The Galactic Alien Escape

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# Game Title

The Galactic Alien Escape

# Razor Statement

“Fly for your lives, and the Earth’s”

* **Setting**: The setting takes place in the near future, in a galaxy, where space travel is available.
* **Player’s Primary Objective** – The player’s objective is to travel through space while running away from aliens. The player needs to get back to Earth to fight off the Alien invasion.
* **Player’s Primary Obstacle** – The key obstacle for the player is to avoid the asteroids while escaping the aliens that are in pursuit. The player will encounter boss fights after traveling a certain distance. They will also be presented against a final boss at the end of the game.
* **Player’s Primary Role** – The player takes on the role of a pilot who was just informed of a world wide Earth obliteration.

# High Concept

The concept of this game is to escape the alien territory and make it to Earth safely. While the player is traveling through space they have to avoid the giant asteroids blocking their way, as well as dodge alien attacks throughout the journey back home.

# Player Role

The player will be traveling through space with a simple side scroll. They will be tasked with moving out of the way of asteroids, dodging alien attacks, and fighting Bosses

The asteroids will have a unique system where they will gradually become denser as the player travels further into the game. The Asteroids will also begin to move around, making it more difficult for the players to dodge them. Furthermore, the asteroids will vary in size, making the only paths available limited and more challenging.

The aliens that spawn throughout the journey will have many different tactics. They could come from behind the player, forcing the player to move out of the way as well as dodging their projectiles. They could come from multiple sides, causing a similar effect to the asteroids and limiting the players available path. Finally, the aliens could appear in front of the player and drop bombs that would cause a ripple effect.

Boss fights will be presented to the player once they have traveled a certain distance. The bosses will have unique abilities, or a mixture of abilities from aliens up to this point. Each boss fight will be harder than the last as the player travels farther. The bosses will include different abilities and attacks each time.

# Primary Gameplay Mode

Top down, side-scroller

# Genre

Space, Action, Adventure, Escape, Shooter

# Target Audience

The target audience for this game would be very open. It could range from all ages and to people who enjoy all sorts of games. The game would put players’ quick thinking to the test to see if they are capable of fast reflexes to avoid the obstacles at hand. Therefore, this game would best be suited for ages ~7+. People who have a knack for sci-fi themed games would surely fall in love with this game. Furthermore, those who are looking for a game to pick up quickly could easily understand this game within seconds.

# Platforms

The platform that we will start with is for pc and maybe expand towards mobile as the game would do better in that medium.

# Licenses

This game is completely original and would not require any licenses.

# Competition Modes

Single player

# Progression

The idea is that you are a ship on the way to Earth to save it from destruction at the hands of aliens. There is a distance meter that shows how far you are from where you started, and as you progress and get farther it will get harder to traverse with there being more asteroids, asteroids that move

# Game World

The game world take place in space through various asteroid belts as you travel on your way to Earth.

# Features

Asteroids

The first obstacle the player will see are asteroids. These asteroids will vary in size and also vary in movements. The idea is that the player will need to adapt to the playing field and move accordingly. The asteroids will start out small and nonmobile. Later on the asteroids will grow in size and begin moving. If the player collides with an asteroid they will temporarily lose speed as well as lose a portion of their health.

Distance Meter

The distance meter will be noticeable from the start of the game. It will be located at the bottom of the screen. This will allow players to visually see their progress of the game so far. The game will gradually get harder as the player progresses further on the distance meter. For instance: the asteroids will start spawning more frequently, as well as begin to move; The player will also have to face off against bosses in order to proceed on their journey.

Bosses

Occasionally, the player will be standing toe to toe against an alien boss. The player will not be able to progress on the distance meter while they are facing a boss. These bosses will be larger than aliens that fly by the player as they are progressing on their journey. The player will be tasked with dodging the boss’s attacks and movements and finally shooting them down before they can progress.

