

Running Video Game (ARMOR)

Monday, April 5, 2021

9:32 PM

RESOURCES:

[Tips and Tutorial](#)

Inspiration

Temple Run meets Mega-Man

Game Title: ARMOR

General Information

Written for iOS: Swift

You're a lone surviving marine trying to outrun a colony of overgrown ants.

10 Levels total with ever increasing difficulty:

UPGRADES AVAILABLE

Each Level has a Boss until you face Queen Ant on Level 10

Customize Character to make them unique

Weapons (Kill ants easier)

Armor (Withstand attacks better)

Color (Make yourself Unique)

Gender

Ethnicity

Levels:

1. Start on Ship Attack and make your way to escape pod.
2. Crash land on Alien planet, need to repair ship parts
3. Meet Secondary Character <Can unlock and interchange>
4. Blah
5. Learn Ant Colony is heading to Earth to colonize and terraform into their planet
6. Blah
7. Blah
8. Back on Earth, and save a small city.
9. Blah

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LEVELS:
Cut away scenes?

7. Main
10. Make your way through Ant Colony and destroy the Queen Ant

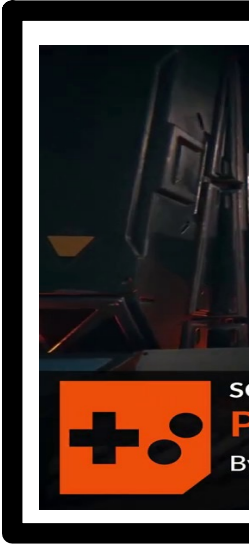
Characters:

1. Choose Gender
2. Choose Race
3. Choose starting armor class
4. Choose basic colors

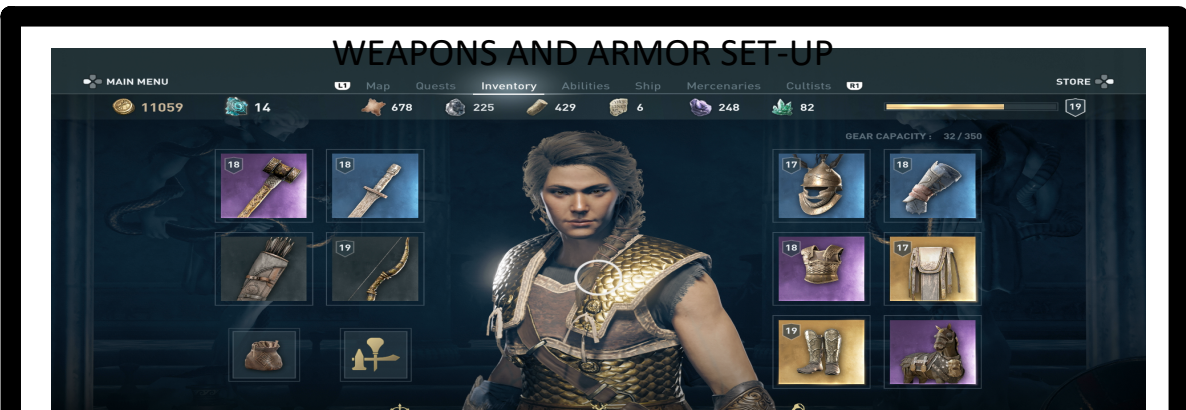
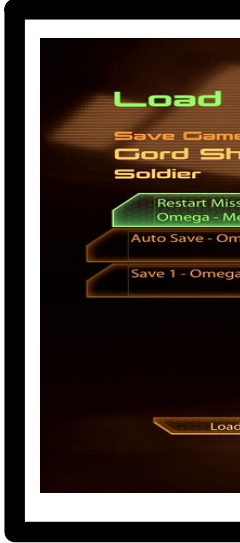
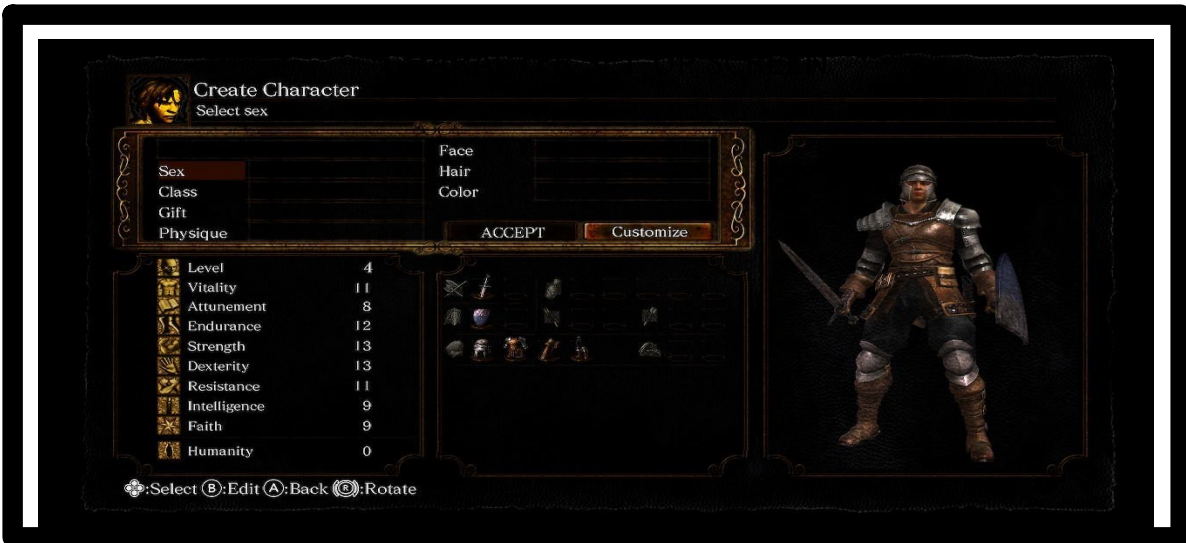
UI

