

A cosmic scene featuring a dark, star-filled sky. In the upper center, a planet with dark, vertical stripes is visible. Below it, a large, dark, spherical planet dominates the left side of the frame. In the foreground, a dark, undulating surface, possibly a moon or planet's horizon, stretches across the bottom. A bright, glowing light source, likely a star or sun, is positioned on the right horizon, casting a soft glow. The overall color palette is dominated by deep blues, blacks, and greys, with a hint of teal from a nebula in the background.

CC-5

Developed by
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The Team

- **Nick:** Story
- **Connor:** Mechanics
- **Bernardo + Gavin:** Aesthetics
- **Igor:** Coding

Game Overview

- **Genre:** 2.5D Shooter
- **Rating:** E10
- **Target Systems:** Computer
- **Log Line:** You play as CC-5, a cyborg programmed by a scientist known as Dr. Dreyton, whose main function is to travel to various planets and collect core samples. The collection process is not as easy as it sounds however, for it takes time and puts the planet through intense physical stress, something its inhabitants are ready to stop by any means necessary.

Story

A cyborg teams up with a scientist in the hopes of regaining his memory. The cyborg, CC-5, goes from planet to planet collecting core samples that will help progress the scientist's research. On each mission he experiences resistance from the planet's inhabitants and must fight off wave after wave of enemies until the collection process is complete. This continues until CC-5 discovers something about the samples that shakes him to his core. After confronting the scientist, Dr. Dreyton, CC-5 discovers the true plan for the samples and flees with them, hoping to turn them over to the cosmic cops. Every mission has trained CC-5 for this moment as the fate of worlds rests in his hands. Can CC-5 hold off Dr. Dreyton long enough for the cosmic cops to arrive or will he fall under the scientific forces of Dr. Dreyton?

Characters

- CC-5, a cyborg who loses all memory due to an accident. He awakes in a small room where he meets Dr. Dreyton, the man responsible for saving and restoring CC-5 with biomechatronic parts. CC-5 agrees to collect core samples and help progress Dr. Dreyton's research. However, as he continues to collect core samples strange things start to happen to the inorganic components of his body. This leads CC-5 to start asking questions and receive answers that he just isn't ready for.
- Dr. Dreyton, not much is known about this mysterious scientist, and even less is known about his research. He spends all of his time in his lab and his obsession for core samples can not be matched. He's a man of medium height, silky grey hair, and glasses with a thickness unimaginable. With the help of CC-5 his research is on the fast track to becoming reality.

Game Goal

- The player wins if they successfully drill the core of a planet.
- They lose if the core drill is destroyed or if the player is killed by the aliens.

Mechanics

- Every level has two phases. In the first phase, the player's objective is to place power stations.
- In the second phase enemies will randomly spawn around the map and attack the power stations and core drill. The player's objective is to kill these enemies and protect the power stations and drill from being destroyed.
- The player moves using the arrow keys up, down, right, and left. To cycle through weapons the player uses the number keys. The player uses the spacebar to fire in the direction that they're facing.

Mechanics (cont.)

- Some enemies will leave behind a husk that the player can pick up and use as currency to buy upgrade chips, armor, and power ups when the level is over.
- Sometimes, a level will require a certain upgrade chip. An ice level will require that you buy the flamethrower upgrade in order to melt obstacles and the icy enemies that live there. Before entering a level, the scientist will warn you through dialogue that you might need to “heat things up” or other clues like that.

Aesthetics

- Individual planet art is based on each planet's characteristics
- Each alien species has different special characteristics which will be reflected in their art
 - ie. Rhinarons
- Each cyborg the player can choose to play as has different armor and color palettes to reflect their personality and base skills
- Art designed through Character Game Hub and ArtRage 4

Concept Art

