Top-Down Shooter

Team Name: Dinosaur Lazers, Go!

Corey Massey, Kelsey St. Clair, Kurtis Reed

Game Concept Name: Dinosaurs + Lasers = Awesome

1. Complete Game

Player:

* Player characters are dinosaurs with laser attachments over their faces
* Player can fire lasers at enemies to blow them up
* Different avatars with class specific moves
* If the player can make it to the end of the level, they can convert the points they earned throughout the level into currency for upgrades to themselves

Enemies:

* Enemies travel from the top of the screen, down towards the character
* Enemies can damage the player character, and if the player loses all health, they have to restart the level
* Enemy AI
* End level bosses
* Mid-point mini-bosses

Pixelated Graphics

* Classic 8-bit stylized graphics

Multiple levels with different elements

* Repeating background with possible cloud coverage, forest foliage overhead, etc.

Sound effects

* Gunfire and dinosaur roars for a better player experience

Game Controller supports

* Mouse and keyboard
* (Possible) Handheld controller

2. Extended Game

Multiplayer:

* 2 player availability on same machine
* 2 player availability on multiple machines

Fully immersive dialog chat from characters (“Rawr, rawr!”)

* Intense moments between the character and mid-bosses/level-bosses

Save and load

* The player is capable of saving and loading their game for continuous play

Character selection screen

* Choose between various dinosaurs for play, each class with their own specific attack moves and stats

Bonus Assets:

* Bonus level
* Multiple endings
* Difficulty settings

Objectives for Wednesday 8/13/2014

Group:

* Make the game playable
* Have working player and enemies displayed on screen

Corey:

* Create basic game screen with a scrolling background.
* Move enemy (rectangles) down the screen.

Kelsey:

* Implement health bar and charge meter for laser
* Implementing bullets and trajectory
* Player hit detection, which will reduce player health

Kurt:

* Player sprite (Rectangle) is on the game field
* Player sprite responds to either WASD/Arrow keys
* Upgradeable Player Aspects
  + Total Health
  + Laser Power
  + Total Laser Charge