

Soft Drink Lager

TOTAL

CARBON-ACTION

Gabriel Castro

Nuno Freitas

Pedro Serrano

Ricardo Brioso

Game Concept

Premise

- ⦿ Year 2076, humanity has discovered carbonation as an energy source.
- ⦿ Bepis and Loca-Cola, have been locked in a never ending war for 26 years.
- ⦿ Main character escapes Earth and crashes into a space station.
- ⦿ His goal is to steal the ultimate fuel for his ship, Loca-Cola 2.

Genre

- ⦿ Soft Drink Saga Total Carbon-action is a 2D top-down roguelike shooter game

Game Concept

Game Inspiration

🎯 Enter the Gungeon



Enter the Gungeon (2016), Unity, Over 3 million sales

Game Concept

Game Inspiration

- ⦿ Enter the Gungeon
- ⦿ The Binding of Isaac



The Binding of Isaac (2011), Adobe Flash, Over 5 million sales

Game Concept

Game Inspiration

- ⦿ Enter the Gungeon
- ⦿ The Binding of Isaac
- ⦿ Nuclear Throne

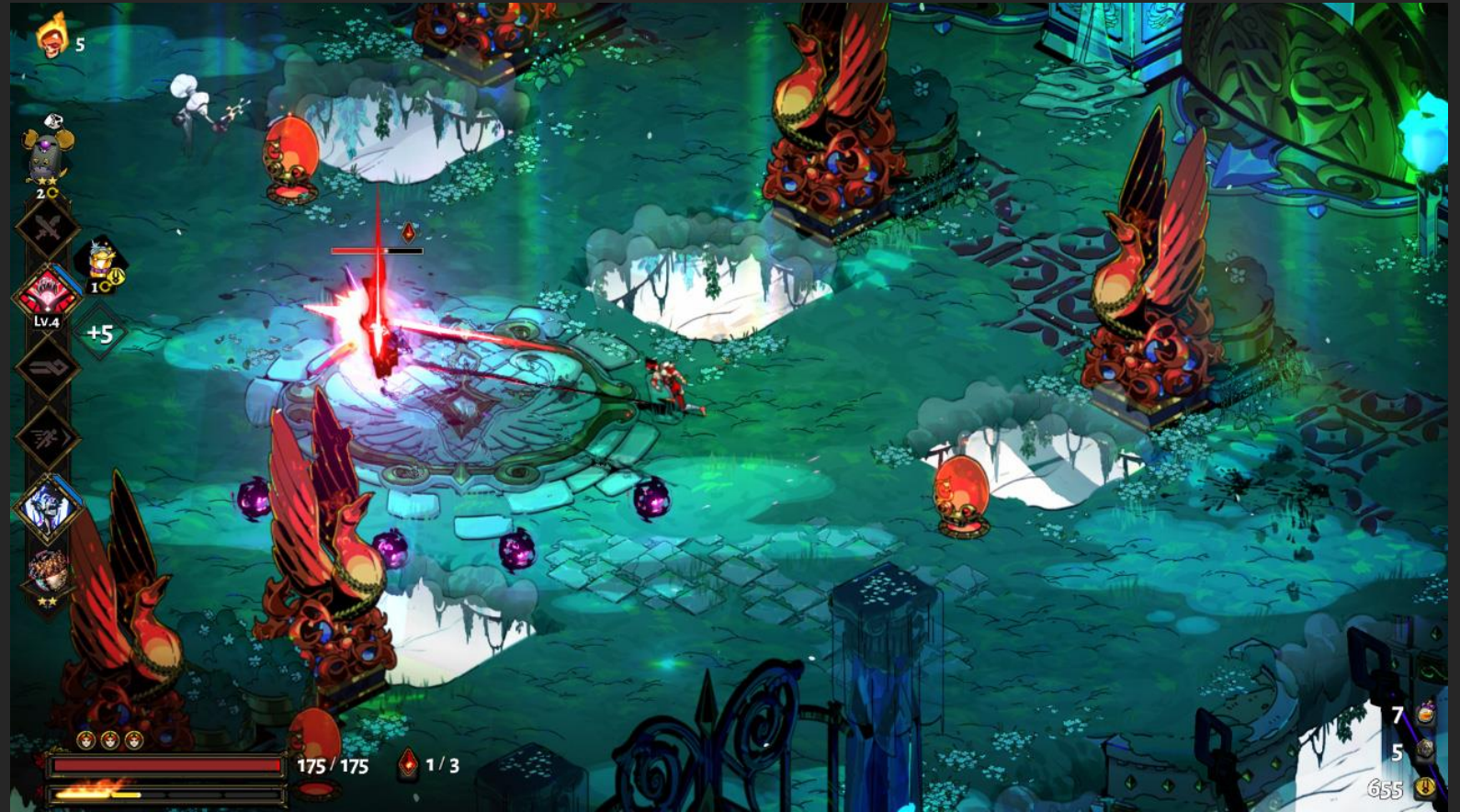


Nuclear Throne (2015), GameMaker, Vlambeer

Game Concept

Game Inspiration

- ⦿ Enter the Gungeon
- ⦿ The Binding of Isaac
- ⦿ Nuclear Throne
- ⦿ Hades



Hades (2020), In-house engine, Over 1 million sales

Team Roles

Gabriel Castro

- Story and writing
- Art design (cutscenes, sprites and animation)

Nuno Freitas

- UI designs and programming
- Occasional programming assistant (such as portal at the end of bosses)

Pedro Serrano

- Main movement and shooting mechanics
- SFX and Music (combat theme)

Ricardo Briosso

- Programming (cutscenes, camera, animations, dialog system).
- Animation Implementation and some random sprites
- Level design and enemy placement

Game Story

Setup

April 1st, 2030. The eccentric billionaire Alan Mousse managed to send his 13th car to space using only the force generated by the the release of pressure from a champagne bottle.

