

# Preliminary Info About This Demo

- ARMORED CRUSADE features a sci-fi artistic direction, exploring futuristic settings and enemies, vibrant colors, and imaginative designs. However, as the prototype potentially evolves into the final game, there would be a deliberate shift towards a more realistic aesthetic to align with the established style of the related games:  
Clean Sweep and Desert Strike

- Comments/Notes about using the app are in **red** and are only meant for this demo and will not be present in the final build

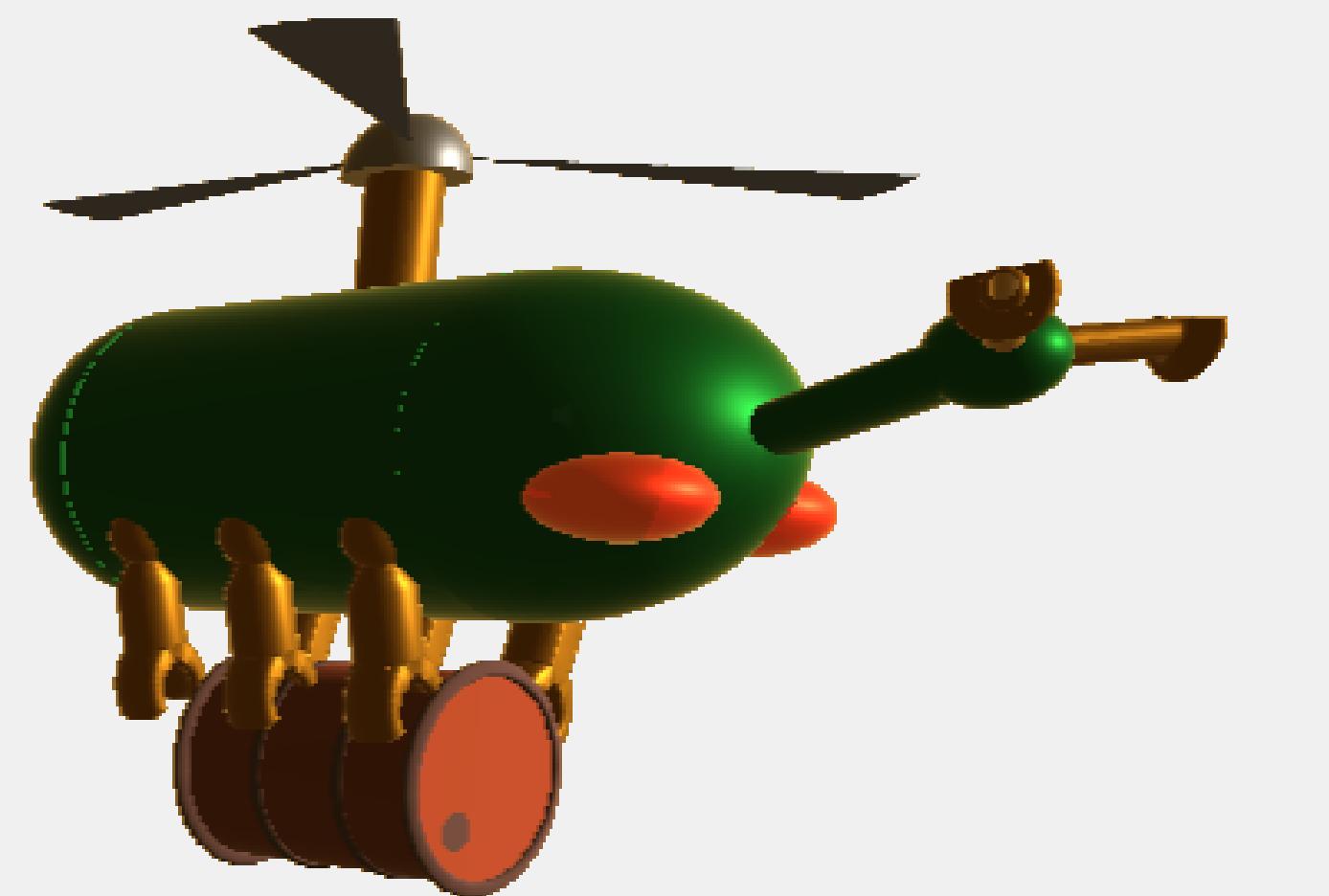
*Click anywhere to proceed*

# Preliminary Info About This Demo

- Example of how an enemy type could be translated to better match the other ITE 3D games:

