

# Aliens Onboard

Basil Ali Khan, Muhammad Saad, Raahim Hashmi

November 2023

## 1 Introduction

*Aliens Onboard* is a retro first person shooter game inspired by Wolfenstein 3D and DOOM (1993). The game takes place on a spaceship that is being boarded by aliens, and the player needs to survive until help arrives and they can escape.

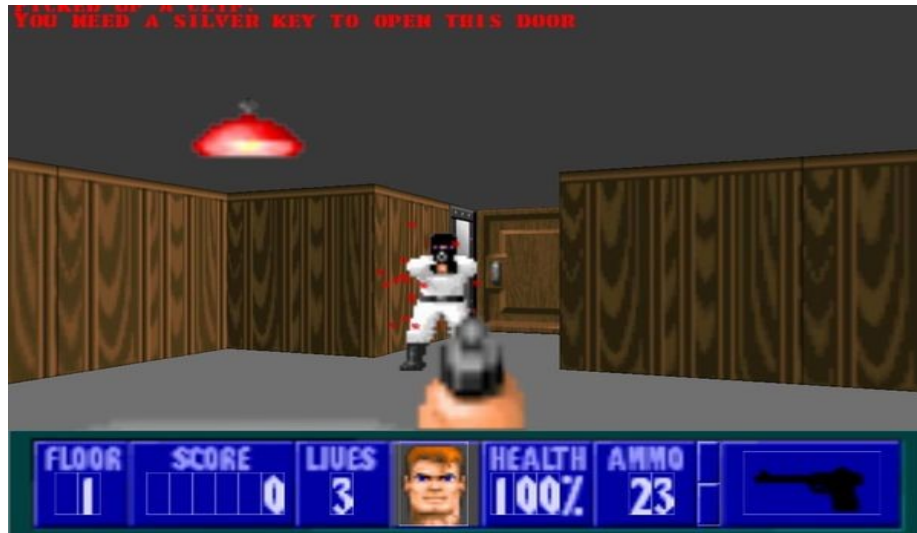
The player spawns in the spaceship with a gun and some **ammunition**. As the player makes their way through the maze of corridors, they will encounter **hostile aliens** that will chase them down and shoot them. The player will have to shoot back at the aliens to kill them. If the player gets shot, they lose **health points (HP)**. If the player loses all their HP, they die and the game ends. There are **collectibles** available around the map that allow the player to regain health, ammunition, and enable **power-ups**, such as extra damage bullets, for a short time. There are also **coins** available around the map that increase the player's score.

Once the player eliminates all aliens on the map, the game gets harder and wave of stronger aliens spawn along with more power-ups. Once the player has defeated enough waves of aliens, an **exit** spawns at a random location on the map. The player needs to find the exit to escape the spaceship and win the game.

We are also considering adding an optional tutorial level to the game that will introduce the game's controls and mechanics to the player. Note that this idea is tentative and might not be in the final game.

## 2 Reference Screens

Following are screenshots from Wolfenstein 3D and DOOM (1993). These are attached as reference to show the type of game we are trying to make. Note that our game will have a lower visual fidelity and simpler functionality than what is shown in these screenshots.

