

Cpts 487 Milestone 1 Project Vision

Group C4

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Game Specifications

This will be a side scroller with the player starting on the left side of the screen and moving to the right. The player will start out with a scrolling screen and can move around.

The player will have 3 lives. Each hit to the player will result in a loss of a life. There will be a few second invincibility after each life lost.

Enemy Specifications

Enemy A: 10 health points, fire basic straight shots towards the player.

Enemy B: 30 health points, Shoots a shotgun type spray of bullets towards the player.

Mid Boss: 200 health points, has two different shoot patterns. Shoot pattern A shoots straight out in all directions with reasonable distance between each bullet. Pattern B is shot with a spray of bullets more condensed and in the direction of the player.

Final Boss: 400 health points, has three different shoot patterns. Pattern A shoots in a spiral form out from the boss. Pattern B shoots radially out from the boss and the bullets spin around the boss as they move out. Pattern C is an advanced spray with player seeking bullets, virtually appearing randomly shot out.

Game Time Frame

Wave 1:

After about five seconds grunt A's will come from the top and bottom. Some will shoot, some may not. They will fly around slowly and make their way off in about 7 seconds if not killed. While this is happening a grunt B which spawn and move around the right side of the screen shooting at the player. 3 seconds later grunt A's will spawn and will shoot.

Wave 2:

Next there will be a short 2-3 second break before the next wave which will come with the same Grunt A's with the addition of a few more grunt B's will spawn and shoot at the player. There will be an increase of grunt A's in respects to the first wave.

Wave 3:

It will start with all grunt B's and provide more of a challenge then wave 1 or 2. Grunt A's will spawn and fly quickly through the screen with the majority of enemies being grunt B's.

Mid Boss:

The midboss will move in between attacks a short diagonal distance. Attacks will be happening about every .5-1 seconds. This will continue for about 60 seconds.

Wave 4:

Grunt A's will flood the screen with a couple grunt B's. They will all shoot at the player and provide more difficulty then all previous waves. This will last for about 20 seconds.

Final Boss:

The final boss will move similarly or the same as the mid boss. It will use firing patterns A and B for the first 45 seconds. Afterwards it will mix in pattern C and continue for another 50 seconds.