Astral

# Project Overview

## High Concept and Mockup

The Player fights their way through endless waves of enemies collecting energy from them that they can spend after death for stat upgrades to improve the next run with the goal of getting to the highest wave they can.

A video game with pink frogs

AI-generated content may be incorrect.

## Character

The player controls a non verbal person in a spacesuit holding a gun.

## Camera

The camera will be in a first person position.

## Controls

WASD – Movement

SHIFT – Sprint

ESC – Pause

LMB – Primary fire/Menu Navigation

RMB – Secondary fire

F - Interact

# Game States

## Splash Screen

The game’s title card with black hole and asteroids as an indication of the game’s sci-fi theme.

## A black background with blue text AI-generated content may be incorrect.

## Main Menu

The main menu will display the title in a smaller size as well as have buttons for;

a new game, loading up a saved game, settings, and credits.

A screenshot of a video game

AI-generated content may be incorrect.

## Gameplay

In the gameplay state the player will be able to see indicated;

The round number, their health, the collected currency, the special ability cooldown icon, and their ammo count

There is also a settings button in the top right hand corner for a touchscreen version.

A white background with black text

AI-generated content may be incorrect.

## Shop Menu

In the shop menu state the player can see indicated their currency count, the settings button, and the begin button to start a new run. In the Shop window itself they will see all possible upgrades, the cost of said upgrades, as well as a buy button beside each one.

A screenshot of a shop

AI-generated content may be incorrect.

# Roadmap

|  |  |
| --- | --- |
| **Week** | **Objectives** |
| 1 | Make environment and moving player |
| 2 | Make enemy behaviour, wave system, and shooting/killing functionality |
| 3 | Add currency system, death/respawn system, and game saving/loading. |
| 4 | Create new states for the shop system between runs, the splash screen, and the main menu for ‘New Game’, ‘Load Game’, and ‘Credits’ buttons (Maybe a Settings button if we get around to it. |
| 5 | Port to Android |

# Credits

Ryan Ashtari – Game Director/Programmer/Artist

## Third-Party Works

<https://www.flaticon.com/free-icon/asteroid-belt_7105675>

<https://www.flaticon.com/free-icon/black-hole_80654>

<https://www.flaticon.com/free-icon/bomb-explosion_16353>

<https://www.flaticon.com/free-icon/magazine_3509408>

<https://www.flaticon.com/free-sticker/monster_8600020>

<https://www.flaticon.es/icono-gratis/ooooooooooooooooooooooooooooooooooooo_14443702>

**Ammo Counter Pseudocode**

START

If left mouse button input detected then:

{

Reduce ammo count by 1

Set ammo display to ammo count

}

If ammo count is less than or equal to 0 then:

{

Set ammo count to 30

Set ammo display to ammo count

}

END

**Round Indicator Pseudocode**

START

If enemies container is empty:

{

Increase current round by 1

Set round display to current round

Display current round temporary message at centre screen position

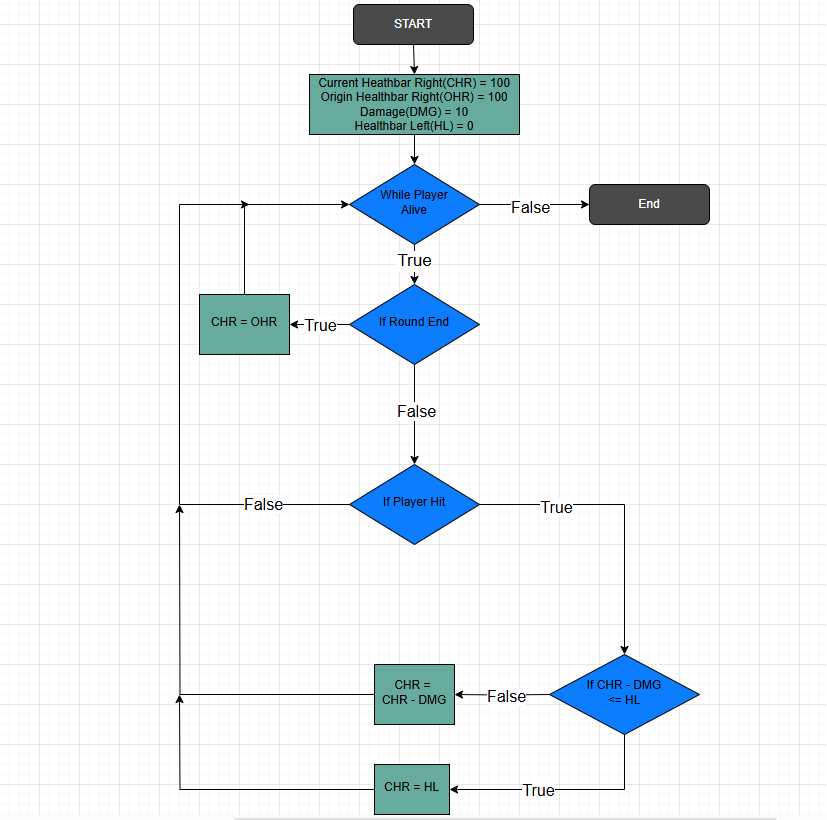
Wait 5 seconds

Remove current round temporary message

}

END

**Healthbar Flowchart**

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