

time to  
PARTY!!!

JOIN!

You are invited to the

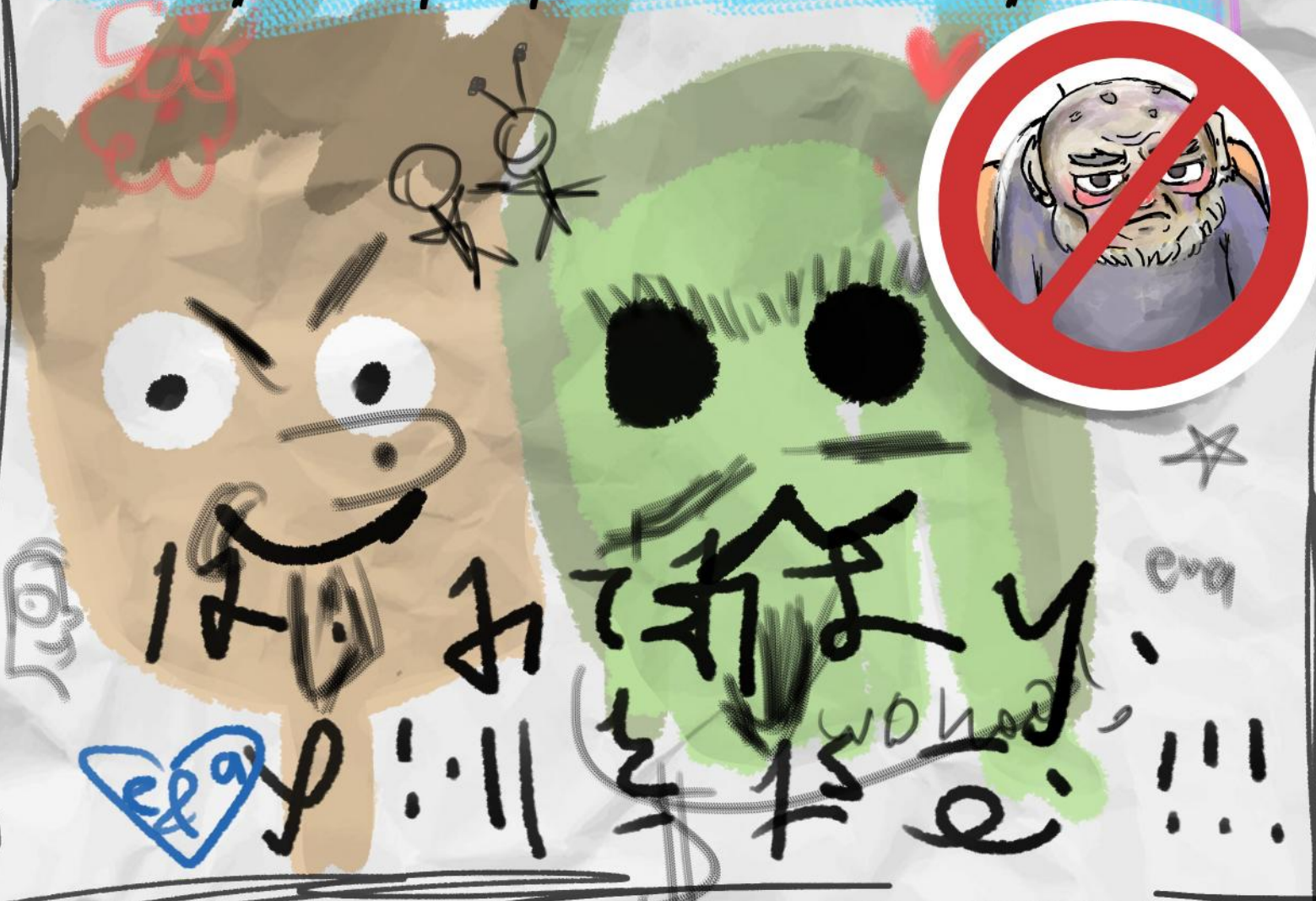
# GALACTIC PARTY

61-1454 POOPING

place: the city when: tonight

join UFO afterparty!

Stinky old people should stay home!





# PARTY PLAN

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Target Audience  
Story and Narrative

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Entities

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Controls

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## 1

### Features:

- 

The story will be conveyed through a short intro, maximum 20 seconds, before the game starts, and in the game over screen once the game ends.

Arrid, 18, is a high school student who spends his spare time playing violent browser-based shooter games. He also likes watching big youtubers play crazy games on his free time whenever he isn't partying with his friends.

The game is about Grampa Stink who sits on his front porch one day when he realizes that aliens are landing on earth and throwing a huge galactic party that he's not invited to. His goal is to stop his family from going to the party without him. The game ends once all your family members leave.