Powerups

There will be certain asteroids that can be destroyed that will leave behind power ups for the player to pick up. The power ups will include: faster player movement, stronger projectiles, temporary shield, slower enemy movements and attacks, and even an extra life!

Checkpoints

Checkpoints will be provided to the player after every boss they defeat. Therefore, the next time they die, they will be placed at the boss’s place of defeat.

# Competitive Analysis

A game such as jetpack joyride would be competition as the game play is very similar. As you travel further forward in your adventure the obstacles get harder to face and avoid. Another game that would be competition would be the original asteroids game. Our game is very similar in the idea that you dodge asteroids and just try to live.

# Risk Analysis

Our main risk would be the fact that it is pretty closely related to asteroids and so people could think that they are the same.

# Layered Tetrad

## The Inscribed Layer

### Inscribed Mechanics

#### Objectives: the object of the game is to ride your ship as far as you can go. The idea is that when you get so far you arrive at earth and you need to survive through boss fights at certain distances. as you get farther the obstacles also increase in difficulty.

#### Player Relationships: This is a single player game and therefore there will be no player relationships. The player is the pilot who is out in space all by himself, trying to get back home to Earth.

#### Rules: You as the player are bounded to screen you can leave and have no effect on fast you move forward. you have missiles that you can fire but they are on a timer as to how fast you can shoot. When you get hit by asteroids or by other projectiles your health goes down and when your health reaches zero your ship blows up and you have to restart.

#### Boundaries: you are bounded by the screen you cannot move past the screen at the top or bottom. also you cannot move horizontally you are stuck moving up and down to dodge things.

#### Resources: You have two resources, which happen to be your health and the rockets you shoot. You start with 100 health and you lose it through being shot by enemy aliens and hitting asteroids. On around a 5 second timer you can shoot a missle. This is a big resource as you can use this to beat bosses and clear asteroids that would otherwise destroy your ship.

#### Spaces: The space available to the player is limited to the top and bottom of the screen. Also the player will not be able to proceed until they kill a boss with the similar top and bottom movement restrictions.

#### Tables: The difficulty of the game will progressively get harder as the player covers more space. It will be controlled by reading in files that have previously been saved and depends on the distance the player has accomplished. The difficulty will slightly increase after about 500 units, and will be consistent throughout the game.

### Inscribed Aesthetics

#### Aesthetic Senses:

Vision: The game art will be very basic and consist of simple objects that represent asteroids. The game will be 2D. There will be a dark background to resemble space. The environment will be very sci-fi like and will visually give players the effect that they are in space. It will make use of fading in and out of scenes. The aliens throughout the game will be different colors and different designs making the game more appealing.

Hearing: The sound effects will make the player feel more immersed into the game. When the player first starts the game, they will hear the sounds of a small space ship starting its engine. As the screen fades into view they will hear a loud screeching noise, the player’s first encounter with an Alien. During the gameplay the characters thrusters will sound off as they move around the play field. The projectiles that the player will shoot will have a unique sound as well as a collision sound. Depending on the object that the projectile hits it will play a unique sound as well. For instance asteroids exploding, an alien getting hit, or even a collision with an alien bomb or projectile.

Touch: The controls for the game will be very simple and consist of only four user inputs. Up, down, shoot, and activate power up. Fatigue will not be a factor for this game.

Smells: There will not be any smells for this game.

# Aesthetic Goals:

Mood: The mood of the game from the start will be intense. The player’s heart will race after hearing the horrifying screech of an alien and they will be thrown into the action. This fast pace side scrolling game will have the player on the edge of their seat as they try to dodge everything coming at them. Although it’s not intentional, players may become angry while trying to defeat a boss and they are defeated.

### Inscribed Narrative

#### Premise: You are a pilot of a small space ship who has just been informed that Earth is going to be destroyed by aliens. The player must travel through space dodging asteroids and alien attacks to get back to Earth and save it.

