

CGV PROJECT 2021 – Mars Game

Scott's Bots

Team members:

- Mohammed Gathoo (2089236)
- Tristan Bookhan (2105569)
- Nico Govindsamy (2067058)

Basic Premise:

You are an astronaut and scientist that currently resides on a mars base camp that consists of:

- the scientist's quarters / lab facilities
- manufacturing facility
- outside the base camp; the rocket ship on its landing platform

You awake to the sounds of alarms going off in the base camp and red flashing lights signalling a security threat in the base. There is a severe sand storm occurring outside the facility. Upon closer investigation, you find that the AI security system has gone rogue and is trying to attack any organic lifeforms on the base. You need to first escape the lab section by solving some puzzles, then make your way through the manufacturing facility by fighting and dodging the laser turrets on the walls, and finally fight through the AI security robots outside, in the sand storm, and make your way to the rocket ship to escape Mars.

Scene Description:

Level 1 - LABS:

1. Where you wake up – waking up animation.
2. Locked out from main passage - need to find key card to escape.
3. Find that the door to the manufacturing facility is sealed off - 3 red lights need to be turned green for the door to open.
4. Solve three different puzzles (that involve switches, circuits, etc,) to open door.

Level 1 consists of about 4 rooms - your room, the main passage, and two other rooms to solve puzzles.

There is an emergency orange moving light in your room signalling a security threat. There are window panels alongside your room wall, which looks out to the storm outside and the rocket ship in the distance. Siren noises. One of the rooms consists of biological experiments on plants with white light above the plant pots. Another room is an electrical room

Level 2 - MANUFACTURING FACILITY:

1. You walk through the facility and then the turrets on the wall shoot lasers at you at a steady rate.
2. You need to avoid these lasers to stay alive.
3. There is a dark cargo area of to the side that you need to find the key card to escape the facility. You need to use a torch in this area.
4. You can also find the kill switch for the turrets hidden in this room.
5. Shoot the turrets if you want to escape. Cannot shoot them directly without sustaining a lot of damage.
6. Leave through the final doors once you find the key card and make it past the laser turrets.

Level 2 consists of two rooms - the main factory part and the dark room to the side. In the main factory, there are shelves with cargo boxes. There are conveyor belts moving rocks around. There are moving assembly lines hanging from the ceiling that move cargo around the base.

There are a lot of broken, flickering wall lights, and most of the objects are partially rusted in this area. The dark room consists of shelves of items. There is one turret in the room that is hard to see. The key card can be found on one of the back shelves (maze type puzzle).

Level 3 – MARS TERRAIN:

1. The sand storm severely impedes your visibility. Try to catch glimpses of the towering rocket and make your way to it.
2. AI security robots show up in the storm to attack you. Shoot them down to get past them.
3. Walk up the stairs to the rocket platform and enter rocket.
4. GAME ENDS

In Level 3, there is a rocky Mars terrain. There are huge mountains of in the distance. The towering rocket and its platform are the main objects in this scene. Looking back, we also see the large mars base we just escaped from. There are fences on the left and right to avoid players from leaving this area. There are broken and normal cargo boxes scattered across the ground. The storm is a main aspect of this level. You slowly lose health in the storm so you need to make it out quickly. Oxygen tanks are scattered around the area in the storm. You need to collect these because oxygen levels your oxygen levels are depleting.

Gameplay features:

1. First Person (potential for toggle to third person)
2. Inventory Slots - 3 slots for gun, torch, key card
3. Collectibles – gun ammo, med kits, oxygen tanks (third level only)
4. HUD – health bar, ammo count, oxygen bar
5. Other information – mission log, mini-map (indicates turrets and collectibles), timer
6. Able to interact with buttons and switches – bring up a hint when something is interactable.
7. Options Menu – pause game, restart game, settings (camera sensitivity, control scheme), credits
8. Dialog boxes explaining the story
9. (optional) speed running – timer and leader board
10. (optional) multiplayer features
11. (optional) two difficulty levels – more enemies, higher damage, less collectibles

Graphics/other aspects:

1. Shadows
2. Reflections
3. Sounds
4. Transparent windows