

Galactic Party Pooping

Game concept by Amon

Introduction

This game is a very simple and silly arcade shooter in a Beat 'Em Up-like perspective. It has a unique mechanic in that the player character doesn't have any direct health and needs to protect 4 friendly characters who instead serve as the health. That mechanic leads to the game having a lot of moving pieces that a player needs to get good at keeping track of in order to get a high-score.

Aesthetic Goal

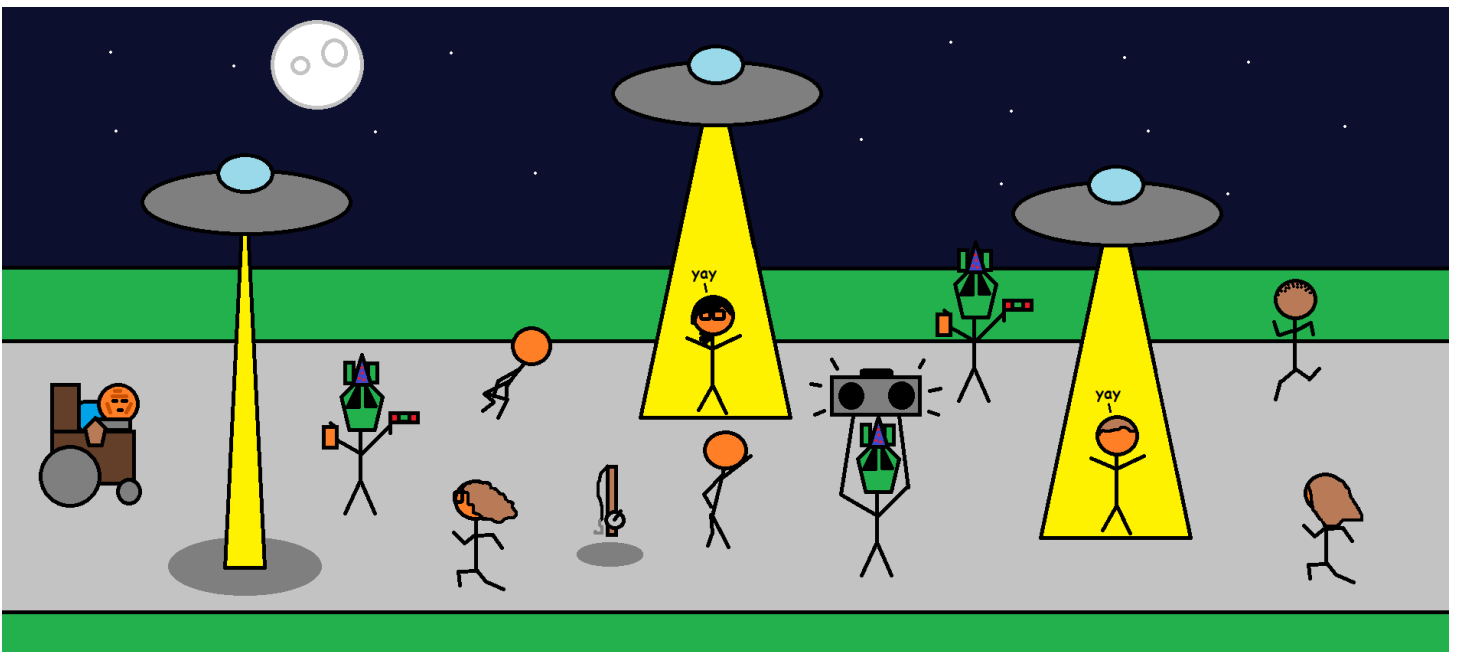
Loneliness: What we're going for in this game is the feeling of being left out and ignored, the main character feels unwanted by those around him and we want to show this through not only the mechanics, but also the visuals.

Target Group

This game has a rather wide target group, and since we're not asking for a huge time investment for playing, anybody who wants to can pretty much try this game. Children under 7 years old might have a hard time understanding the humor in the game, and people above maybe 70 might take offense to the premise and a lot of the jokes, but other than that we think anybody can play this game. Unless you absolutely despise Shoot 'Em Ups that is.

General View

2D Scroller with “artificial” depth, like the camera in a Beat ‘Em Up. The view stays the same for the entire game and doesn’t move, the enemies spawn and come into view.



