

## **Return to Sender Design Document**

By Immanuel Almosara, Sebastian Chamorro, Rahul Sondhi

Name of main character: Hucky Shotgunholder/Rusty Trigger/Duke cletus

Return to Sender is a Shoot Em' Up, where our main character holds a weapon and only moves along the x-axis. The overarching goal would be to shoot as many drones without dying as you can while at the same time trying not to shoot the packages that they may or may not hold. Initially the player would start off by simply throwing rocks, but will be able to upgrade through the packages that the drones drop. For successfully shooting these drones you get a point, but you lose five points for every package that you shoot. Each of these packages may contain a weapon or power up to aid the player such as: BB guns, chocolate bars, diamond rings, motorcycles, etc. As the game progresses, Amazon starts to get upset and begins to send more dangerous drones who each have weapons and missiles to fire back at this man who's shooting down their delivery drones and program different pathways for the drones to navigate through the air. This ends with Amazon sending their best drone fleet and the player has to fight a boss in the form of a blimp. On top of that your neighbors also start to get upset that you're taking their packages and also try to engage in trying to stop you. However you won't be able to shoot your neighbors, so you simply need to try to avoid their projectiles. There will also be obstacles in these levels that can block the shots from the enemies and will progressively lose health as they're shot more and more.

If at any point 3 packages successfully get delivered or the player loses all of his health from either being shot by a drone, the blimp, or your neighbors then the game will end. In this case the player would come to a big "GAME OVER" screen, similar to how they look in classic arcade games. However if you successfully defeat the blimp boss then our main character is happy because he ran amazon out of town. Afterwards though, he gets chased out of town since the entire neighborhood is upset that he's taking all of their packages and the game would restart from there.

The tone behind this game overall is very lighthearted and funny. Looking at the big picture, the game is simply about a guy who's scared of delivery drones and shoots them down with his neighbor's mail. The plot in itself is already pretty silly and straightforward and thus shouldn't be taken too seriously.

The game takes place in an suburban neighborhood where our main character feels threatened by the Amazon drones that fly over the roof of his house. As a result he decides to take matters into his own hands and destroy all the delivery drones that are taking up all the air space.

From the moment the game boots up the player will be presented with a title screen displaying the logo and a caption indicating that the player should click on the screen or press a button. Afterwards the main menu will appear with 5 different options: New game, Level Select, Controls, Settings, and Help. In the Settings section you will be able to change the difficulty of the game between 3 options: Easy/Medium/Hard. This difficulty setting will adjust the amount of enemy drones per level along with the amount of packages needed to lose the game, how strong these drones are and how fast the drones spawn. You also will be able to choose the

name of the player in this screen. The exit option will just take you back to the title screen, and the start game option will launch the game on level 1.

Once the game launches the player will be placed in the middle of level one with a rock as the starting weapon and the drones will begin to spawn. As the player continues to kill each drone, their packages drop onto the ground and if they aren't interacted with in 10 seconds, they disappear from the map. The map size overall won't be too big, and the player will be fast enough to move back and forth between the map to pick up all these items.

Displayed on the screen will be the health bar of the player on the bottom right, along with the amount of packages dropped and score next to it.

As the game starts, the very basic drones will try to move towards the column of the house they're trying to deliver to, move downwards and deliver the package. As we progress between the levels, we will add different routes such as moving in a sin/cos wave, zigzag motion, loops, etc. Other drones would stay at a certain distance and drop the package by a string. The routes determined will be randomized and the chances of getting other routes will also progressively increase. We would also progressively adjust the speed and health of each drone to make it harder. On top of all of that we would also add mini bosses (blimps). The game will be a 2D game and will be played much like Galaga, and there will be 6 levels available for the player to play through. The gameplay will be continuous, but there will be small intermissions between levels. This game is strictly single player and will be fairly difficult. Each level will provide about 2-3 minutes worth of gameplay, but will also depend on the level of difficulty the user is playing on.

The only characters that will be in this game will include: Our main character, the drones, the mini blimps, the blimp, and our neighbors. Regarding the controls the player will be able to use either A and D or the left and right arrow keys along with the mouse in order to play. The left arrow key and the a button are used to make the character move to the left, the d button and right arrow key are used to make a character move to the right, the mouse is used to aim and left click is used to shoot.

The sound effects that will be played are simply gun noises that come out whenever the player shoots their gun. We're going to play a sound that sounds like an explosion whenever a drone dies. When packages are picked up it would make a "picking up" sound, also a sound will be made when we take damage and lastly a game over sound effect. Other than that we're gonna have simple elevator music playing in the background as the player is playing the game. We'll be getting all of these sounds and music from a public domain.

UI Wireframes:

**Return**   
**to Sender**

Start

# Return to Sender

New Game

Level Select

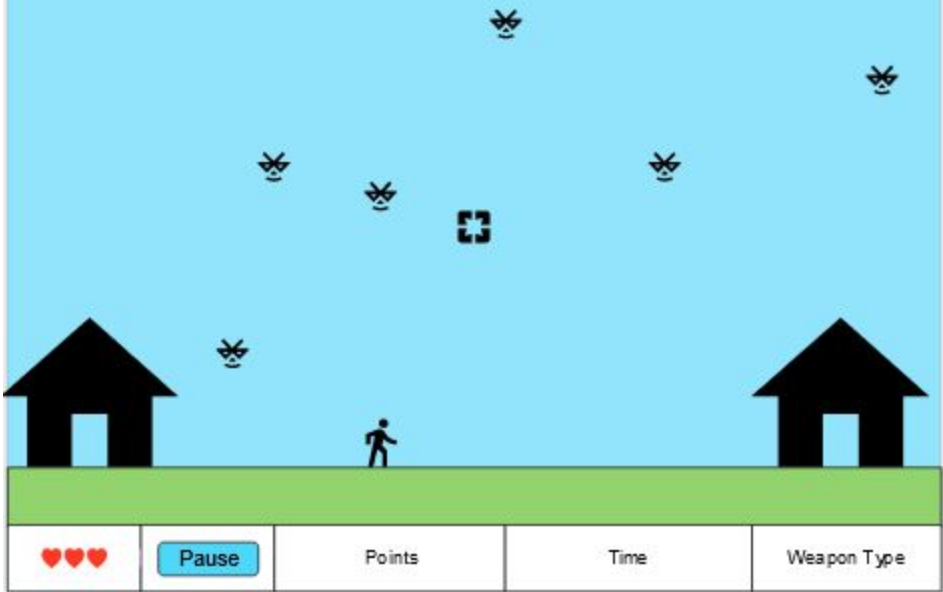
Controls

Settings

Help

Exit

Drones Remaining:



## Level Select



## Controls

A key to move left

D key to move right

Move the mouse to aim

Left mouse button to shoot

Right mouse button to switch weapons

Return

## Settings

Difficulty

 ▼

Name

 ▼

Return

## Background

Game Developed By:

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### Story

Return to Sender is a game where our main character fights his way through all of the delivery drones that are hovering over his house. The delivery drones are sent by the well renowned company Amazon who felt they could be more efficient by automating their deliveries as opposed to hiring workers. Our main character feels threatened by these machines and decides to shoot as many of them down as possible, and stealing all of the mail going to their neighbors.

### Characters

Amazon is a shipping company who thrives to be the largest shipping company on the market.

The drones are machines created by Amazon made in order to make delivery much easier and cheaper for the companies' overall business.

The neighbors are the people who order the packages from Amazon and are very upset that our character's delaying their delivery.

The main character is a southern gun-loving obese male who isn't too familiar with advanced technology and firmly believes the world is better without it.

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