

RENDERED IDEAS

SECTION 1: LOGICAL

1. Genre:

Strike force: 1945 wars falls under the genre **vertical scrolling** shoot 'em up aka **shmup** or shoot 'em up games.

This genre typically involves a single player controlling a vehicle or aircraft, often from a top-down perspective, and engaging in intense shooting and dodging gameplay against waves of enemies. In Strike Force: 1945 Wars, players navigate their aircraft vertically through the game's levels, facing numerous enemy forces and obstacles while shooting them down. The focus is on fast-paced action, precise maneuvering, and strategic use of power-ups and upgrades to overcome challenges.

2. Possible bugs/errors/mistakes:

a. UI MISTAKES:

1. Why is there no Menu system?

- i. Any game should have a menu screen with a play button which leads to the level selection scene, a settings button to adjust necessary options, an exit button and a button to display credits.

2. Background music in level selector:

- i. There should be a subtle BGM in the level selector to stop the player from being bored.

3. Display credits button in level selector:

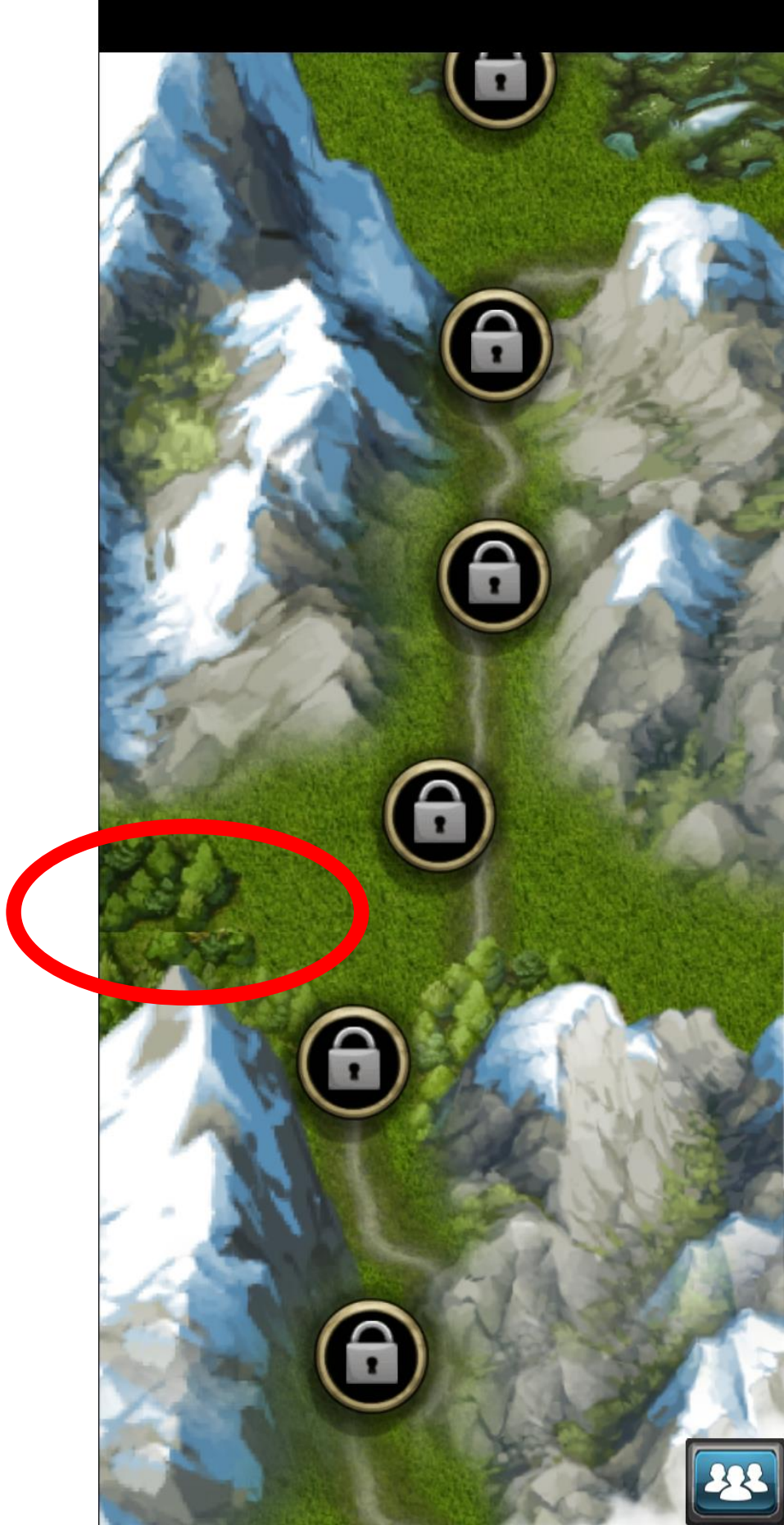
- i. Display credits button shouldn't be in level selector, rather on the main menu which the game should have.