The two leading companies in the soft drink market, Loca-cola and Bepis, took advantage of this discovery by starting affordable space travel agencies.



Game Story

Setup

As humanity started exploring the great void like never before, their increasing dependence on this source of fuel gave these rival companies dangerous amounts of power.

Their animosity begat continually escalating hostilities, culminating at an open war on the 8th of May 2050.



Game Story

Setup

26 years later, Alan Mousse would, out of regret, set up a way for people to escape a war-ravaged Earth into space.

The player controls Steven Up, one such person. Unfortunately, his escape pod would crash directly into an orbital research station owned by Loca-cola.

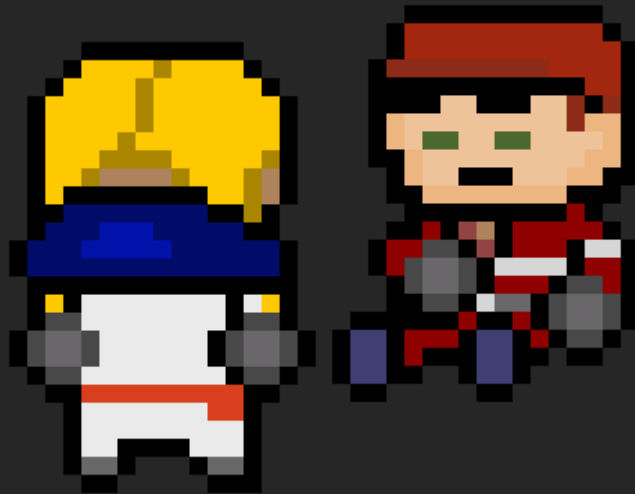


Game Story

Setup

Aboard the station, he would meet a Bepis spy wounded by his crash landing. The spy's mission was to steal the experimental Loca-cola 2, as it would give his employer's rival company an edge. He tells Steven to finish the task in his stead, as he could use the new powerful fuel to get his escape pod operational again.

Steven accepts and the game begins.



Art Design

Concept Art

The setting was a space station powered by the carbonation of soda, so we wanted a mix between steampunk and futuristic. The character concepts had to incorporate this aesthetic.

Here are some that remained unused:



A celebrity sponsored by Loca-cola, rides on soda powered rollerblades and throws small "min-toss" grenades.



An evil henchman with a hydraulic prosthetic arm (also powered by soda).

Art Design

Concept Art

The character concepts we used were the most fundamental ones, for a protagonist and a shopkeeper.



The protagonist, Steven Up, an average man with very bad luck.

He wears a standard spacesuit offered to all who board the Flee 4 Free escape pods.



