Game Breakdown

The game will be based off asteroid, which some influence from the mini game in Stardew valley journey of the prairie king. The main mechanic that is present in the game is a twitch mechanic to shoot the interference that is trying to kill the player. There is also a slight management mechanic present in the game with having to manage the player’s movement, shooting and abilities at the same time.

The player will be aiming to survive the waves of enemies to uncover the memories hidden behind the fog. The progression of the level would be tracked with a bar at the top of the screen that increases when you kill interference and decreases when you’re hit or hit the edge of the screen.

The aim of the game is to uncover the memories of the brain you’re protecting, the way you do this is by shooting the interference with electrical impulses, once you have killed enough interference then you can unlock an image, after unlocking all the images in a story board you can view the images together. The future story boards will get progressively harder adding our skill level to the game.

The management side of the game has the movement control, shooting, and abilities. The movement will always happen and you can choose the direction, but you can’t physically stop moving. The shooting is a simple point and click that destroys the first thing it hits. The abilities are designed to add a higher kill level to the game, with giving the player a chance to use them at the right time and not waste them, one is an electrical overload that hits everything in a small area around the brain, and the other is shield that increases movement speed for a few seconds, while also making the player invincible but unable to attack.

Each round will last about 30 seconds, enemies will spawn for the first 10-15 seconds then giving the player a chance to kill the interference, however if the player doesn’t kill them all in time the next wave will start spawning with no chance to relax. The abilities will have cooldowns that are relative to the length of the round, but also not have to long a cooldown so that they don’t feel like they’re there all the time. The overload is on a 45 second cooldown meaning it has a round and a half cooldown as it is the most overpowered ability, the shield will have a 10 second cooldown meaning it is more readily available.

There will be on average 4-5 pictures per story board, that means that per memory the player will get 2 – 2.5 minutes of gameplay. This means that if we can create enough memories we will have enough gameplay to flesh out a 15 minute game, which meets the target demographic because the game will be a fast pace, difficult game, that ramps up in difficulty quickly.

WASD is used to control the movement of the player respectively.

Mouse1 is used to control the impulses fired by the brain.

Mouse2 is the overload ability with visual representation of the cooldown.

Space is the shield ability with visual representation of the cooldown.