Circuit Wars

Gillian Gress and Zak Olyarnik

Description

As the Neutron Commander, it falls to you to protect your circuit fort from invading protons! As they bombard your walls and cause breaks in the circuit, you must rally your electron troops and direct them to patch the holes. The longer the circuit remains broken, the more the battery powering it drains. Don't let it go dead!

Gameplay / Controls

Use arrow keys or W/A/S/D to move around the area. Everything is determined by proximity, so you must stand near the resistors to gain more electrons and physically take them over to the breaks in the circuit to fix them. The central light will clearly indicate the presence of a break flickering out. Planned power-ups and debuffs include speed modifiers, electron and proton spawn frequency modifiers, battery rechargers, and a "power surge" that temporarily electrifies the entire perimeter and stops protons from dealing damage.

Win/Loss / Progression

The game ends if the battery goes completely dead. It drains proportional to the number of breaks in the circuit and the amount of time they remain unfixed. The protons which cause these breaks will start out slow and few in number, but both factors will increase as time goes on. There will be a cap on the number of electrons the player can lead around at once, and they only spawn at fixed locations at a fixed rate (disregarding power-ups). The player will eventually and inevitably become overwhelmed.

Asset List

-GameController script
-PlayerController script
-ProtonController script
-ElectronController script
-Menu script

-Neutron (player) sprites/anim
-Electron sprites/anim
-Proton sprites/anim
-Power-up/debuff sprites

-Background image
-Menu image
-Background music
-Sound effects

Concept Art