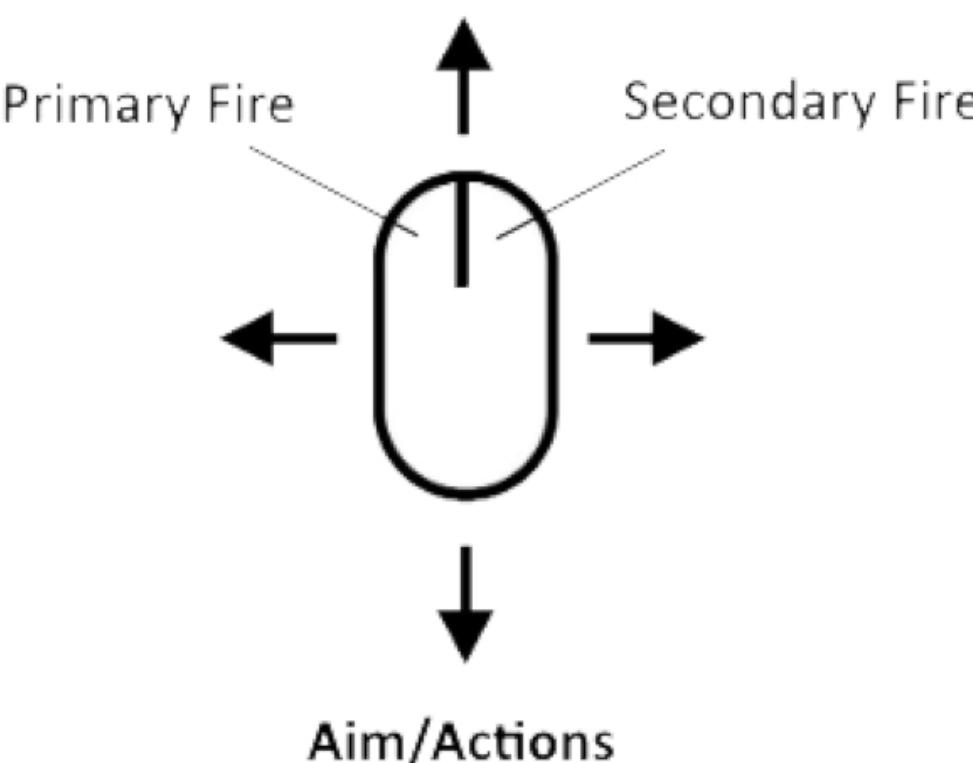
The enemy on the left is called a Beetle Bomber and approaches the player to drop an oil canister in the player's direction. If the player is hit, the player loses 1 health

This could instead be a drone dropping an item such as a sandbag onto the player



# Armored Crusade

## Controls



## Instructions

- **Destroy and evade enemy targets/projectiles as they approach**
  - Complete Trivia successfully to have the power-ups become available during waves

