

## Three Musketeers and also Westin

CMSC 445 / COAR 463 INTO TO GAME DEVELOPMENT, Fall 2024

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### Deadline Dread

Shoot-em-up, Top-down. 1 player

You are a game developer struggling to stay motivated and meet your deadlines. Fight off your depression and stay productive!

### What's unique?

- Humor of the premise, + it's fourth-wall breaking aspect (applies to us IRL!)
- Fighting a corruptive area is unique. Most shoot-em-up games focus on enemies over environmental hazards

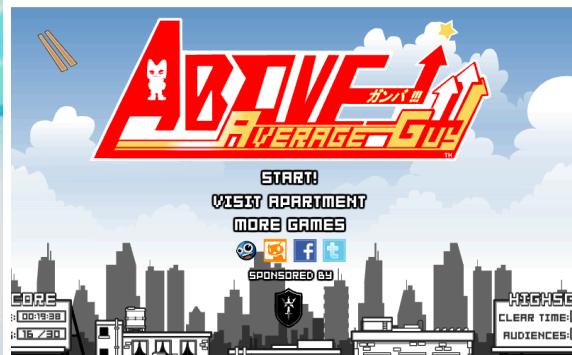
### Design Specifics

Platform: PC & keyboard

Audience: Appropriate for everyone. Target audience is people who know what 9-5 exhaustion feels like

Visual Style/Mood Board/Concept Art





## MVP Game Loops

### The Shmupping

You have base Motivation Gun

You are destroying the Depression as long as possible

Eventually you die and go to Shopping

### The Shopping

You have a button which lets you play again

## Monetization

Cosmetics

## **REFERENCES**

<https://www.youtube.com/watch?v=waEsGu--9P8&list=PLzDRvYVwl53uhO8yhqxcyjDImRjO9W722>

EXPLOSIONS OF EPIC:

<https://assetstore.unity.com/packages/2d/textures-materials/2d-flat-explosion-66932>