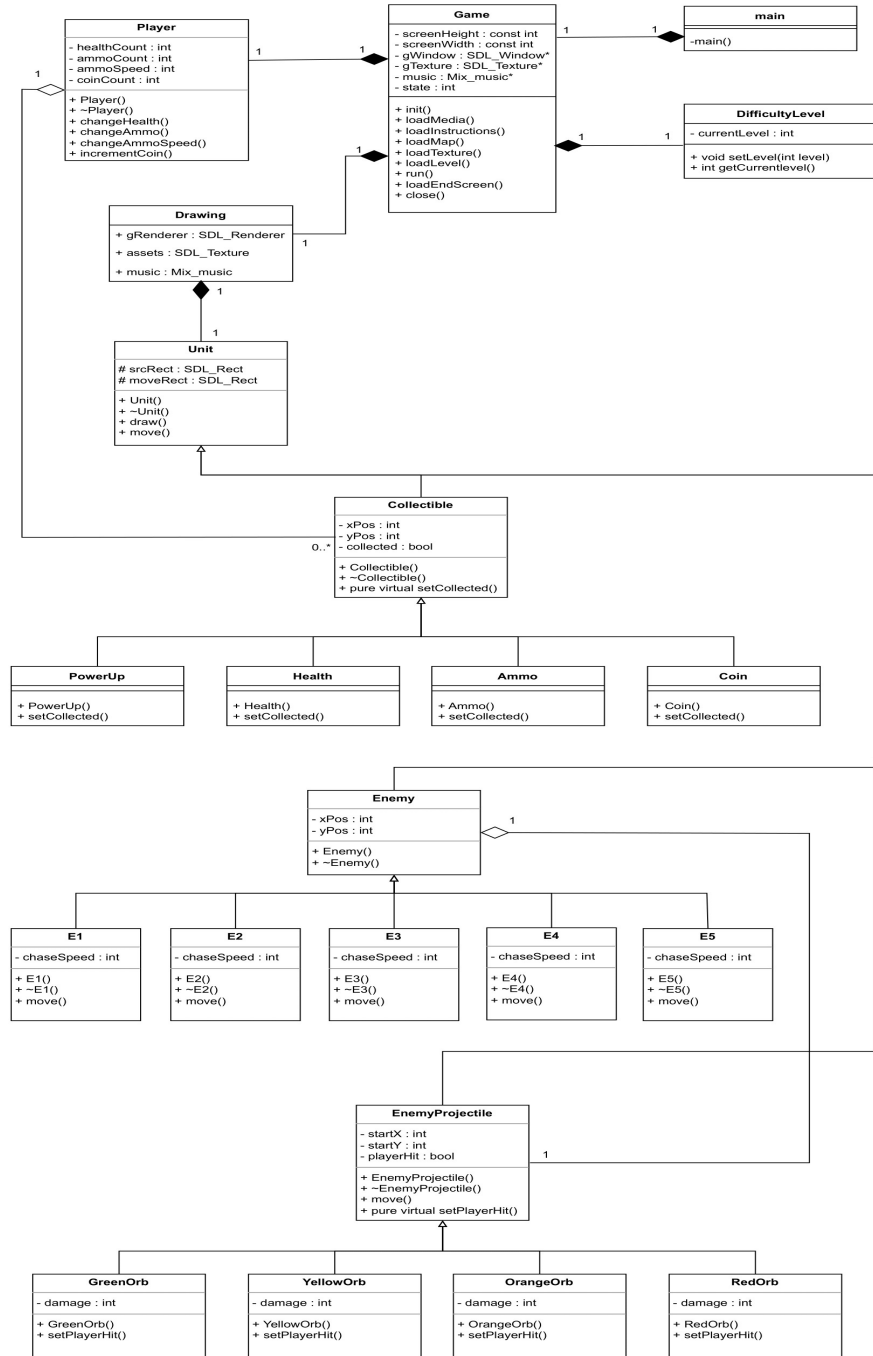


Screenshot from Wolfenstein 3D

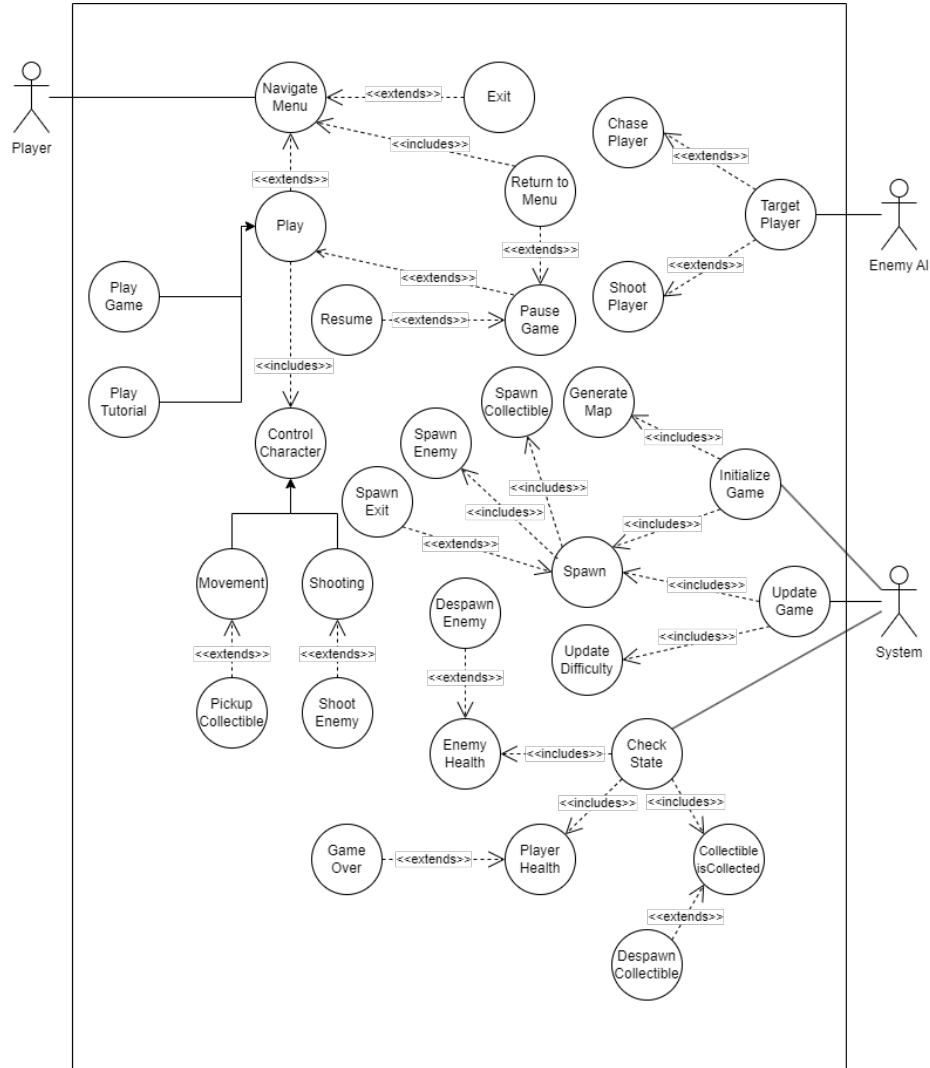


Screenshot from DOOM (1993)

### 3 UML Diagram



## 4 Use Case Diagram



## 5 Video Logs

All video logs can be found [here](#).

## 6 Github

The project's progress can be tracked through our GitHub repository accessible from [this link](#).