**START**

## Title Screen

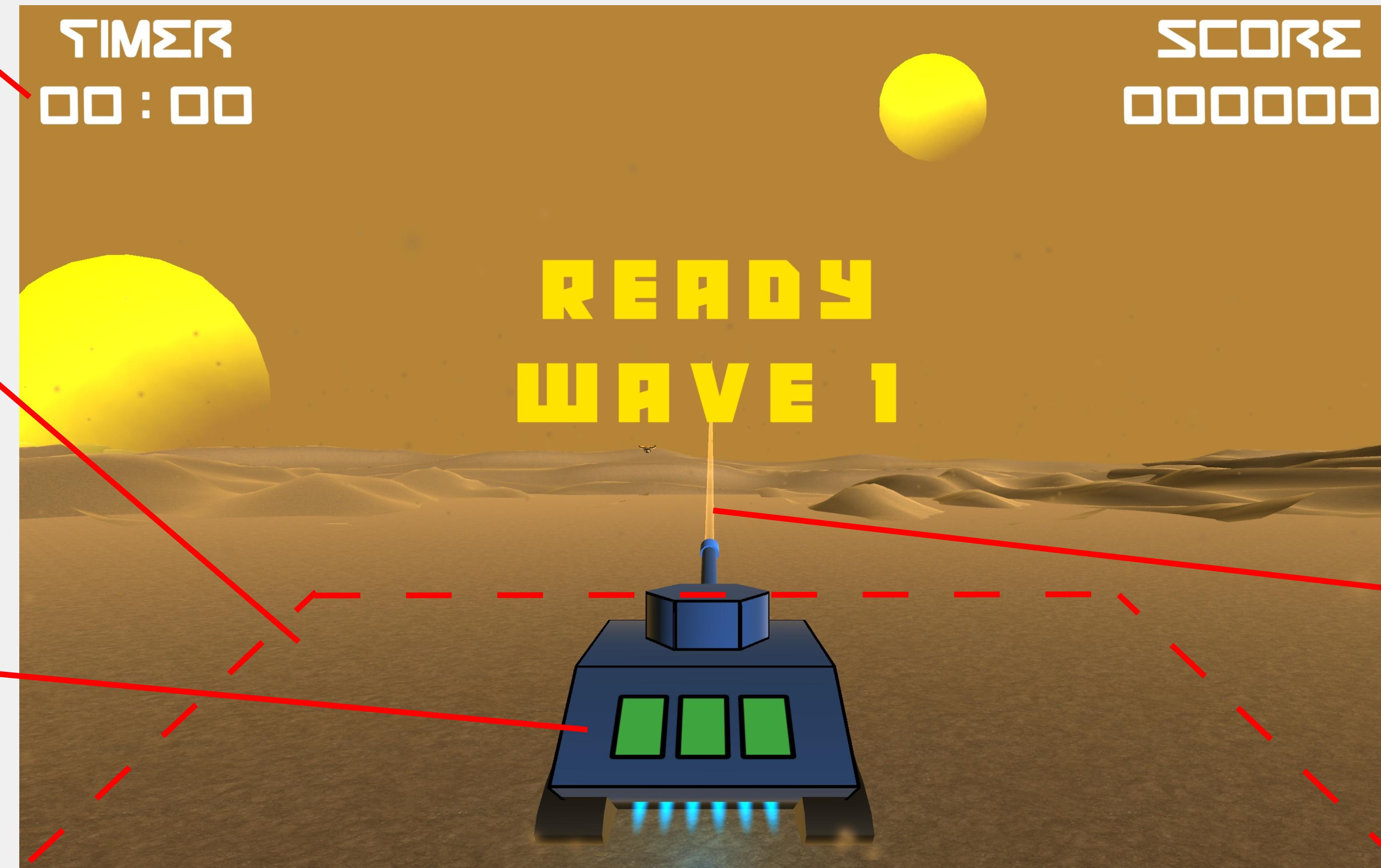
Press to view  
game credits.  
Will be removed  
from final game