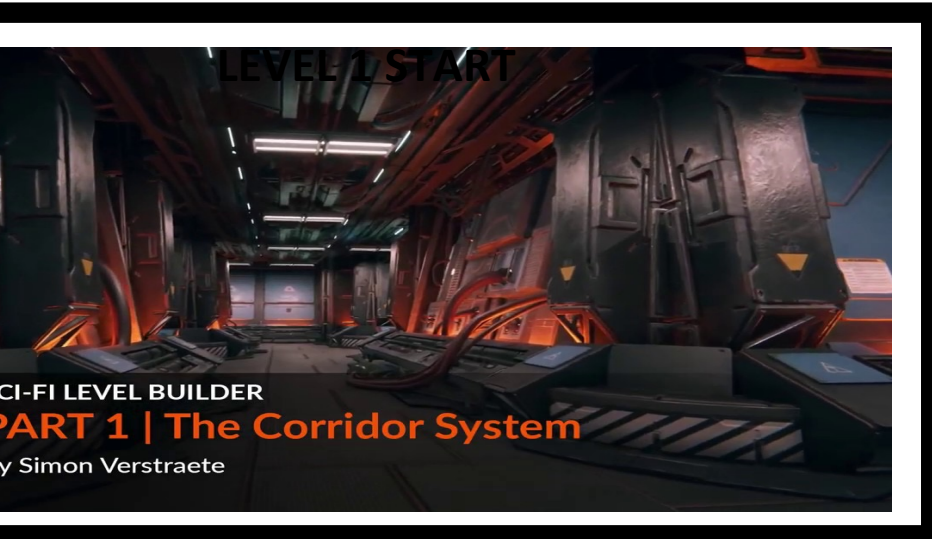
1. Main Menu
 - i. New Game
 - ii. Continue Game (How to save data?)
 - iii. Options
2. Logic choice between choices in I -> iii
 - i. Choice New Game
 - 1) Character Set-Up
 - a) OPEN <CHARACTERS>
 - 2) Weapons and Armor Set-Up
 - a) OPEN <WEAPONS>
 - b) OPEN <ARMOR>
 - 3) Level
 - a) Start level 1
 - ii. Continue Game
 - 1) Load Out Screen
 - a) Choose character to continue playing
 - b) Choose 1/2 choices:
 - i) Load Game
 - ii) Load Armory
 - iii. Options
 - 1) Difficulty
 - 2) Volume
 - a) Music
 - b) sFx
 - 3) Graphics
 - 4) Credits

1.



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Prototype Look

1. Main Menu Look
 - a. Three Sci-Fi doors
 - i. Anime doors based on what is chosen
2. Character Set-Up
 - a. General Form
 - b. Actual Screen will be screenshot based
3. Weapons and Armor Set-Up
 - a. General Form
 - b. Actual Screen will be screenshot based
 - i. Rifles
 - ii. Armor classes
4. Level 1 Start
 - a. Each level screen should have a Title
 - b. Time based?
5. Continue
 - a. Can we have save state files?
6. Options
 - a. Controls for sFx, Vol, Graphic Resolution

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sci-fi

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sci-fi

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HEALTH
10197

HUNTER
DAMAGE
1315

WARRIOR
DAMAGE
844 - 811

ASSASSIN
DAMAGE
10270

ARMOR
730

BACK

QUICK SAVE

TOGGLE HEADGEAR



