

A deep space background featuring a dark blue and black sky filled with numerous stars and distant galaxies. A bright, glowing purple and white star is positioned in the upper center. In the upper right, a large, reddish-brown planet with a smaller, similar-colored moon orbits around it. In the lower right, a large, reddish-brown planet is shown in profile. The overall scene is a cosmic landscape.

CC-5

DEVELOPED BY 5Gs IN 2D

THE Team

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

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.

essential experience

- The essential experience of CC-5 is to travel to various planets, put down power stations, and fight off waves of enemy aliens that are trying to stop you.
- As the game progresses you buy new equipment and upgrades to help you defeat the aliens.

CHALLENGES

- How to balance the game so that difficulty goes up with player ability. The power stations shouldn't be impossible to defend, but it shouldn't be easy either.
- How to make gameplay not repetitive. Every level you are essentially doing the same thing, but the world and enemies vary.
- Creating an intuitive interface that the player can navigate easily.
- Stencyl makes it really difficult for two programmers to work together on one project.
- Scope. Envisioned a lot but had to break it down.

Level Design

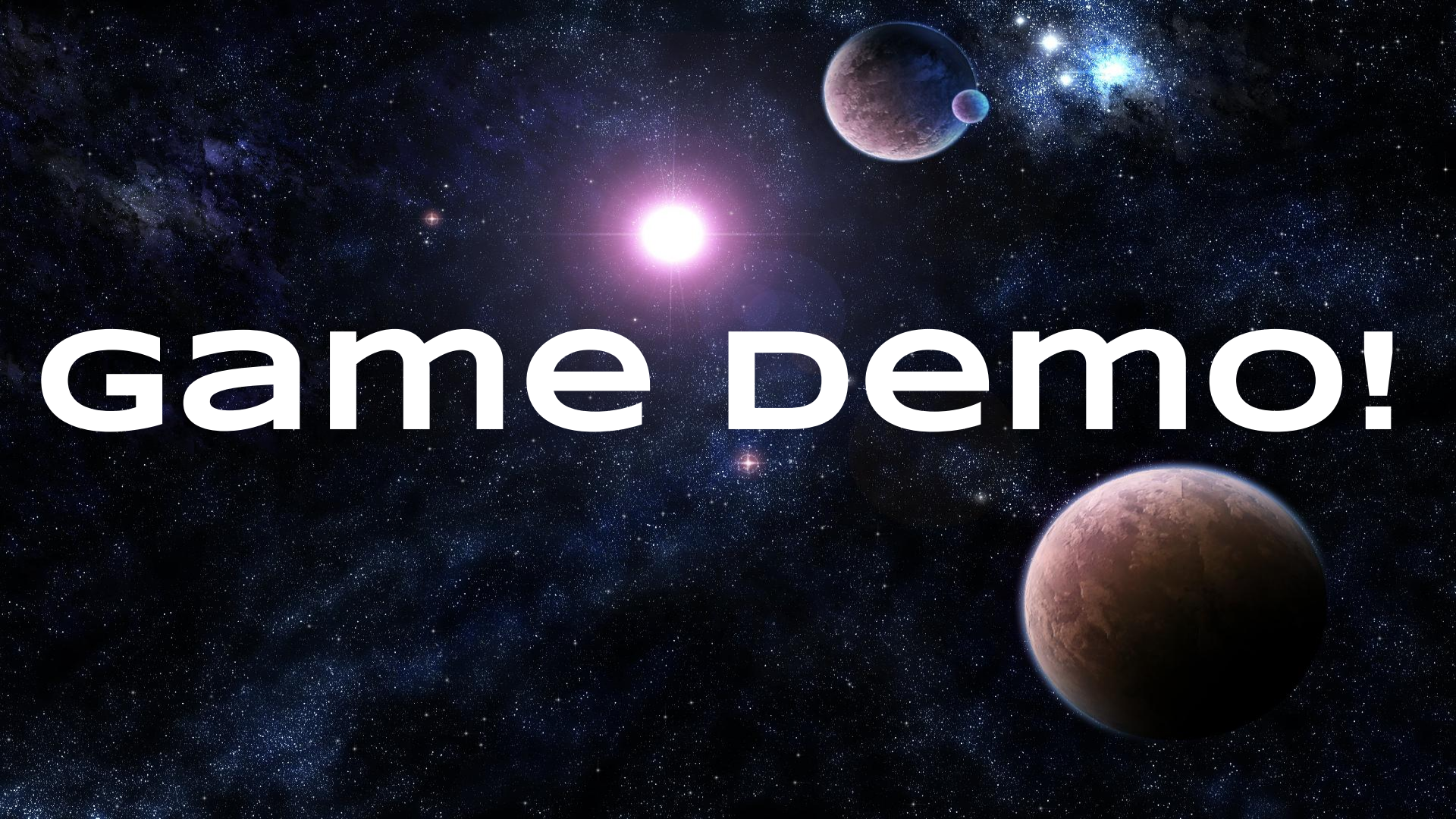
- Utilizes the 2.5D perspective. Gives the player a wider, overhead view of the level.
- Took themes from “The Visual Guide for Multiplayer Level Design.” Designed power station locations so that they aren’t too hard to defend. Otherwise it would be frustrating. But don’t want it to be too easy.
- Built levels around player ability and game mechanics.

Taxonomy of Players

- Killers: Players get to defeat waves of various enemies.
- Achievers: Players can collect all of the upgrades, weapons, and armor available to buy.
- Explorers: Every planet is different and offers a different experience with new enemies.
- Socializers: Appeals the least to this group, there is no social aspect of the game besides sharing your score.

PLAY TESTING

- Got a lot of positive feedback about our art and characters.
- People wanted to make sure that we clearly tell the player what kind of level they are entering. Came up with the idea of a “Mission Log.”
- Wanted to make sure that the player was easy to control and that the walking animation was smooth.



Game Demo!