Game App – Super Alien Bros

Function list:

* Jump
  + Properties: jump to platforms, evade attacks,etc.
* Shoot Lasers
  + Properties: attack enemies, unlock doors, etc.
  + Several different kinds of Energy blasts:

1. Normal. Standard – normal energy blast that does the same amount of damage to the enemy regardless of the type. After first level, player can charge the blast to kill enemies.
2. Ice. –learned on the frozen planet Epsilon. Freezes some types of enemies in place for a limited time
3. Fire – opposite of ice, comes out as a flamethrower
4. Great Deity’s Blade – Blade that shoots sword beams that lock on to enemies. Only discoverable by finding all 3 pieces of the blade in the first 3 worlds, which unlocks

* Money
  + upgrades to health/recharge rate
* Keys
  + Unlock doors in the maps
* Levels
  + Linear in nature, though certain levels cannot be completed without a game-specific item. An example of this is being able to complete a part of Shadow of Omega but approaching the main fortress which is impervious to all attacks except the magic of the Great Deity’s Blade.
  + Enemies drop money and health
  + Tapping the shoot button once will do nothing to the recharge bar, but holding down the charge button and releasing will cause the recharge bar to drop (depending on how much of the charge, max is half the bar)
  + Enemies flash red when hit?
  + End of each level
    - enter fortress to defeat a miniboss.
    - Miniboss drops a ton of money.
  + Levels are a mixture between combat (being aware of enemies) and jumping from platform to platform
  + Final level of a given world (3rd) involves a short level through a high-tech fortress and then fighting the boss.

Level/Gameplay Mechanics:

1. System 1 – Alpha System

* No major gimmicks on this world. This serves as an introduction to the constant gameplay mechanics
* Three main levels that need to be completed in order. At the end of the third level, the player unlocks a charge blast which lets them break in to the Fortress

1. World 2 – Lambda-Gamma
2. World 3 – Epsilon
3. World 4 – Shadow of Omega