The shopkeeper, a forgotten Bepis marketing mascot, once held prisoner by Loca-cola, now allowed to roam free out of sheer lack of interest in keeping him.

Art Design

In-game sprites

Most sprites were developed to fit on a grid of 32x32 pixel squares.

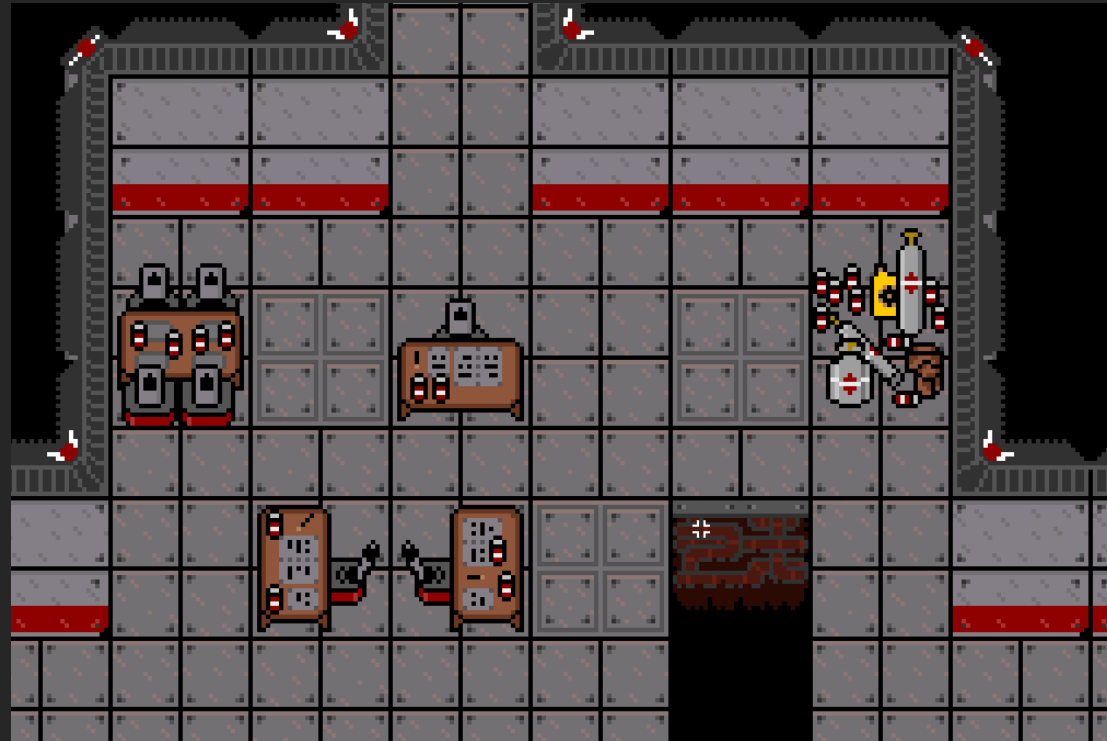
For characters, the earlier designs were adapted, and new ones were created for the enemies, as well as a spy NPC who would give Steven his goal.



Art Design

In-game sprites

A set of tiles was created to incorporate all we wanted on the station interior. They were then used in the creation of the levels.



Game Design

Player Mechanics

The main objective of the player is to shoot his way through the dungeon rooms and their swarms of enemies to get to the end and grab that precious bounty. The aim of the weapon is controlled by mouse position.

Being that the game is designed for one player only, the main character moves (WASD) and shoots (McL) faster than the enemies. Player health however is set to 5 beer jugs, which is low but manageable.

The player can move and shoot in all directions, but it is limited by ammo, and upon shooting 10 times, he has to wait while the weapon is reloaded.



Game Design

Enemy Mechanics

All regular enemies have similar characteristics, some shooting faster, others slower, some moving towards the player, others standing still. They are all triggered by a proximity range.

The one big difference is the final Boss, that presents some different attacks, meant to provide a more challenging experience to the player.



Music and SFX

SFX

SDSTC is a game about soft drinks and other delicious carbonated beverages. As such, all of the action sound effects present were derived from real life samples of gaseous drink related foley, such as can openings, drink pouring, the popping of bottle corks, bubbles and more.

