DM2230 - Mobile Game Programming
A1 Proposal

Team Members:
Chen Qing Bing (193699R)
Ernst Quah Jun Yi (192115T)

Project Title: Datacore

Group Name: PPFUNC

Introduction: You are a rider in a spaceship on a mission to deliver a Datacore whilst travelling through space.

How to Play: Players navigate through space (Side-scrolling) whilst collecting powerups and orbs, while avoiding asteroids and enemy ships whom might shoot at them.

Game Mode(s):
Normal Mode - Regular Gameplay
Nightmare Mode - Stronger Enemies

Game Genre: Side-scroller, Adventure, Endless

Target Audience: 12 and above.
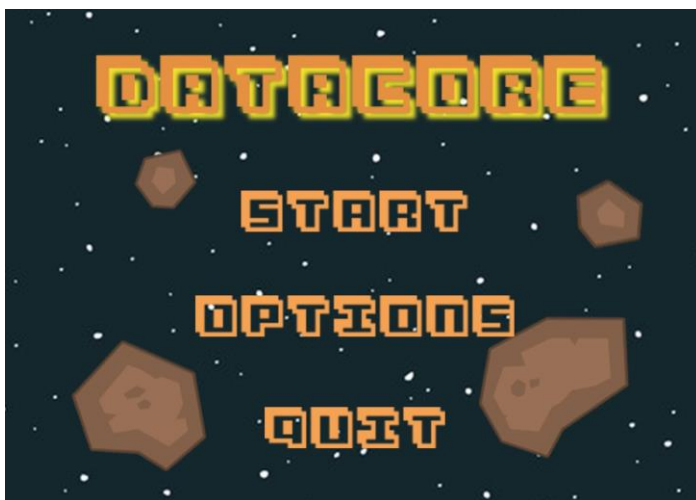
Unique Game Features:

- Players can collect powerups:
    - Health Powerup: Recovers Player's health
    - Slowdown Powerup: Slows speed of incoming items
    - Multiplier Powerup: Doubles the score received for a short period of time
- Players can use currency collected after each game run to buy different ship designs
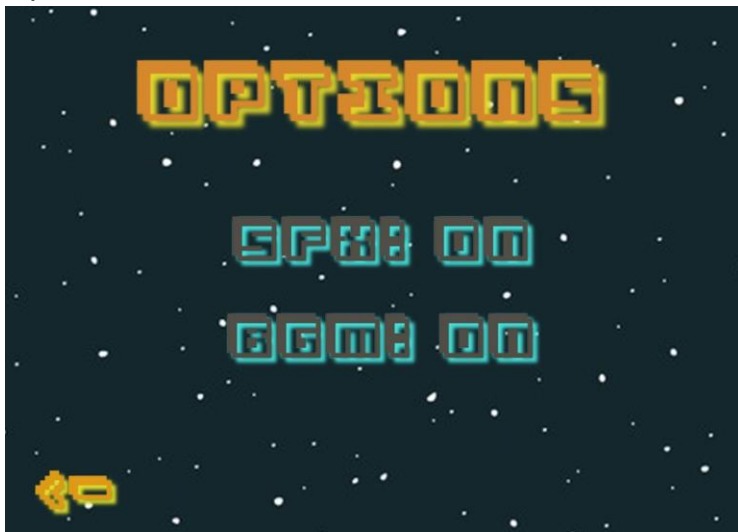
General Graphic Layout:

❏ Splash Screen:

❏

❏ Title:

❏

❏ Options:

❏

❏ Game Screen (with references):

Task Breakdown:
(Part 1):

Framework:

Ernst: Gamepage, GameScene, Background (render and entity)

Qing Bing: Main menu, Options menu, Splashpage, Options and Music

Gameplay:

Ernst: Game Objects, Collision Detection and Response

Qing Bing: Buttons and Player Control

Assets:

Ernst: Sprites

Qing Bing: Background Images, Audio Clips