4



The background images are not seamless

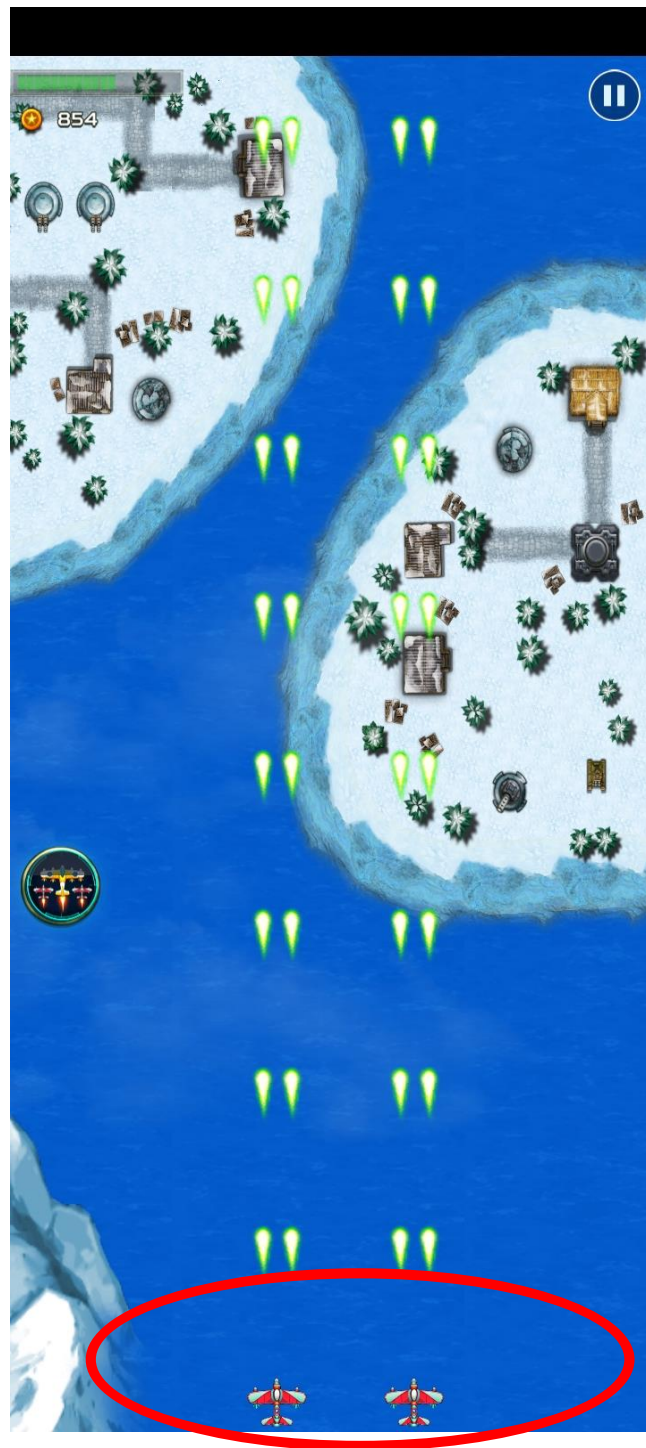
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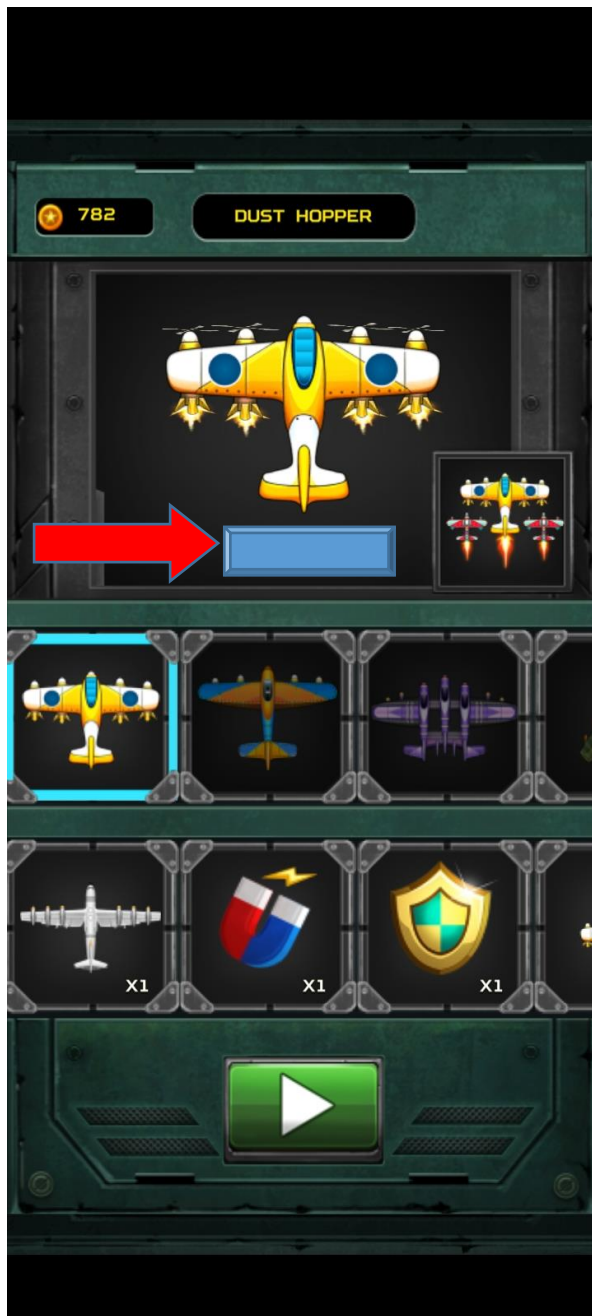


Player leaves the ally planes behind when level is completed

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The bosses can be defeated in less than 1 minute which is way too easy. Also these bosses don't move much but just stand there, take damage and die very quickly.



Problem:

