Lions, Tigers, Pandas, OH SHIT!

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Special thanks to Alec Markarian

Otherwise this would not have happened

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# 

# Overview

## Theme / Setting / Genre

-Lions, Tigers, Pandas, Oh Shit! (LTBO henceforth) is a horde-based survival game taking place in a zoo.

## Core Gameplay Mechanics Brief

-The player will run around the screen and use a gun to fend off attacking zoo animals.

## Targeted platforms

-LTBO will run as a Java-based executable sold through the Steam game platform.

-This will allow LTBO to run on Windows, Mac, and Linux.

## Monetization model

-LTBO will be placed on the Steam game market at a price of $9.99. -There will be a special sale for the first week, at a price of $7.99.

## Project Scope

-The game will be developed over four weeks.

-The core development team consists of the following:

John Geffers (Lead Developer)

Jake Slaght (Graphics Developer)

Tyler Morsch (General Developer, Documentation)

Jeff Andolora (UI Developer, Documentation)

-The game will be developed using the free Processing IDE.

-The game will not have any development costs.

## Influences

## -COD Zombies

-The definitive horde-based shooter.

### -The Binding of Isaac

-Top-down action game with a similar, effective UI.

### -Jurassic Park

-Animals set loose and left to their own devices.

### -Gears of War

-Another well-done horde based-shooter.

## Core Gameplay Mechanics

**-Part One: Main Menu**

-The main menu is very simple. The menu should display the title image, and the following text:

    “Press I for instructions. Press any other key to begin game.”

-Pressing any key should begin the game, except for the I button, which will open the instructions.

**-Part Two: Instructions Menu**

-The instructions menu should display the following text:

“Move the player with the W, A, S, D keys. Shoot the gun with the spacebar. The bullets will travel toward your mouse pointer. Some animals are stronger than others! The faster animals are easier to kill. When your health runs out, you lose. LUCK!”

-Pressing any key should open the main menu.

**-Part Three: Game**

-The game screen should feature a bar along the top, declaring the player’s score, time, and health. The health bar should decrease as the player takes damage.

-The rest of the screen is the actual game. The player should spawn in the middle of the playing field, and move around with W,A,S,D.

-The player has a gun which should be able to be shot five times per second. The bullets should travel towards the mouse pointer, triggered by the spacebar.

-There should be three types of animals. Lions, Tigers, and Pandas.

* Lions should have the least health, be the fastest, and spawn from the bottom of the screen.
* Tigers should have medium health and speed, and spawn from the right of the screen.
* Pandas should be the slowest but highest health, and spawn from the left of the screen.

**-Part Four: End Menu**

-Pressing any key on the end menu should open the main menu.

# Assets Needed

## -2D Images

-Level background

-Menu images

-Animals

-Player

-Scoreboard

## -Sound

-Animals

-Gun

-Music

## -Code

-Scoreboard

-Animals

-Spawner

-Player

-Gun

## -Animation

-Player

-Animals

-Health Bar

-Menus

Schedule

-Week 1

**-Design treatment**. What kind of product you would like to do and what you would need to do it. Discussion of our games unique features and target audience. Layout various classes for game.

-Week 2

**Preliminary design**. Discuss the game's rules, content, and behavior. Begin writing the code for the classes.

-Week 3

**-Redesign**. Redesigned classes for unforeseen programming issues/easier ways. Alter code to fit the new design layout.

-Week 4

**-Finalize**. Tie together all the classes to make sure they all work correctly. Test. Debug.