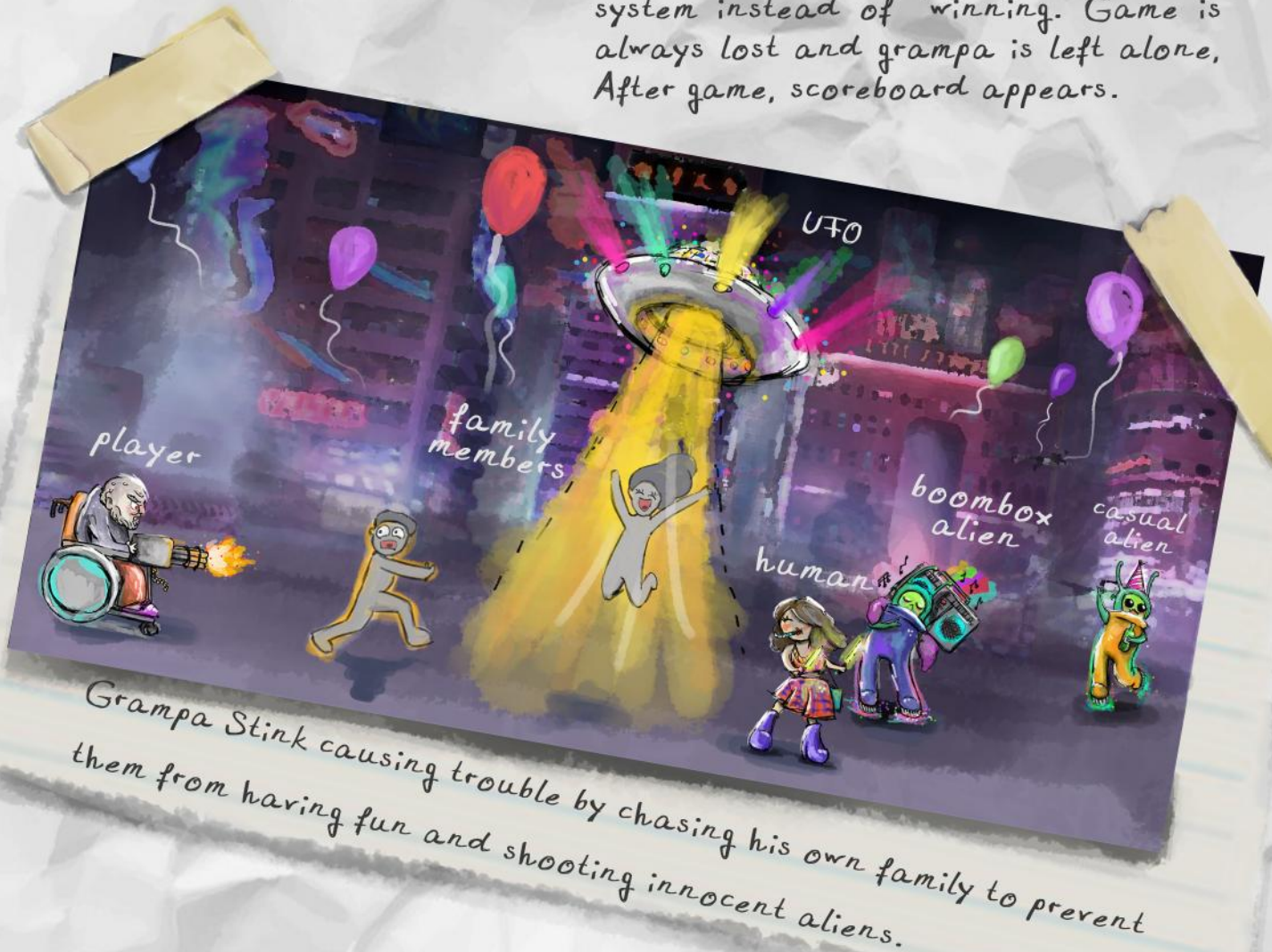
# GAMEPLAY

2

2D Scroller with "artificial" depth, similar to a Beat 'Em Up. The camera is immobile, the scene moves from left to right.

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

Win Condition: Highest score point system instead of winning. Game is always lost and grampa is left alone, After game, scoreboard appears.



Grampa Stink causing trouble by chasing his own family to prevent them from having fun and shooting innocent aliens.

## ENTITIES

- Player (Grampa Stink): The player prevents his family from getting abducted by interrupting dancing and abductions through shooting aliens and using abilities.
- Four family members: They act as a health bar. Game is over when all of them are abducted.
- Pick-ups: Special powers that can be collected to counter the increasing difficulty.
- Aliens (Three types): Enemies. They make family members or humans dance, abducting them to the UFOs if not interrupted.
- Humans: Neutral entities that can be targeted by aliens or the player.



