

Lunar Lander Mimic Proposal

Maddox Pealock

Schepens Game Dev 1st

1/11/21

Overview

This project will be based on the 1979 game Lunar Lander. In each level of the game, the player guides a small landing ship down to landing at a certain spot safely, without going at so fast a speed that it crashes and gets destroyed. Each level adds a certain amount to the player's score, with later levels making sure the landing point is farther away from the spawning point and awarding higher scores for the extra challenge it will be to complete the level.

Genre

This game will be a 2D single player strategy arcade game.

Theme

The theme of this game will be minimalistic in that it doesn't have very detailed drawings/sprites, nor will it be super colorful. Any music or noises will be trying to help build towards an ominous feeling. This is so that the game can try to mimic how the dead silence of space might be scary or creepy.

Visual Aesthetics

The visual aesthetics will be minimalistic and may try to bring over the grayscale theme from the original game; however, there may be some color used. Simple sprites will be used, and will instead draw heavily on the gameplay, strategy, and feeling that the simple looks and noises can pull rather than beautiful looks.

Sound Design

The sounds will be simple, avoiding vibrant background music or having lots of noises that feel positive. For example, in gameplay, there will primarily only be noises when the thrusters of the lander are being used or when landing.

Goal

The goal of the game is to get the highest score by landing as many Lunar Landers as possible successfully.

Mechanics

The player can rotate the ship using the joystick (or arrow/wasd keys). The player can boost the ship based on the direction it is facing by pressing a button (or space bar). There may be a single or multiple landing points for the player to target. If the player hits the ground at an angle or at too high of a velocity, then the lunar lander would explode, and the player loses a life. The player has 3 lives before the game ends and their score is recorded. Another system that could be implemented is a high score system that is persistent. Another mechanic for the game is that the lunar lander has a limited amount of fuel to get to the desired location safely.

Players

The game will be a single player arcade game.

Enemies/Hazards

The main hazard in this game is the player hitting the ground too hard or at an angle, which would cause the lander to explode. The player can also run out of fuel which would lead to one of the other scenarios.

Technical References

<https://www.youtube.com/watch?v=dwcT-Dch0bA>

<https://www.youtube.com/watch?v=McAhSoAEbhM>