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GPE 104 Final Project Concept

For my final project in this class, I’m making a 2D platform shooter with a science fiction theme. I was originally thinking of making it a Doom-like game but it’s hard to find art assets that fit that theme. There would be missions where it’s “stealth optional” and some are pure loud missions. As of now, there would be one Boss mission at the very end. There would be different gun mechanics like bullet spread for shotguns, semi-auto fire for precision, and auto fire for an all-out assault. The art assets I did find were ones I can use to make a space shooter that looks like the guy from Dead Space. There would be limited ammo for the shotgun and precision gun modes, but they would be more effective at killing enemies. The boss would be this big monster that shoots volleys for lasers that you have to avoid, and you must keep shooting the monster to kill it. You will first have to tread an apocalyptic wasteland and then go into the demonic castle looking place for the final levels and the boss. The player will start with a weak, semi-auto shot that will later be upgraded to an auto shot. Later, in a close-quarters mission, the player will find a shotgun module in the world to work more efficiently in close quarters. Lastly, he’ll find a sniper module that’ll act as a super laser to take out the stronger foes at a range.