Press to  
start game

Displays the  
player's high  
score



Increasing timer



Playable/Movable  
Area

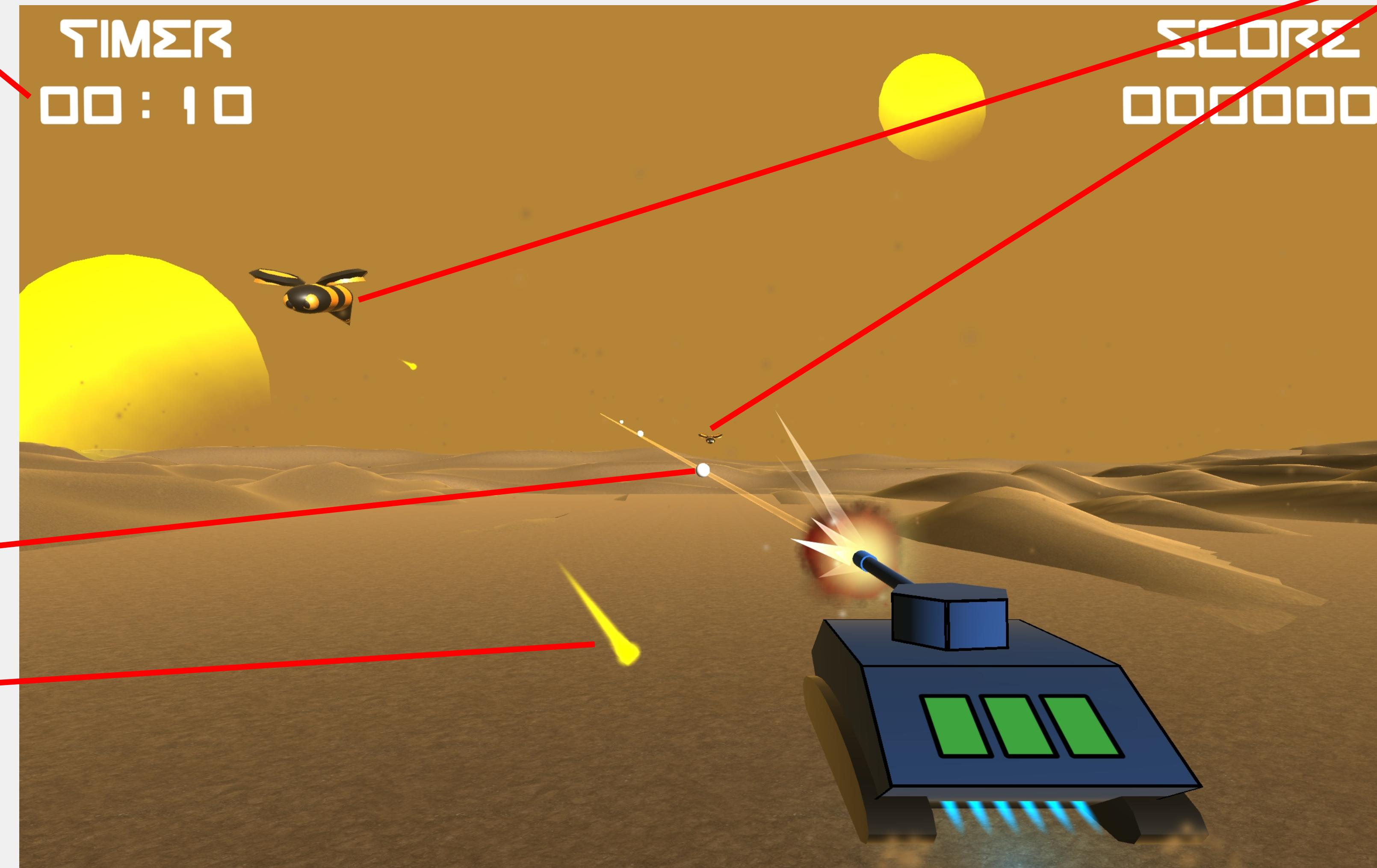
Player vehicle  
and health.

