1. My game will be top-down view action game called "Earth Escape". Earth Escape will include an alien who has just crashed on earth and is tasked with finding all the missing parts to his ship, all while angry humans try to capture the stranded alien. He will move from stage to stage to defeat the humans and find his missing parts to get home.
2. Nation Red is a fast-paced action game where the zombies can wield a weapon when attacking the player. Since my attackers will be human, I plan to include this aspect into my game.
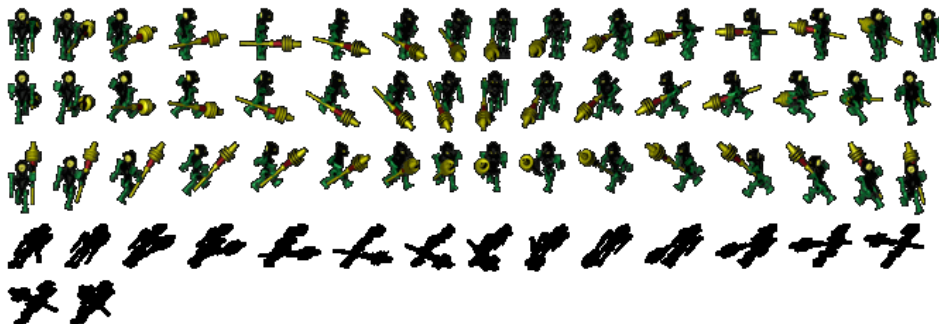

I plan to use the open style of world that Dead Ops Arcade displays through its game.
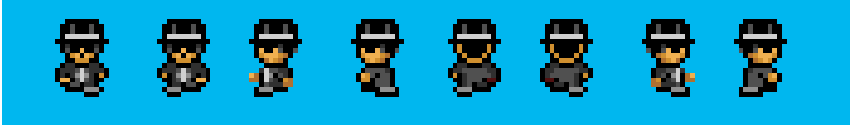

Hotline Miami was one of the very first games to mix arcade style gameplay with just pure violence. I hope to incorporate the games simple design with its massive amounts of actions.

3. The alien (we will call him Korvo)

\

The Humans

4.

CRT 360: Advanced Prototyping

GamePad Level Template

Level is 320 x 240 pixels in total. Each tile is 20 x 20 pixels. There are 16 x 12 tiles per level.

	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
0	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
1	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
2	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47
3	48	49	50	51	52	53	57	55	56	57	58	59	60	61	62	63
4	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	
5	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95
6	96	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111
7	112	113	114	115	116	117	118	119	120	121	122	123	124	125	126	127
8	128	129	130	131	132	133	134	135	136	137	138	139	140	141	142	143
9	144	145	146	147	148	149	150	151	152	153	154	155	156	157	158	159
10	160	161	162	163	164	165	166	167	168	169	170	171	172	173	174	175
11	176	177	178	179	180	181	182	183	184	185	186	187	188	189	190	191

(handwritten: "Crashed Ship" near tiles 48–50; "Door" near tile 78)

Level Name

Shipwreck

Notes

Our Alien Will crash here and start his Journey.

GamePad Level Template

Level is 320 x 240 pixels in total. Each tile is 20 x 20 pixels. There are 16 x 12 tiles per level.

Stabilizer

	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
0	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	
1	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
2	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47
3	48	49	50	51	52	53	57	55	56	57	58	59	60	61	62	63
4	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79
5	Door	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95
6	96	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111
7	112	113	114	115	116	117	118	119	120	121	122	123	124	125	126	127
8	128	129	130	131	132	133	134	Door	136	137	138	139	140	141	142	143
9	144	145	146	147	148	149	150	151	152	153	154	155	156	157	158	159
10	160	161	162	163	164	165	166	167	168	169	170	171	172	173	174	175
11	176	177	178	179	180	181	182	183	184	185	186	187	188	189	190	191

Level Name

Quantum Stabilizer

Notes

Korvo must retrieve his Item before entering another Door.

This Level will have a easy amount of humans to defeat.

GamePad Level Template

Level is 320 x 240 pixels in total. Each tile is 20 x 20 pixels. There are 16 x 12 tiles per level.

	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
0	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
1	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
2	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47
3	48	49	50	51	52	53	57	55	56	57	58	59	60	61	62	63
4	64	65	66	67	68	69	70	72	73	74	75	76	77	78		
5	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	
6	96	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111
7	112	113	114	115	116	117	118	119	120	121	122	123	124	125	126	127
8	128	129	130	131	132	133	134	135	136	137	138	139	140	141	142	143
9	144	145	146	147	148	149	150	151	152	153	154	155	156	157	158	159
10	160	161	162	163	164	165	166	167	168	169	170	171	172	173	174	175
11	176	177	178	179	180	181	182	183	184	185	186	187	188	189	190	191

Handwritten annotations: "Table" (tiles 70–88 area), "Locked cage", "MB" (right side), "HUD" (row 10 area).

