

Overrun City

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High Concept

Overrun City takes place in a city that has been overrun by a mob group who have left the streets deserted. Cars line the streets where they have been abandoned as people have fled from the hired hands of the mob. The leaders and organisers of this overthrowing and trashing have housed themselves in a prestigious building and are well defended in their location. If the building could be entered and the leaders captured the city could be restored to its former glory. It was decided that a larger task force would draw too much attention and risk more casualties; so you the player have been tasked with the solo mission of getting access to the building where the mob have created their base of operations. This mini-game takes the perspective of the player starting from right nearby the entrance to the headquarters. The player must eliminate the hired hands that guard the buttons that allow entering the secret code that opens the outer gate. The mini-game ends once the player has successfully entered past the gates that will open upon receiving a correct combination.



Figure 1 : Game Intro Screen with Controls and Backstory



Figure 2 : Victory Screen

General Gameplay Features

Player Control

The player's view of the world takes on the perspective of a bird's eye while allowing movement in any direction. With the gamepad the player is allowed freedom with their control of the rotation to provide a deliberately different experience of gameplay to that of the keyboard. The keyboard operation allows for rotation to be facing up, down, left, or right. In either case the player may use strafing to their advantage to tactically remove foes.

The Player's Weapon

The player can fire their weapon that with each press it will fire another shot. The shots have more than one purpose. They will obviously be useful for removing enemy threats as when a shot collides with an enemy they will disappear. Another important aspect of firing the weapon is that when fired at buttons it changes the number presented; thus being allowed to change the combination. The less obvious advantage of the weapon is that when shots collide with each other the shots will cancel out. This is a required aspect for successful completion of the hardest difficulty.

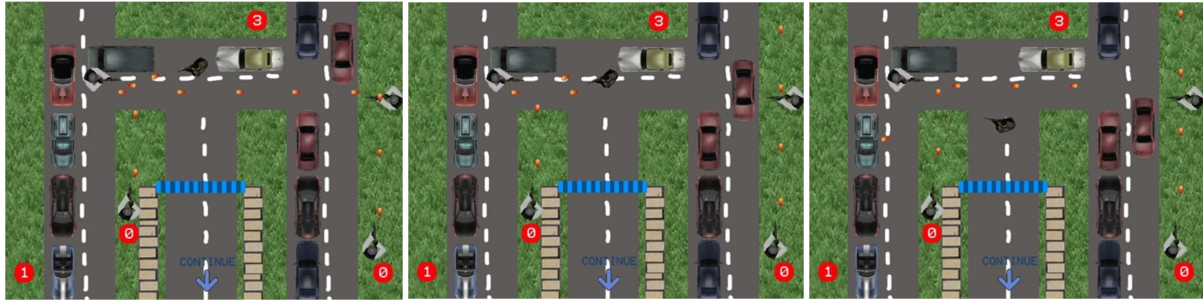


Figure 3 : Example of the player using the car to block fire and firing at the enemy shots to pass through the hard section

Enemies, Obstacles, Winning and Losing

Enemies line the streets and will fire at different rates from their locations depending on the current difficulty. Obstacles obstruct the path of bullets, and the player that come in the form of cars (that may be moving), walls, or doors. To win the game the correct combination must be entered by shooting the buttons and the doors will open at that time. The player will lose the game and be asked to restart if they come in contact with the enemy fire. Windows that appear at the beginning, when losing, and when winning indicate to the player what they need to do, what they have done wrong, and how they can find different ways of playing the game.

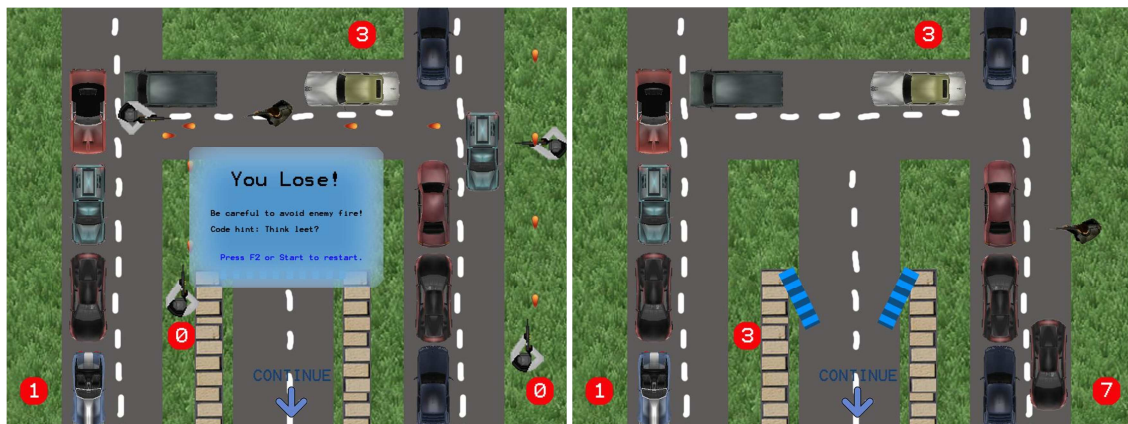


Figure 4 : Loss Screen

Figure 5 : Door/Gate Opening after correct Combination

Videos Showing Sample Gameplay

The following two links are videos I took to demonstrate gameplay of the easy mode with keyboard and hard mode with gamepad.

- Easy with keyboard: <http://www.youtube.com/watch?v=3KnQE0SW4zk>
- Hard with gamepad: <http://www.youtube.com/watch?v=ExdsWClutBc>

Conclusion

Go play and have fun!

References

Graphics have been used from a number of different sources. This section should not be included as part of the page count. It lists what I used as sources for the artwork and code that I did not develop myself.

Enemies, Player, and Car sprites

Site: <http://forums.yoyogames.com/forums/10/topics/50964>

Enemies Image: <http://img145.imageshack.us/img145/3148/leonref.png>

Player + Cars Images: <http://img215.imageshack.us/img215/7849/gta3sprites5ux.png>

The grass background texture

Site: <http://www.myinkblog.com/2008/06/11/create-an-awesome-grass-texture-in-photoshop/>

Image: <http://www.myinkblog.com/wp-content/uploads/2008/06/grass-tut-no-dirt.jpg>

The brick wall texture

Site: <http://www.myinkblog.com/wp-content/uploads/2008/06/grass-tut-no-dirt.jpg>

Image: http://fc07.deviantart.net/fs41/i/2009/013/d/2/texture_054_by_juuichimei.jpg

Bullet graphic

Site: <http://www.shmup-dev.com/forum/index.php?topic=1541.0>

Image: <http://mab.eviscerate.net/bullets.png>

List of graphics I made myself

- All the button images
- The road overlay
- The doors that open
- The opening/win/loss windows that appear
- The continue with the arrow that allows level completion
- General modification of the referenced images to make them suitable for working within my game.

Code used from other sources

The collision code used has been used as the basis for what I have built for the framework is from the code in lectures. It has been modified to allow for the way in which I decided I wanted to use it by adding a pixel threshold, modified parameters with GameObjects instead, and designed to exist as part of the GameObject class for the updating methods.