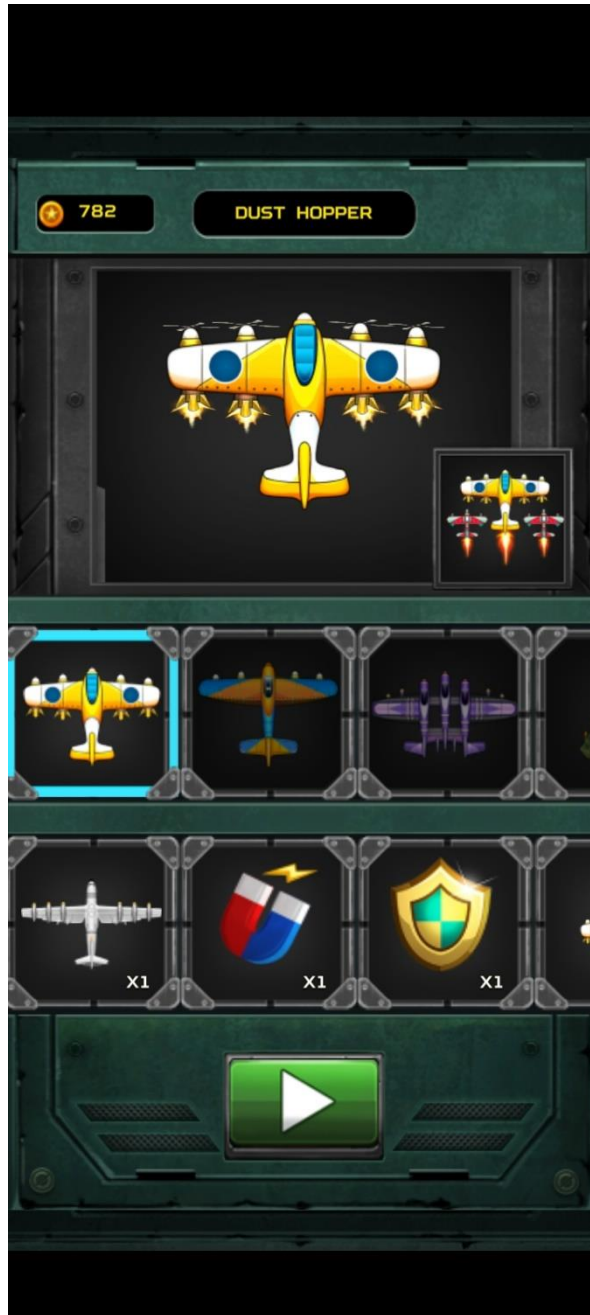
1. The carousels of planes and powerups are too big.
2. Preview of locked planes is not there.

Fix:

1. The plane preview should be bigger and carousels of planes and powerups should be smaller.
2. There should be preview of every plane including locked ones so that it can be seen better. Also the "buy & try button" that appears when we click on a locked plane come up here.



