Project #1 – Cosmic Calibre

Meeting #4 Minutes

AGENDA:

* Think of a Working Theme
* Finalizing the Mechanics
* Coding Platform/IDE Discernment
* Timeline/Deadline Setting

**Think of Working Theme**

* Is the main character a…
  + Invasion lord?
  + Earth guardian?
  + Secret agent invading some secret lab?
  + Escaping criminal?
  + Half human-alien?
* Basta Intergalactic chuchu (don’t care )
  + Tanggal si “Escaping Criminal” and “Secret Agent Invading some Secret Lab”

**Mechanics**

* Landscape orientation game
* Platform
  + Triple Platforms
  + Bottom – has no pitfalls
  + The middle and upper platform has
  + Gravity does its work
* Properties of the Character
  + Life system = Heart style
    - Initial heart count = 3
    - Every time he gets hit, decrease heart count by one
    - Every time he picks up heart, increase heart count by one
    - Cap of 5 hearts
  + Firing system
    - Dual wielding
      * One hand for the auto-firing weapon (eg. Pistol, Rifle)
      * One hand for the triggered weapon (eg. Shotgun, Sniper)
      * Both works simultaneously
      * Default: Pistol for auto-firing, non for triggered
      * Getting a power-up for a weapon (triggered or auto-firing) will replace current weapon
      * Auto-firing power-up will be time based; If time limit finishes, the auto-firing will revert to Pistol
      * Triggered weapon will be ammo-based; If ammo depletes completely, the triggered weapon will be disabled until another triggered power-up is taken
* Power-Ups (General)
  + Frequency/Rate of Spawn
    - Possibly counter-based
      * E.g. After killing the 20th enemy, a power-up will appear
    - Possibly distance-based
      * E.g. Every 2 sets of platform
    - Possibly time-based
      * E.g. Every 5 seconds
  + Gun-based
    - Spread shot
      * Applied to the auto-firing weapons
      * Time-based power-up
      * 10 seconds
      * first instance: 3-way spread shot;  
        second instance: 5-way spreadshot;   
        third instance: time extend;
    - Railgun
      * Applied to the triggered weapon
      * Ammo-based power-up
      * 5 counts
      * Pierces through enemies
      * first instance: 5 ammos;  
        second instance: reset to 5 ammos;
    - Shotgun
      * Applied to the triggered weapon
      * Ammo-based power-up
      * 15 counts
      * Close AOE High Damage Shot
      * first instance: 15 ammos;  
        second instance: reset to 15 ammos;
    - Gatling Gun
      * Applied to auto-firing weapon
      * Time-based power-up
      * 15 seconds
      * High fire-rate
      * Resets time every additional instance
    - Sniper Rifle
      * Applied to triggered weapon
      * Ammo-based power-up
      * 10 ammo
      * High-Damage auto-aim (nearest enemy)
      * Resets ammo to 10 every additional instance
  + Stat-based
    - Shield – save character from first harming encounter
      * Flame Boost – invincibility for a short time, twice the running speed, auto-killing all encountered enemy, ends with a burst to auto-kill all near enemy once the speed boost stops
    - Heart Pick-Up – adds one more heart (life)
      * if life is already maxed out, it becomes an instantly used clear-screen nuke (to make the player feel AWESOME :D )
* Enemies
  + Endless Runner Mode
    - Walker Type – the basic dude you see everywhere
    - Pop-up Type – will randomly pop from ground
    - Laner Type – changes lane/row of operation
    - Flying Type – flies, drops walkers, one-hit
  + Bonus Round Mode
    - Walker Type (duh)
    - Pop-ups (haha)
    - Kamikaze Enemy – charges towards you quickly
    - Pinata Enemy – spawn smaller enemies once killed
    - Rare Game Enemy – one kill = higher than one kill count
    - “Frenzy Witch” Enemy – doesn’t harm you, but flashes on the screen quickly and thus hard to kill; once killed, gives “2x kill count” buff for 5 second
    - Boss Enemy – only appears in the ‘Boss Stages’ and only sends out a specific kind of enemy

**Coding Platform/IDE**

* FINAL: Android Studio
* LANGUAGE: Java

**Final Theme**

Human defending aliens alone, with the help of super gun weapons

**Deadline/Assignment**

* Game Logic – finish the framework in one month
* GUI – finish the framework in one month, cooperate with Game Logic
* Documentation – At least right after the basic frame work finishes
* Graphics – generate ideas, make rough drafts or prototype graphics
* Music – start generating ideas, think of good music (raises intensity and concentration) with a good looping capability