
COMP 4002 – Prototype Instructions

My Game is a 2D platform Shooter. In this game the player is spawned into a hub, in their first run of the game they are presented with a tutorial which shows them how to play. They're given some context (Fight through some areas to escape). The controls are WAD to move, mouse to aim and LMB to shoot, Spacebar to use ultimate (when fully charged).

The player drops down from the hub to the first area (where a random scene is loaded). The player must fight through pig enemies that explode if you get near to them. The player must then traverse a puzzle to find a key which unlocks the boss room at the end of the area. This boss is a giant spike that hurts the player if it hits them, the player must jump over the spike to dodge its attacks. Once the first area boss is defeated the player can load into area 2.

The player has 6 minutes to complete this area otherwise they lose. In area 2 there are spikes that deal damage and places where the player can fall off and die. The enemies in this area are bees which fire stingers at the player. The key is much harder to get to in this area and the boss at the end is also tougher but yields bigger rewards. Once the second boss is defeated the player loads back into the hub where they can purchase upgrades or new characters for their journey. These new characters have different weapons, health, fire rate and ultimate abilities.