CGH GAMES, A DIVISION OF CGH TECHNOLOGIES, INC.

Doodle Ship!

A side-scrolling shooter

Version #4

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Version History

Version 1 – Started off by heavily modifying my Assignment 4 to implement the new graphics and sound I created for this assignment

Version 2 – Tried unsuccessfully to implement the turretFire.py Shell class into the game and have the enemies fire their weapons on a timer. Also tried to implement a graphical health bar, but did not get that working

Version 3 – Removed the health bar for the time being, tried to work out the kinks with the bullets and firing mechanism.

Version 4 – Reconfigured the shooting mechanism, fixed collision issues, fixed sound issues, cleaned up some of the artwork

I. **Game Overview**

This is a side-scrolling shooter. The player takes control of a ship avatar and tries to shoot as many enemies as possible until the player's health is depleted.

II. **Game Play Mechanics**

The player shoots enemies to raise the score points. If the player's ship gets hit by an enemy or an enemy's bullets, the player will lose health in the amount of the number of hits sustained. If those the player's health gets to zero, the game is over. The player has a chance to gain extra health when health packs appear on the game screen (this doesn't happen very often so be careful).

III. **Camera**

Side-scroller, side view.

IV. **Controls**

Use the mouse to control the vertical movement of the player character. Left mouse button is used to fire weapons.
The escape key will exit one level within the game (ex. Will exit to the end game screen if on game screen, will close program if on menu or end game screen)

V. **Game World**

You play the game in Doodle World. The environments are set up to look like doodles done by someone in a notebook. Everything has been designed that way (even the font is doodlish: a good use of Comic Sans)

VI. Menu and Screen Descriptions
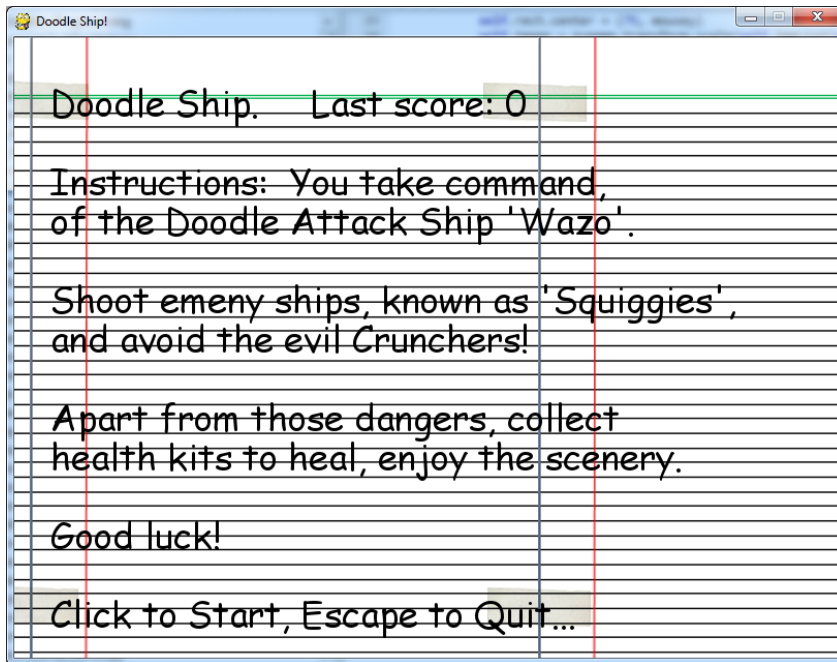
Menu Screen: This shows the name of the game (Doodle Ship), the previous score (if any) and brief instructions on how to play the game.
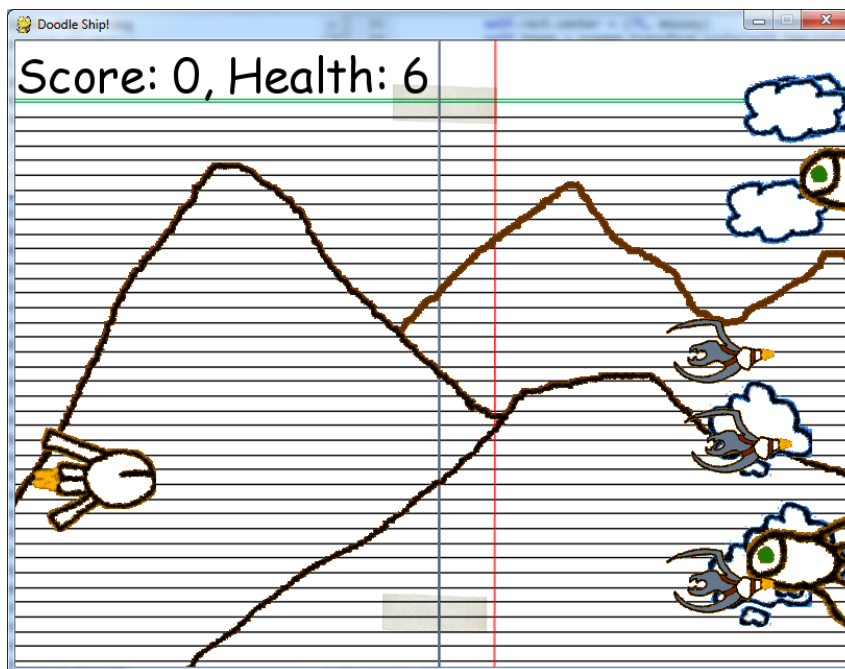
Game Screen: This screen is where the main game is played. It shows the score and health in the top left corner. It also shows the player's ship on the left side of the screen and enemies entering the screen from the right side. Set pieces (such as the clouds and mountains) scroll by in the background and are not interactable

Doodle Ship. | Last score: 0

Game Over!