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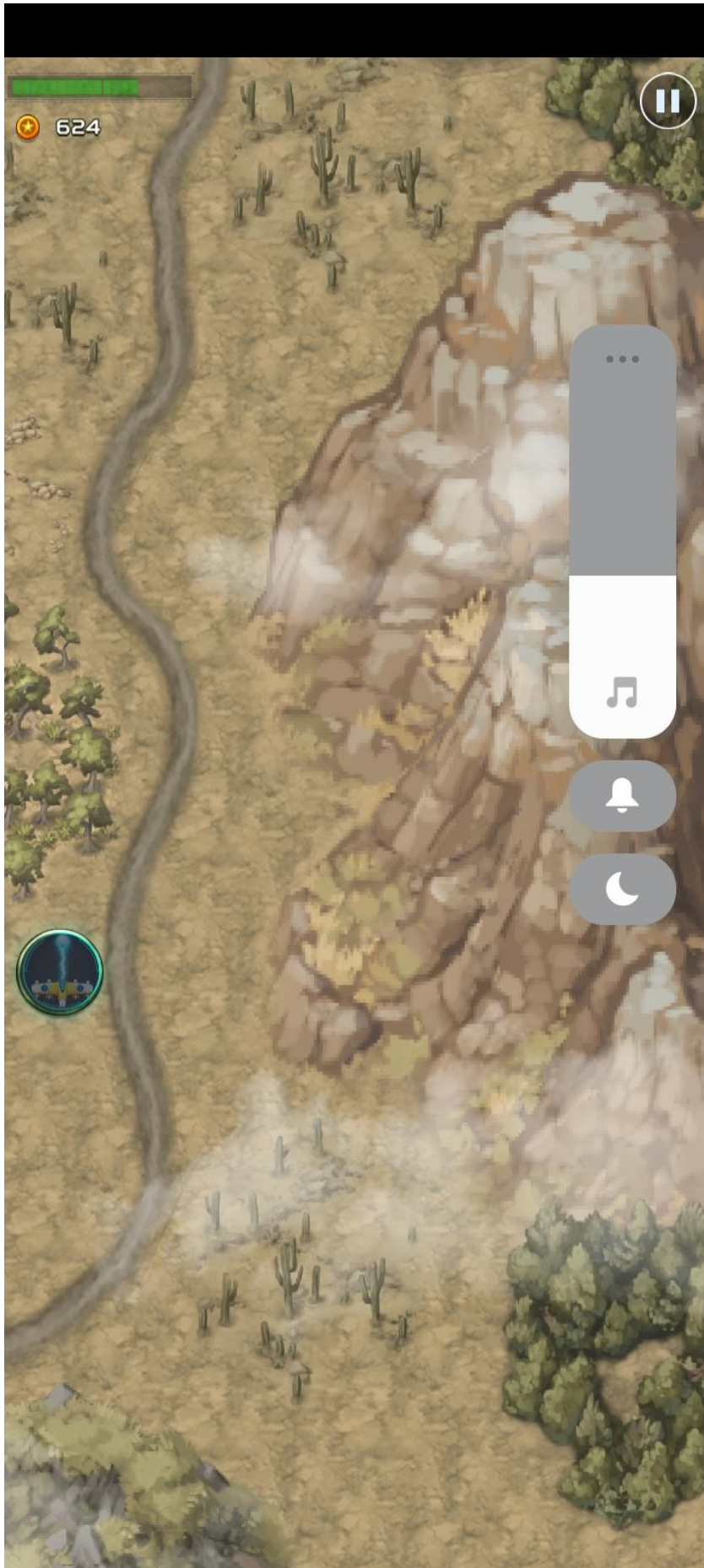


Problem:

1. Why is there no back button?

Fix

1. There should be a cross to close the shop and go back to level selector. Same goes with credits display



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The background keeps on scrolling for some time even after completing the level.

b. GAMEPLAY:

Problem:

Currently as soon as the first level starts, player feels like it is overpowered from the beginning because all the powerups that player can pick are given to it without any struggle, which makes it a very easy gameplay, resulting in boring gameplay. The player can have all these huge powerups, it feels like there's nothing to progress in the game.

Fix:

There should be an even distribution of pick-able powerups from smaller ones in early levels and more powerful ones later in the game.

