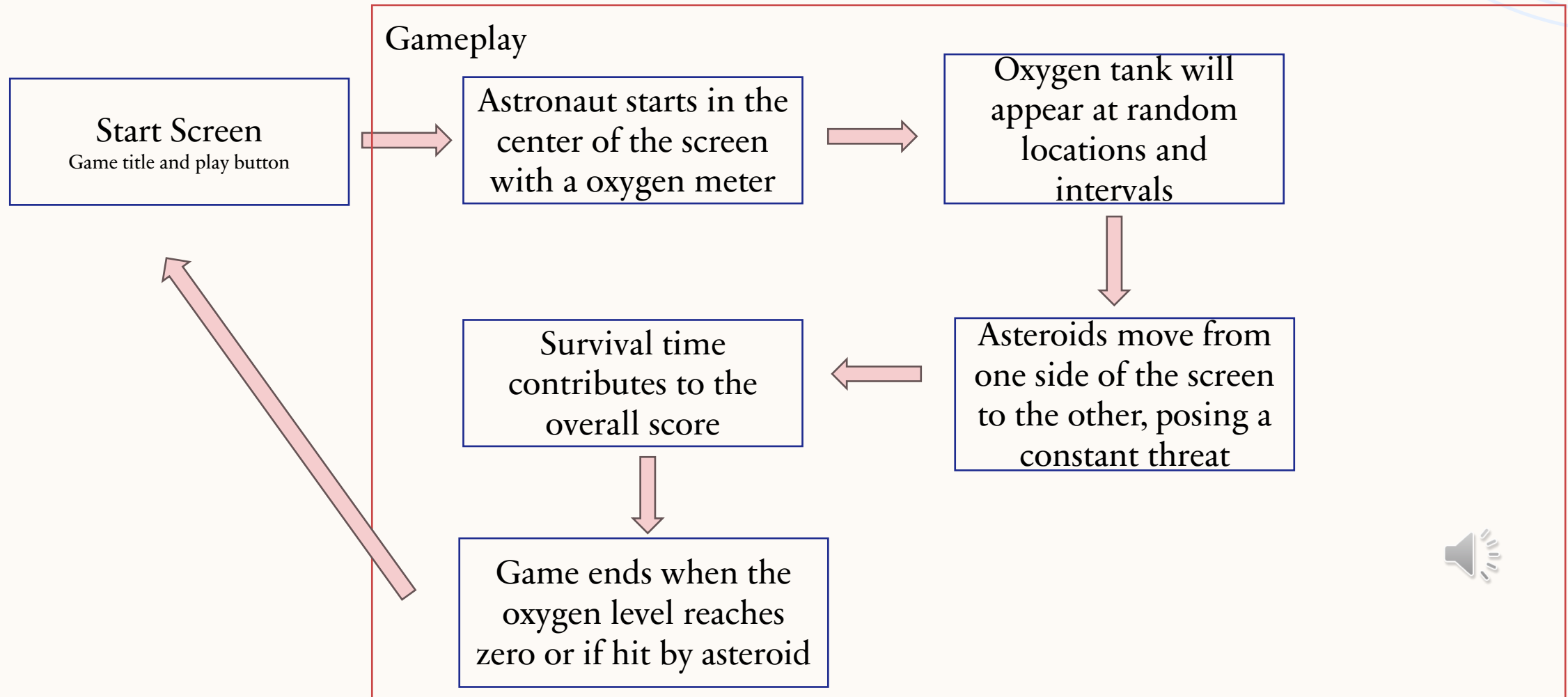
Lim Qi Qing

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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.
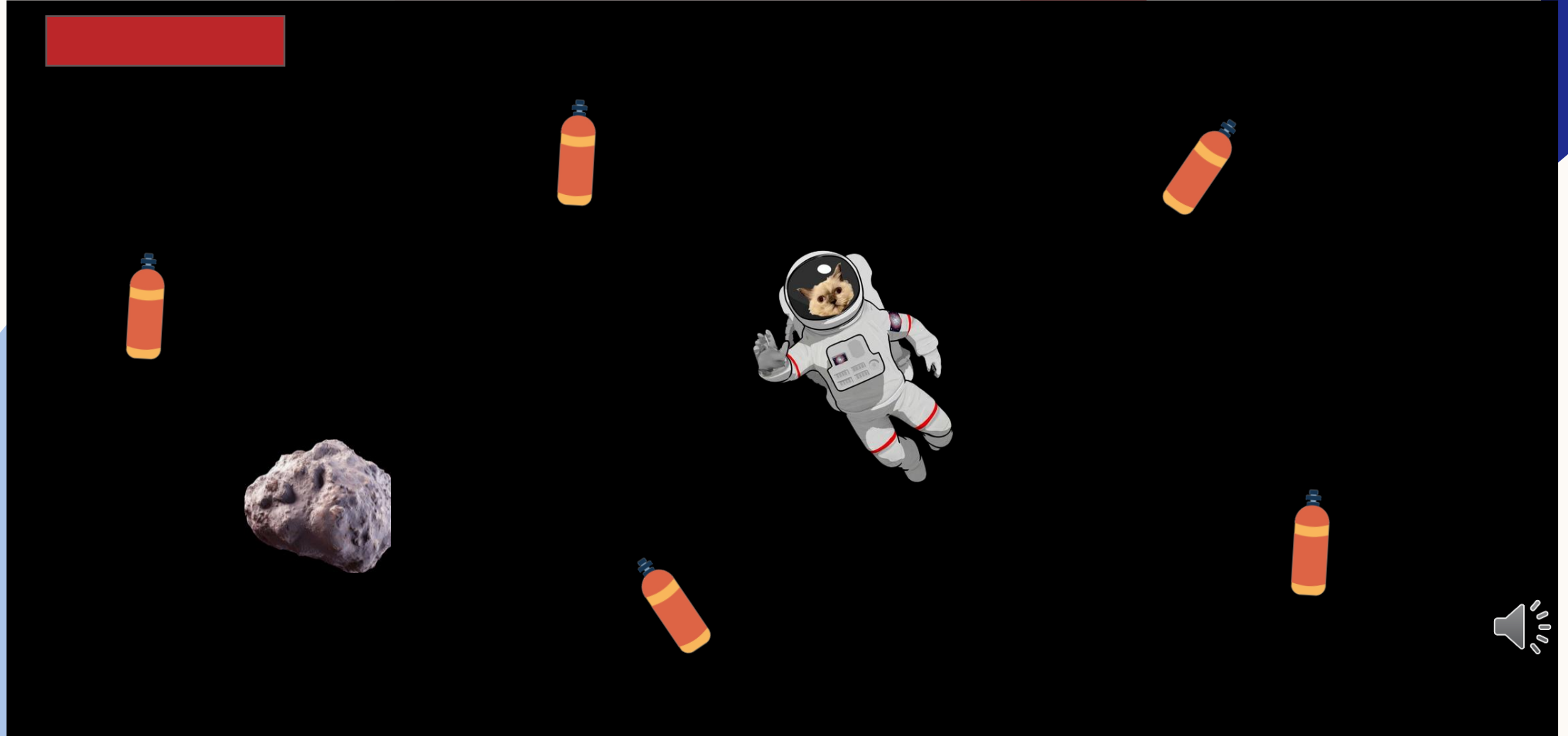
Style:

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

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

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

Survival time contributes to the overall score

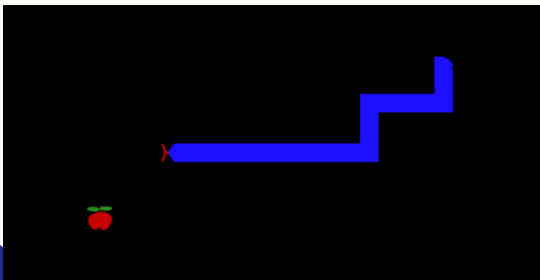Game ends when the oxygen level reaches zero or if hit by asteroid

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/

Collecting 'health'

THANK YOU