Click to return to Main Menu
or Press Escape to Quit.
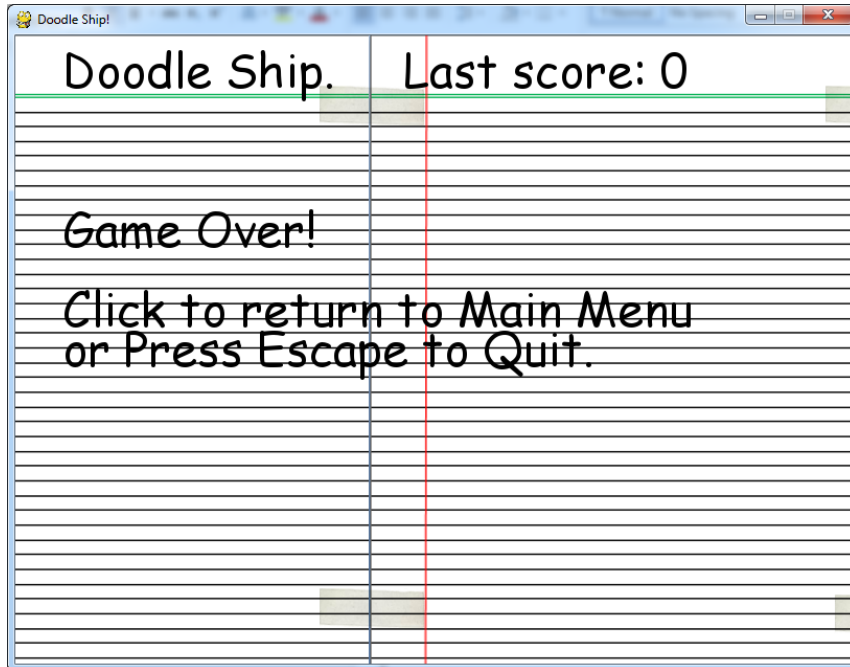
End-game screen: this is the screen that appears if the player loses all of his/her health. It shows the highest score achieved during the last play through and allows the player to try again or exit the game.

VII.   Levels

Level 1 – Sky World: Sky world is a vast environment of clouds and distant mountains.

VIII.   Characters

This is the player's Ship. It has a hull-strength of 6 and can fire energy balls at enemies. It has fast maneuverability to avoid quick enemies like the Crunchers.

IX.   Enemies

Squiggies are the main enemy. They are large, tentacled-bots that patrol the skies of Doodle-land and pose a threat to the player's ship with their ability to fire lasers.

Crunchers are secondary enemy units. They attack by ramming into the player's ship. Although they are smaller than a Squiggy, they are much faster, due to the jet pack strapped onto their backs.

X.   Weapons

The player can use the ship's weapon, an energy cannon, to fire upon the Squiggies and other enemies. The weapon deals significant damage to Crunchers (one shot kill) but only minimal damage to Squiggies (three shots needed to kill)

XI.   Items

Health packs will restore one lost health point until the ship's health is back to full. They only appear so often, so try your best to avoid getting damaged.

XII.   Scoring

Scoring is pretty straightforward: each Squiggy that is killed gives the player 100 points. Each Cruncher grants 50 points. Kill as many as possible to get the highest score.

XIII.   Sound Index

*All made by Clay Holmes except where noted
**Thanks to GASHISOFT JAPAN for the GXSCC Beta 236E, a midi-to-wav Famicon sound-emulator. This is how I made my midi compositions sound like 8-bit music.

Music for the 'Menu' screen – intro.ogg
Music for 'Game' screen – level1.ogg
Music for the 'End Game' screen - end_game.ogg
Player weapon sound – ship_shoot.ogg (made from an NES sound bank file)
Squiggy weapon sound – squiggy_shoot.ogg (made from several NES sound bank files)
Explosion sound – explode.ogg (made from several NES sound bank files)

XIV.   Story Index

You are in the Doodle world and control the doodle ship known as 'Wago'. Your mission is to free the Doodle world of the recent Squiggy invasion. The Squiggies are evil, mindless robots who only want to destroy imagination everywhere. They are led by the evil Erasers, literally erasers who wish to erase everything from Doodle world for purposes unknown. The Erasers have also unleashed the mindless Crunchers to try and thwart your attempts at saving the Doodle world. Good luck soldier!

XV. **Art / Multimedia Index**
Graphics (all made by Clay Holmes except where noted):

Ship's Bullet - bullet.gif
Clouds – cloud.png, cloud1.png
Cruncher – crunchies.png
Health Pickup – health_pack.png
Level 1 – level1.png*
Mountains for Level 1 – mountains.png
Ship – ship_spritesheet.png
Squiggy – squirmy.png

*used a picture of lined paper and 'stitched' it together using a picture of clear tape to create the background

XVI. **Design Notes**
Wanted to give the game world a distinct feel to it with a notebook doodle-style to give it a creative aesthetic. I created all of the art work myself and all of the music is of my own writing as well. The only assets that I used are a screenshot of lined paper, a picture of clear tape over white paper (to make the background look stitched together) and NES sounds from a sound bank for explosions/gunfire.

XVII. **Future Features**
- *Will finally implement difficulty levels (Easy, Medium, Hard, Very Hard)*
- *Will add in Boss Battle*
- *Graphical health bar*
- *Additional level (underwater stage), boss battle for said stage*