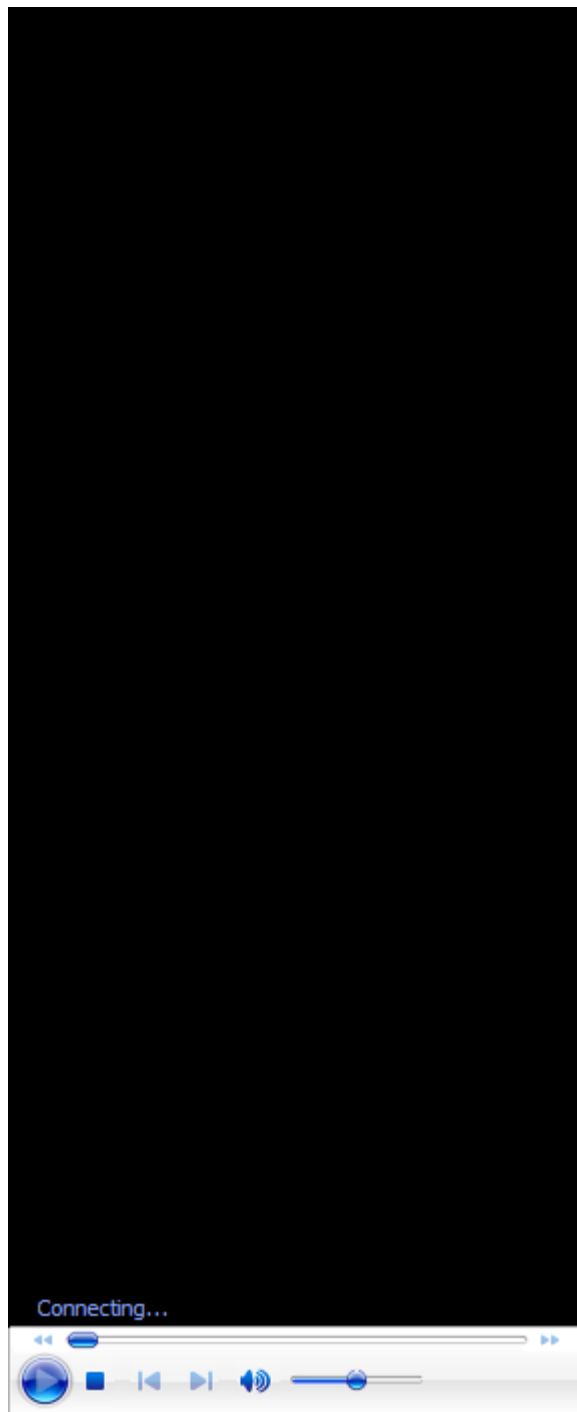
c. MAJOR BUG IN MISSION 5 [BOSS LEVEL]

Problem:

Boss is not taking damage even after continuously hitting it.

Fix:

Maybe it is layer issue.



3. MAJOR UPDATE: 2 MODES

The user experience (UX) can be improved drastically by adding 2 modes to choose from in main menu.

a. Story mode:

The existing level system will be the story mode to play as it is in the game currently.

b. Time attack play mode:

The quick play mode will be an infinite play mode which can be started directly from the main menu [to be implemented] in case player want to practice and gain some confidence to go back and play story mode. This mode will include all the enemies EXCEPT the bosses. This will be a time based mode in which a timer is displayed on the screen and the player will have to survive as long as possible, this time will be like an online high score. This will add an element of competition among global players and will test the player's reflexes and concentration. This will improve the replay quality of the overall game and give better experience to players.

4. NEW BOOSTERS IN THE SHOP

There's no need for more boosters because gameplay is already very saturated due to a huge number of powerups. Could add a **bomb** which can be dropped on land enemies though.

5. REDESIGNING THE BOSS LEVEL [MISSION 5]



ADDING MORE POWER TO THE BOSS

- A big canon on the head of the plane[red] [HP: 300 hits]
- Two guns at the back wing[yellow] [HP: 70 hits]

BEHAIOUR OF THE BOSS

Stage 1:

- Boss will shoot bullets with its wings' lower shooters [HP: 50 hits] until they get destroyed.

➤ Stage 2:

- Then its wing's upper shooters [HP: 80 hits] will start shooting. Once they get destroyed, the boss plane will start to tilt in both ways because it is half broken now.

➤ Stage 3:

- By now the plane will start to move around the screen to dodge player's bullets.
- **Stage 4:**
- Then head canon [can aim at player] and back [yellow] shooters will start shooting
- The fight should last for at least 2 minutes.
- Finally boss will be defeated.

SECTION 2: TECHNICAL

1. **Mario, Rayman Legends and Donkey Kong are all side scrolling platformers. Describe in detail the differences in level design principles used in the above mentioned games.**

Although Mario, Rayman Legends, and Donkey Kong are all side-scrolling platformers, they each have unique level design principles that contribute to their gameplay experiences

Mario:

Exploration and Secrets: Super Mario games often encourage exploration by hiding secret areas, collectibles, and power-ups throughout the levels. Players are rewarded for thorough exploration, which adds depth to the gameplay.