Music

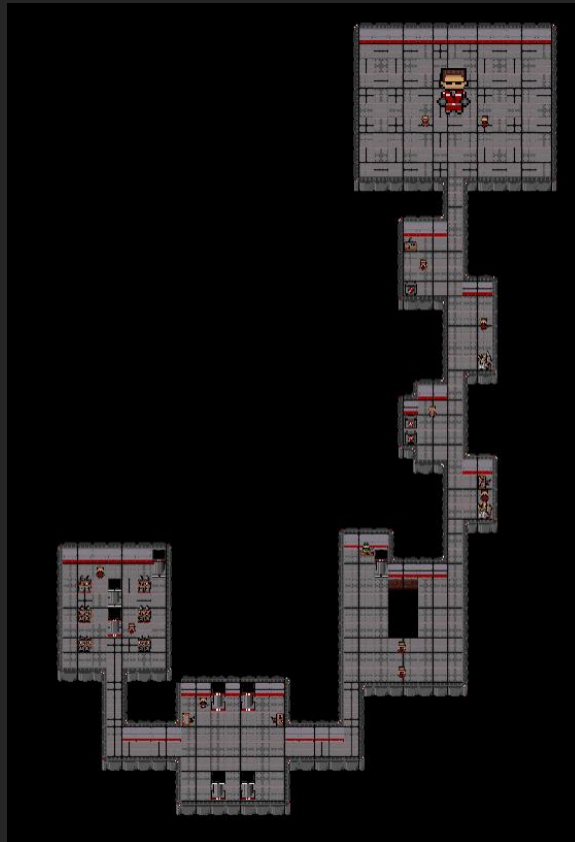
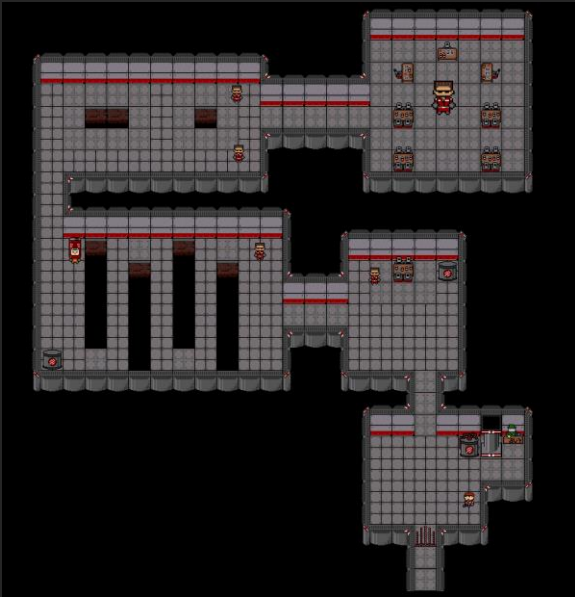
The main combat theme was created so that it would fit the fast pace of the action, giving the player a good level of adrenaline, never forgetting about the overlaying theme of the game – drinks! It was inspired in heist movie scenes and spacey electronic genres and it was mixed with samples from soft drinks.

Menu/Cutscene Music

The menu music was provided to us by Francisco Almeida. We thought that his music accompanied the cutscenes very well, as through the use of swelling and intriguing sounds it perfectly complements the story set up.

Level Design

Strategically placed enemies, which increases difficulty;
Shopkeeper and friendly NPCs are placed in safe locations;
Special rooms for the bosses



User Interface

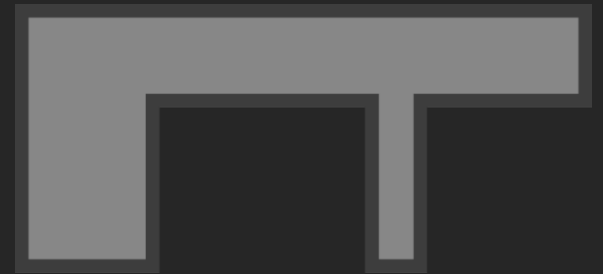
Concern with keeping UI coherent with the game's "pixel art" style

Mostly using repurposed game art;

The few remaining graphics were created through vector art...

...but exported with low resolutions and then scaled in an attempt to achieve a "pixel art" look

Text font used - "Forced Square" (available under Creative Commons)



User Interface

This UI work was done for the:

- Heads-up Display (HUD)
- Main Menu
- Shopkeeper in each level, whose shop is shown in-game as a menu.