#### Setting: A futuristic age where intergalactic travel is possible; your adventure takes place in space.

#### Character: The player controls an unknown pilot in space.

#### Plot: you are a pilot and you get a briefing that you need to head to earth to help stop an invasion from happening. You are in the deep reaches of space far from earth but you comply and head to earth. On the way you have to get through asteroid belts and fight aliens that are trying to stop you from getting to earth.

### Inscribed Technology: The game will be built in Unity using C#

## *The Dynamic Layer*

### Dynamic Mechanics

#### Procedures: The rules for the game are simple. The player will gradually and automatically progress through the game on its on. All the player has to do is dodge the incoming asteroids and attacks from the aliens. The asteroids will spawn in different locations as well as move from in front of the player to behind the player. The player will be able to shoot certain asteroids and be left with a random power up. Once the player has progressed far enough through space they will encounter a boss. The boss will include different abilities and attacks and the player must shoot them down in order to proceed. There will be a series of boss’s, each of them being different from the last, before the player will make it to Earth. Once they have arrived to Earth they will be tasked to kill one last boss in order to beat the game.

#### Meaningful Play: The further the player gets on the distance meter the closer they are to victory. If the player dies they will be able to start at the last checkpoint which is after every boss.

#### Strategy: The player must survive for as long as possible without dying. The player’s health bar will depreciate if they get hit by an asteroid, or get hit by an alien. They will be given a limited amount of missiles for use against aliens or asteroids. The most basic strategy would be to wait to use their missiles as a last defence mechanism and avoid getting hit. The player will have to look for the easiest openings between asteroids and scout far enough to ensure they will still have an open path ahead.

#### Outcome: Once the player has made it past all of the obstacles they will arrive at Earth. At the time of their arrival Earth will be under attack by the Aliens that they have been fighting they whole way there. The goal is to destroy the large mothership floating above the player’s homeworld. Once they have defeated the mothership they will be victorious and they game will end.

### Dynamic Aesthetics

#### Procedural Aesthetics: All obstacles that the player faces will be procedurally generated. Bosses will be the only non-procedurally generated obstacle. Everything else such as asteroids, enemy alien ships, or anything else that gets thrown in the players way will be procedurally generated. The asteroids will spawn in front of the player’s path and when the asteroids leave the screen they will be destroyed. There will be a side screen that is visible to the player. The screen will showcase the next obstacle that will spawn in the play area. The player will finally have to deal with the obstacle once it spawns in the play area.

#### Environmental Aesthetics: There isn’t much of an environment to deal with. There is the background which will just be stars passing by as you fly through space and whatever object decides to get in your way is also part of the environment. It’s going to, for the most part, be very barren to start off with there just being asteroids and yourself; however, as you progress further there will be enemy ships and even bosses which on top of them being hard to deal with they will have a chaotic looking nature to them making it feel even more so.

### Dynamic Narrative: The story is simple. The player, who controls the pilot, has just been informed that an Alien race is about to obliterate Earth. The player must travel back through space and face a variety of bosses before they can face the final boss and save Earth.

### Dynamic Technology: The game will be made with unity and C# language. The technology will not change throughout the game.

## *The Cultural Layer*

### Cultural Mechanics

#### Game Mods: The game will not support mods.

#### Custom Game Levels: There will not be any custom level capabilities

### Cultural Aesthetics

#### Fan art: Fanart will be a possibility. The Aliens and bosses presented throughout the game opens great opportunities for fans to draw them to their liking with great detail.

#### Cosplay: Very unlikely that there will be cosplay for this game but if someone grows to a particular alien they could spend hours creating a costume to show off their appreciation of the game.

### Cultural Narrative There could be a couple stories that develop from this game. Fans could provide a small plot twist on what would happen if the player didn’t reach Earth to save it. Furthermore they could make up their own situations on why Earth is being invaded by aliens and what events led up to the game.

### Cultural Technology It is unlikely for any external tools to be created, but there are possibilities for tips and tricks on how to defeat certain bosses.