**CSCE 490—2Dimensional Game Concept**

*Setting:*

The game will take place on a fictional spaceship currently floating through the universe.

*Plot:*

1. Astronauts are on an important mission and somebody tries to sabotage it by bringing an alien on board. The main character needs to destroy the alien, then find who is responsible.
2. Astronauts are on a ship when their “portal” is compromised by evil aliens who board from their own ship…

*Features:*

1. Difficulty settings
2. Mini bosses
3. Character customization
4. Weapon choice
5. Workbench for weapons upgrades and tools
6. In-game timer

*Screens:*

1. **Home Screen**: Will have a standard video game home screen. Art center with game title and start button. Options button to adjust volume, difficulty, etc.
2. **Start Screen**: Leads to window to pick save game file.
3. **Pause Screen**: Has prompts to let user quit to main menu or desktop, and access options.
4. **Options Screen**: Leads to window with game options and features.
5. **Inventory Screen**: shows items character has acquired.
6. **Death Screen**: Displays after character death. Options include restart from last checkpoint or save and exit to home screen or desktop.

*Animations:*

1. Jumping (\*)
2. Crouching
3. Standard walking (\*)
4. Idle
5. Melee attack (\*)
6. Shooting attack (\*)
7. Sprinting (\*)
8. Draw weapon from inventory