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CAP 3032

Final Project

Game: Oreo Maniac (**Note: this is a Solo project**)

1. What is the nature of the gameplay? That is, what challenges will the player face? What actions will the player take to overcome those challenges?

Oreo Maniac is a 2D-based interactive shooting game where an unnamed main character must defeat various shooting enemies, navigate different environments, and defeat a final boss to retrieve an abundance of Oreos. Along the way, there will be other environmental objects that can harm the player. The player must shoot his way through enemies, navigate the dangerous terrain, and get over obstacles to reach the final boss.

Note: the concept for this game is based on an old action series I made in middle school:

https://www.youtube.com/watch?v=3B7uvgyU1eE&ab_channel=ShaneBarrera

2. What is the victory condition for the game? What is the player trying to achieve?

The victory condition is triggered by the player defeating the final boss and interacting with the pile of Oreo cookies at the end stage. On the contrary, if the player's health diminishes to '0,' the entire game resets to the starting menu. Again, the winning objective is to retrieve the surplus of Oreos so that the main character can fuel his absurd, obsessive addiction to them.

3. What is the player's interaction model (mouse/keyboard)?

The user will utilize a simple 'A,' and 'D' keyboard interaction to move... **walk left, walk right.** The **spacebar** key will be used to jump. The **left mouse clicks** to shoot a designated weapon. Additionally, a user can press 'E' to talk as they're playing, saying various phrases to the enemies. Whenever the perimeter of a character interacts with a harmful object – enemy, obstacle, etc. – their health will correspondingly decrease. Moreover, whenever interacting with a helpful object – health, weapon, Oreos, the character will receive it.

4. What is the general structure of the game? What is going on in each mode, and what function does each mode fulfil?

The game is divided into three stages: **stage one** is a warehouse environment with various enemies who will be shooting at the main character. We must eliminate them to move onto **stage two**: a long hallway with even more enemies who will be shooting. The **third and final stage** will be a single exotic room with a throne where the **Milk Man** will slowly approach the main character, shooting a mini-gun. There will be two modes: **easy** and **hard**. For the easy mode, the player will have more health, and the enemies will take less damage. Additionally, there will be various health packs throughout each stage. On the other hand, the hard mode will grant the player less health, and all enemies will take more damage to kill. There will be no health packs.

5. Does the game have a narrative or story as it goes along? If so, summarize the plot.

As mentioned earlier, this game is based on a video series I made in middle school with the following repetitive plot: an “Oreo Maniac” goes on a rampage, defeating anyone who gets in his way to retrieve Oreos! For this game, we are going to summarize the plot as follows:

The Oreo Maniac has been in hiding for a year, planning to infiltrate a new Oreo Kingpin ran by The Milk Man, a thuggish dealer who’s pushing a new high-quality product on the market. Preparing for a break-in, the Oreo Maniac is locked and loaded, and ready to take on anyone who gets in his way. He makes his way inside the kingpin and shoots down all of the Milk Man’s workers to get to him. Once reaching him, they must face off in a glorious battle to see who can claim his grand stash of Oreos.

6. Why would anyone want to play this game? What sort of people would be attracted to this game?

Frankly, this game is going to be solely created for my own enjoyment, as well as my family and old friends who watched the YouTube series. Anyone who enjoys 2D shooter games, and absurdly funny premises would likely find pleasure in playing this game.

Note: all music for this game will be original, based on songs I’ve created over the years

Data: Note: more objects will be added as the project progresses

-Oreo Maniac Main Character	-Enemy	-Alternative Enemy	-Milk Man Boss
-Stage 1 Background: Warehouse	-Stage 2 Background: Hallway		
-Stage 3 Background: Room	-Health Pack	-Bullet	-Boss Sound Effects
-Easy Mode Button	-Hard Mode Button	-Start Button	-Exit Button
-Main Menu Theme			

References:

- [1] Sprite Sheet (Main Character, Enemy, and Alternative Enemy)
<https://www.deviantart.com/lostchild14000/art/Sprite-Sheet-Gun-Soldier-675509084>
- [2] Various Sound Effects
https://www.youtube.com/watch?v=3B7uvgYU1eE&ab_channel=ShaneBarrera
- [3] Move Left and Right
https://www.youtube.com/watch?v=jgr31WIYWdk&ab_channel=ChrisWhitmireLessons
- [4] Making a Character Jump
https://www.youtube.com/watch?v=8uCXGcWK4BA&ab_channel=ChrisWhitmireLessons
- [5] Shooting Bullets
https://www.youtube.com/watch?v=_k_yRbUeVxY&ab_channel=ChrisWhitmireLessons