Platforming Challenges: Mario levels feature a variety of platforming challenges, including precise jumps, enemy interactions, and obstacle courses. The levels progressively introduce new mechanics and provide opportunities for creative player movement and acrobatics.

Multiple Pathways: Mario levels often offer multiple paths that players can take. These paths may lead to different challenges or rewards, giving players choices and encouraging replayability.

Theme Diversity: Mario games are known for their diverse and imaginative level themes, ranging from lush forests to underwater

worlds to lava-filled castles. Each theme introduces unique obstacles, enemies, and visuals, keeping the gameplay fresh.

Rayman Legends:

Fluid Movement and Flow: Rayman Legends focuses on smooth and fluid character movement, allowing players to seamlessly navigate the levels. This creates a sense of flow and rhythm in the gameplay.

Music Integration: Rayman Legends incorporates music-driven level design, synchronizing the level elements, platforming sequences, and enemy interactions with the game's soundtrack. This creates an immersive and dynamic experience.

Artistic Visuals: The levels in Rayman Legends feature stunning and vibrant visuals with a hand-drawn art style. The artistic design not only provides aesthetic pleasure but also influences gameplay elements and puzzles.

Level Variety and Minigames: In addition to traditional platforming levels, Rayman Legends includes various gameplay types, such as rhythm-based levels, timed challenges, and minigames. This adds diversity and unpredictability to the overall experience.

Donkey Kong Series:

Verticality and Climbing: Donkey Kong levels often emphasize verticality, with players climbing vines, ropes, and ladders to progress. Vertical design elements introduce different platforming challenges and create a sense of height and exploration.

Barrel Mechanics: Donkey Kong incorporates barrel mechanics extensively, where players use barrels to traverse levels, launch themselves, or interact with the environment. The precise timing and usage of barrels are key aspects of the gameplay.

Dynamic Level Elements: Levels in Donkey Kong games feature dynamic elements, such as moving platforms, swinging ropes, and collapsing structures. These elements require players to adapt their platforming strategies and add a layer of unpredictability.

Boss Battles: Donkey Kong levels often culminate in boss battles, introducing unique challenges and mechanics. These encounters typically require players to understand and exploit boss patterns and weaknesses.