Story

One ordinary evening, as the despicable 92-year-old man they call Grampa Stink sat on his front porch, yelling at clouds, an unusual, pumping beat entered his gross old ears. This pumping beat had a strange resemblance to people having fun somewhere in the not-too-far distance, something that the dusty old fossil had worked very hard to clear his neighborhood of in the years since he moved his feeble self out here. Nevertheless, something was creating this unpleasant noise, and considering his family didn't seem to be around to bother with his old man nonsense, he decided to investigate who it could be. Come to think of it, he noticed that in fact nobody seemed to be around to bother with his old man nonsense. His first thought was that he had finally managed to get rid of them all somehow, but after giving a thought to the mysterious music, that seemed to grow in volume to a ridiculous degree as he moved through the desolate streets of his awful hometown, he decided to reconsider that notion for now. As he passed the third empty pizza place without seeing a single human being, he realized that something weird might actually be going on. By this time, the music that the unpleasant old geezer hated so, had reached a new level of unbearable, and not only that, he could not seem to identify the source any longer. It was almost like it was coming out of every inch of the air. Before the senile dinosaur could even finish the thought, his aged eyes noticed what he thought was a very disturbing sight in the distance. Once he had moved close enough to confirm his suspicions, his old heart sank in his chest. Right in the street, under a streetlamp, his beloved daughter, his son-in-law, his two annoying grandchildren, and a handful of strange green creatures, were dancing like there was no tomorrow. The mean old bastard could barely believe his eyes. Dancing?! In his neighborhood?! His own flesh and blood?! This was unacceptable. As if that was not enough torture on the poor old soul, in that moment, a wet paper suddenly hit him right in his withering face, and as he slowly removed it to reveal the solution to that mystery, he noticed the large, glittery pink letters at the top center of the paper, "GALACTIC MEGA-PARTY SUPREME 2000", with gross colors and disgusting happy designs all over the paper, and today's date at the middle of it all. It didn't take many minutes for his slow mind to figure out that not only was this an annoying party in his neighborhood, it was an annoying party in his neighborhood that he wasn't invited to. And judging by the desolate streets, every single person in the small town that he called home, was. By now, the small amount of blood he had left in his veins, was boiling. He knew he had to put a stop to this, the rascals needed to get off his lawn.

Enemy Types & Enemy Behaviors

Common Alien



They spawn on the right side of the screen, they walk towards the nearest human and start dancing with them, and after a while of dancing a UFO will come and pick up the human.

Boombox Alien



These aliens walk with boomboxes. They work the same way except they attract humans instead. The boombox aliens are a higher priority target since they can get entire groups of humans abducted at once.

UFO



They appear after a little while and pick up dancing humans. One UFO can pick up an entire group of humans dancing with a single boombox alien. There are two different timers associated with a UFO abduction, first there's the spawn timer, where an alien will start dancing with a human and a timer will start that determines how long it will take for the UFO to spawn. Then there's the abduction timer, that starts once a UFO has spawned and determines how long it will take for it to abduct a human/group of humans. Grampa can interrupt the abduction by standing in the beam, but once he moves away it will resume from where it left off. UFO's come in three different color variants, and each color has a different abduction time. The more aliens are on the screen, the faster a UFO spawns.

Neutral Objects & Behaviors

Humans randomly spawn like aliens do, they can appear alone or in groups with other humans from the left or the right. The aliens are attracted to the closest humans. The existence of random humans helps to reduce the enemies' focus on the family members and serves to lengthen the game. Humans can be fired at, and there's no penalty for doing so, but one should generally avoid doing so since one neutral human less on the screen means there's a bigger chance a UFO will come pick up one of your family members.



Player Character Abilities, Properties & Behaviors



Health: Health is the four family members, if all of them are taken by the aliens, the game is over.

Attacking: Attacking is done by holding the fire button and Grampa will fire a bunch of low damage bullets straight forward. You can't shoot upwards or to the side, so to aim you must move. With the turbo wheels power-up active you can't fire your weapon.

Movement: Grampa has free movement in any direction, but since Grampa himself won't directly take damage, movement is mostly a means to aim and a tool to temporarily stop a single abduction by moving into the beam. Movement speed is based on how many family members are on screen, the fewer family members on screen, the slower Grampa will move.

Power-ups

Power-ups are sometimes dropped by enemies. There's a separate button for using them.

Turbo Wheels: Makes you faster and lets you pick up humans and take them with you for the duration of the power-up. When you stop, the humans you picked up are thrown away from you a small distance. Running into aliens with the power-up active deals damage, making the power-up a versatile tool, both for moving friendly characters and dealing quick damage to enemies.



Fishing Rod: Prevents a family member from being pulled by a UFO by pulling them towards you and keeping them tied down and in place for a time.



Oldies but Goldies: All the enemies on screen are scared away.



Feedback Mechanics

Health Indicator - Family Photograph: If a family member is abducted, their image is crossed out on the photograph.



Scoring System: Different actions in-game give the player a certain number of points

A normal alien killed gives you a low flat number of points, a boombox alien gives you a slightly higher number of points. Killing 3 aliens in a row gives the player a combo that multiplies their points earned as long as they keep killing aliens quickly. Scaring away a UFO with the gramophone power-up gives the player a very large number of points, incentivizing them to keep it until UFO's show up, but the points given both decrease the closer they get to finishing an abduction, and get multiplied by the UFO's on screen, so that gives the player a tough risk vs reward choice.

Win and Loss Condition

Loss Condition: All family members are abducted by the UFO's

Win Condition: No win condition, but different actions give you points and when you inevitably lose and become alone, there's a scoreboard for how long you lasted.

General Concept Art/Art Progress