# GAMEPLAY

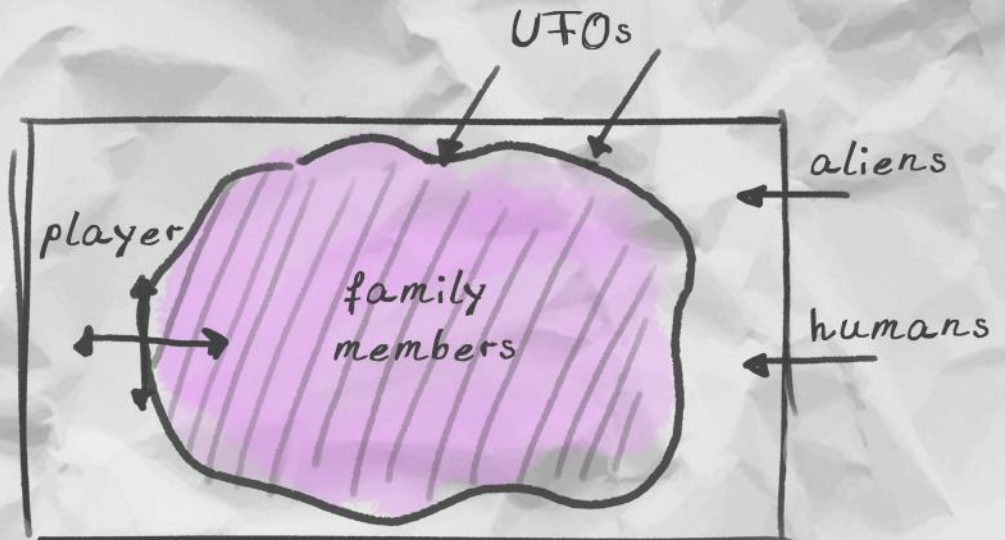
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## SCENE FLOW

Aliens and humans enter the screen from the right, while UFOs enter from the top.

Family members roam around the scene freely but get away from Grampa.

The player has free movement but always face right side of the screen.



## PLAYER FEEDBACK

**Health:** The four family members run around on the playfield. Each of them is a health point. Game is lost when all members are abducted.

**Attacking:** The gun fires in a straight line and it is not rotateable. The player has to move to hit the entity they want to shoot.

**Movement:** Grampa has free movement in any direction.

The movement is necessary to aim the gun and freeze abductions by stepping into beams if needed.

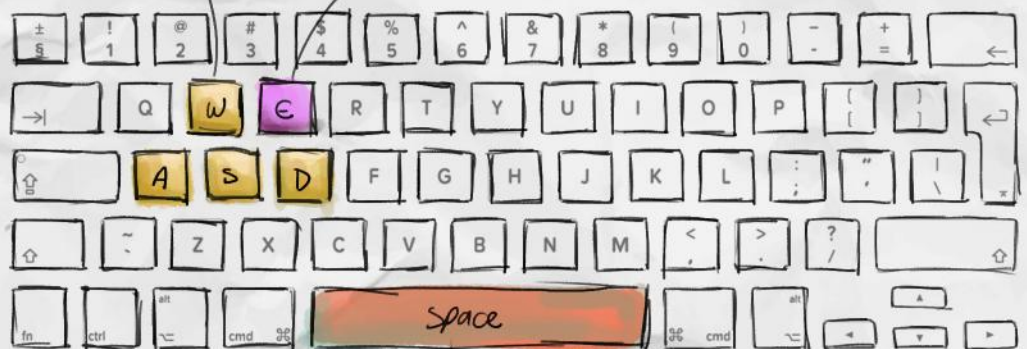


## CONTROLS

The game is played only with keyboard. Ability key activates only the last ability picked from the scene.

Player Movement

Ability



Basic attack



# ENEMIES

4

- Enemies don't attack or damage anyone, but make people dance.
- Dancing speeds up the spawn of a UFO.
- Dancing and abductions can be interrupted by the player by killing aliens or using special abilities.

## Casual Alien

Power ●○○○

They walk towards the nearest human and start dancing with them. They attach to only one human. While their threat is low, they reduce the UFO spawn timer.



## Boombox Alien

Power ●●○

They attract humans in a radius instead of attaching to one human. The humans dancing with a boombox alien get abducted as a group.



## Disco UFO

Power ●●●

The UFOs' spawn rate depend on how many people dance. It can be interrupted only when it channels the beam. There are three types of speed depending on the UFO. Grampa can freeze channels by driving in to the area.



## Human

Power ○○○○

Humans are neutral entities that randomly appear alone or in groups. They dilute the enemy focus from the family members. They can be shot at.



alien & family or human interact

dance

yes

no

player interrupt

yes

no

UFO

player interrupt

yes

no

abduction





## The Minigun

### Permanent Weapon

The main weapon used to kill aliens. It has infinite ammo. It does low area damage. The gun cannot be used while other abilities are activated.



## Fishing Rod

### Common Pick-up

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.



## Wheel Jets

### Ultimate Ability

Grampa gains speed and is able to pick up humans and take them with him for the duration. When he stops, picked humans are thrown away to a small distance. Running into aliens with the power-up active deals damage.



## Oldies but Goldies

### Ultimate Pick-up

All the enemies on screen are scared away by the sound of Grampa's greatest hits.



# THE PARTY IS OVER!

## Thanks for coming!

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