2. Using the above knowledge, write 5 pointers that can be implemented in the level design for Jungle Adventures 3.

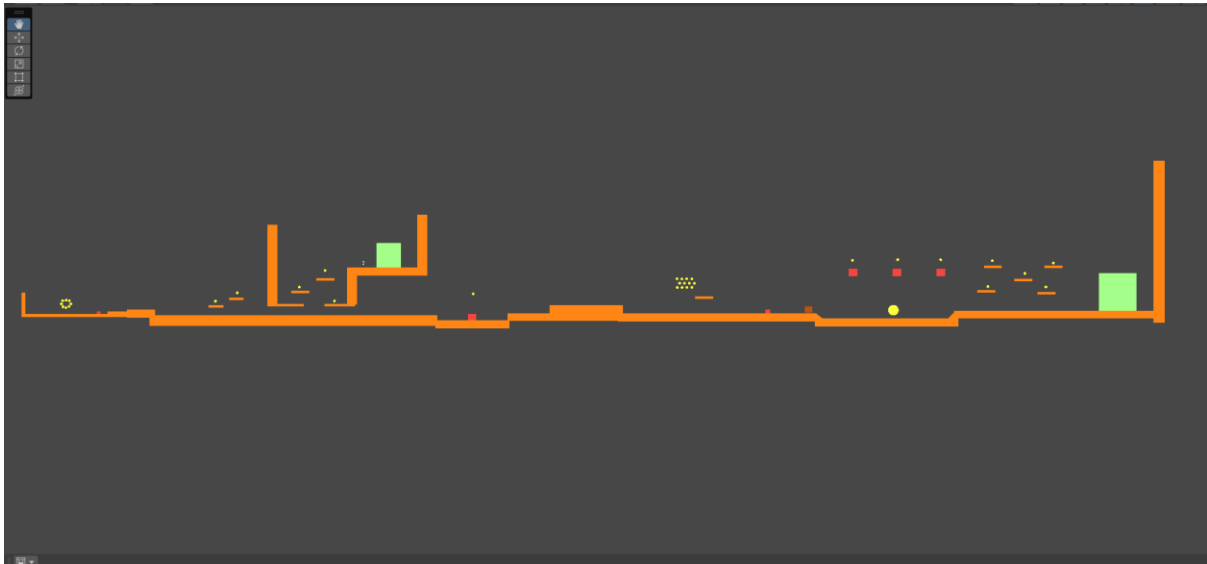
SECTION 3: LEVEL DESGIN

ABILITIES INTRODUCED:

1. Climb Jungle vines [sideways]
2. Climb Jungle vines [vertically]

Level 1:

This is the original level/map design of JA3 made in unity engine.



RED OBJECTS: Enemies

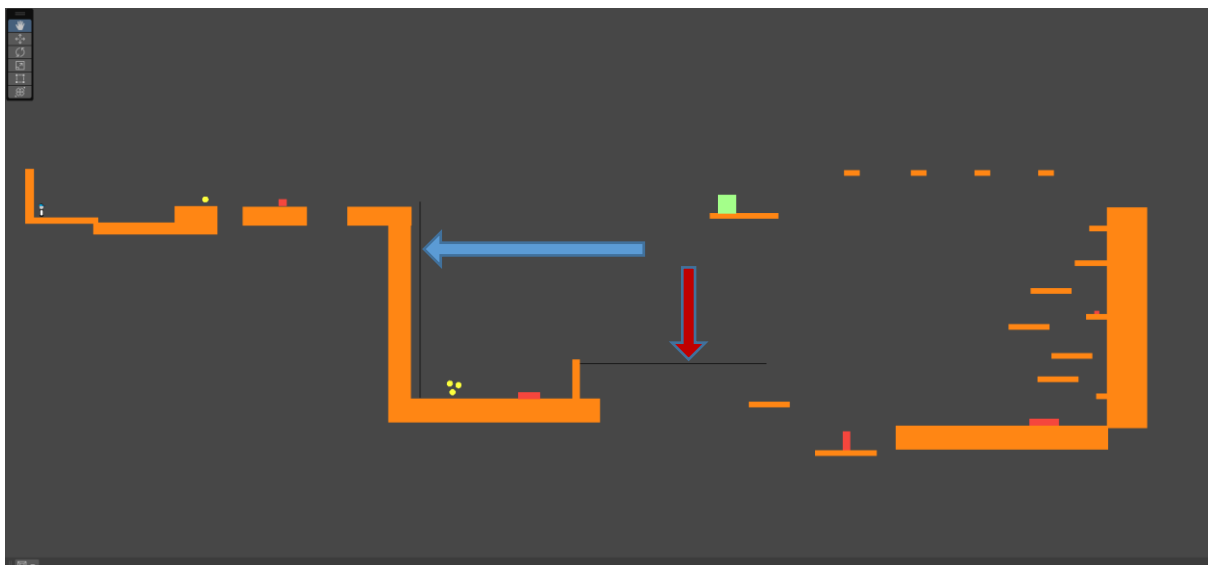
GREEN: Win gate

YELLOW: Collectable coins

ORANGE: Platform

Level 2: Vines introduced

Addu now can climb jungle vines both sideways and vertically to, although it can be done with floating platforms but this was done to give the game more depth and payer interactions.



BLUE ARROW: Vine can be climbed like a ladder

RED ARROW: Vine can be climbed sideways like a monkey

RED OBJECTS: Enemies

GREEN: Win gate

YELLOW: Collectable coins

ORANGE: Platform