Level Name

Microverse Battery.

Notes

The cage will open once the humans defeated.

GamePad Level Template

Level is 320 x 240 pixels in total. Each tile is 20 x 20 pixels. There are 16 x 12 tiles per level.

	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
0	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
1	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
2	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47
3	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63
4	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79
5	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95
6	96	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111
7	112	113	114	115	116	117	118	119	120	121	122	123	124	125	126	127
8	128	129	130	131	132	133	134	135	136	137	138	139	140	141	142	143
9	144	145	146	147	148	149	150	151	152	153	154	155	156	157	158	159
10	160	161	162	163	164	165	166	167	168	169	170	171	172	173	174	175
11	176	177	178	179	180	181	182	183	184	185	186	187	188	189	190	191

Handwritten annotations on grid: "case" and "KM" near tiles 54/70, "HuD" written across rows 9–10, a green horizontal line above row 9.

Level Name

Artificial Manifold

Notes

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GamePad Level Template

Level is 320 x 240 pixels in total. Each tile is 20 x 20 pixels. There are 16 x 12 tiles per level.
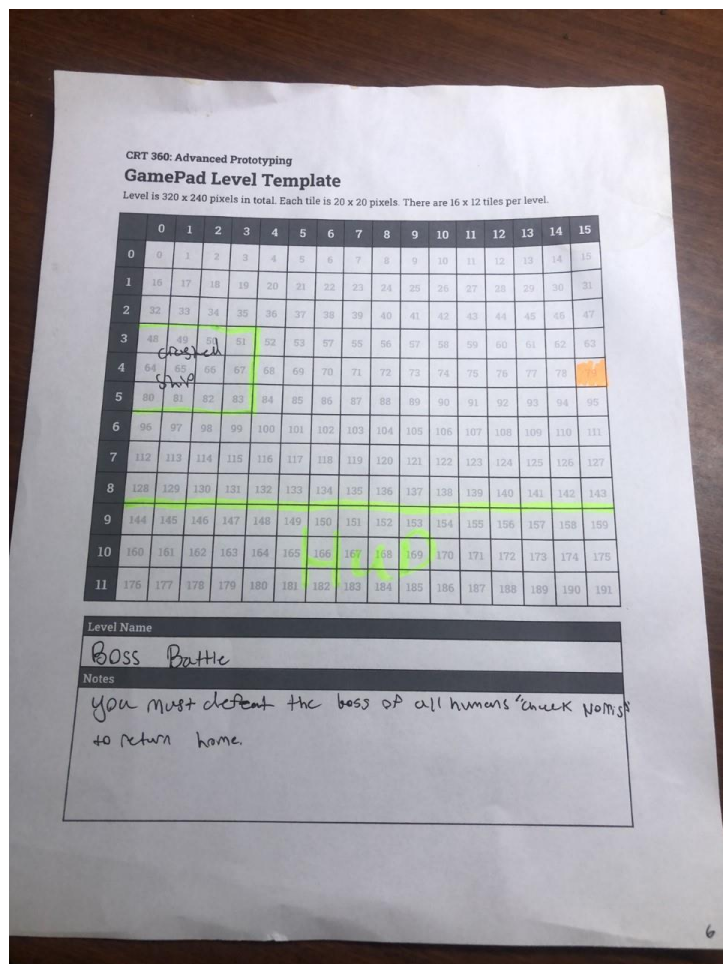
	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
0	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
1	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
2	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47
3	48	49	50	51	52	53	57	55	56	57	58	59	60	61	62	63
4	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79
5	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95
6	96	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111
7	112	113	114	115	116	117	118	119	120	121	122	123	124	125	126	127
8	128	129	130	131	132	133	134	135	136	137	138	139	140	141	142	143
9	144	145	146	147	148	149	150	151	152	153	154	155	156	157	158	159
10	160	161	162	163	164	165	166	167	168	169	170	171	172	173	174	175
11	176	177	178	179	180	181	182	183	184	185	186	187	188	189	190	191

Level Name

Automated cylinder head

Notes

This level will come with no resitence from
humens. as you frow the last part for the
ship you return to Repair.

CRT 360: Advanced Prototyping

GamePad Level Template

Level is 320 x 240 pixels in total. Each tile is 20 x 20 pixels. There are 16 x 12 tiles per level.

Level Name

Boss Battle

Notes

You must defeat the boss of all humans "Chuck Norris" to return home.

5.

Controller Interactions	
Joystick X	Moves the hero horizontally across the screen.
Joystick Y	Moves the hero vertically across the screen.
Button A	Interacts with objects in the room (doors, items, etc.)
Button B	Short Range weapon
Button C	Use Long Distance Weapon
Button D	Power Dash in any Direction