3 green bars  
means 3/3 full

Score based on enemy types hit

Line-of-sight  
for aiming

Timer increasing



Wave 1 enemies approaching

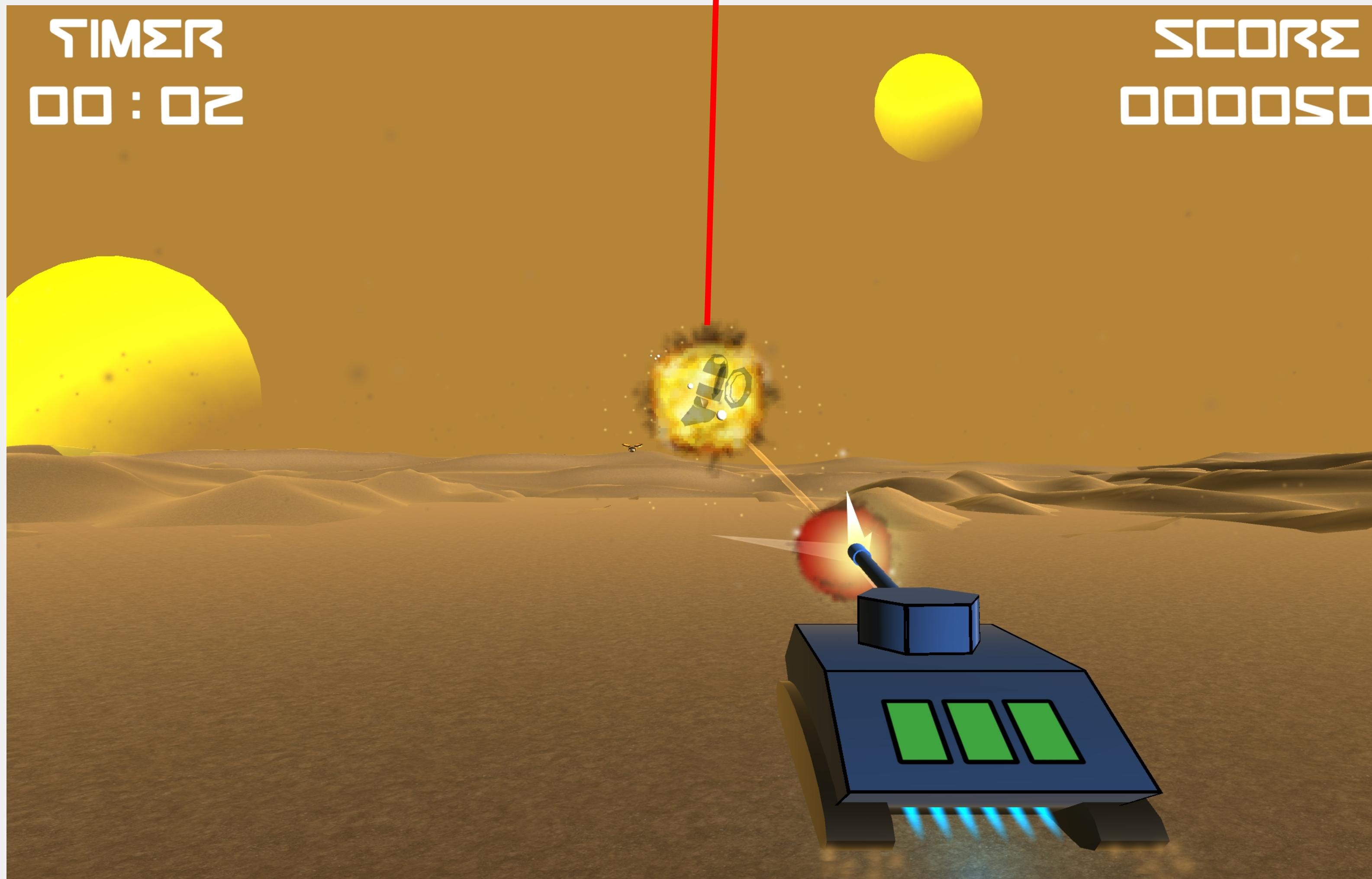
A new enemy gets introduced per wave. Wave 1 starts with just one enemy type

Player projectile

Enemy projectile

Enemy destroyed

Score increased



Score threshold reached to trigger new wave





## Trivia

Between waves, the player will be presented with 1-3 CTP Operator Knowledge Check exercises or multiple choice questions. If they get them all correct then a Power-Up will spawn at some point in the next wave to help the player. The player must shoot the Power-Up in order to receive it.

An alternative approach could be that the user obtains the Power-Up after Trivia and they can use it at any time they choose during the next wave(s). The user could save multiple Power-Ups to their inventory and use them by pressing designated keys.

Power-Ups include:

- Shield
- Secondary fire missile
- Time freeze
- 1 health increase
- Multishot

## Trivia

### Example questions

#### QUESTIONS:

Which of the following is the main dashboard for deploying and managing VMs remotely?

- VMware Manipulation
- VMware ESXi web client
- vSphere Client
- VMware Remote Console

During operations, most friendly tracks will automatically update via digital and satellite connected systems?

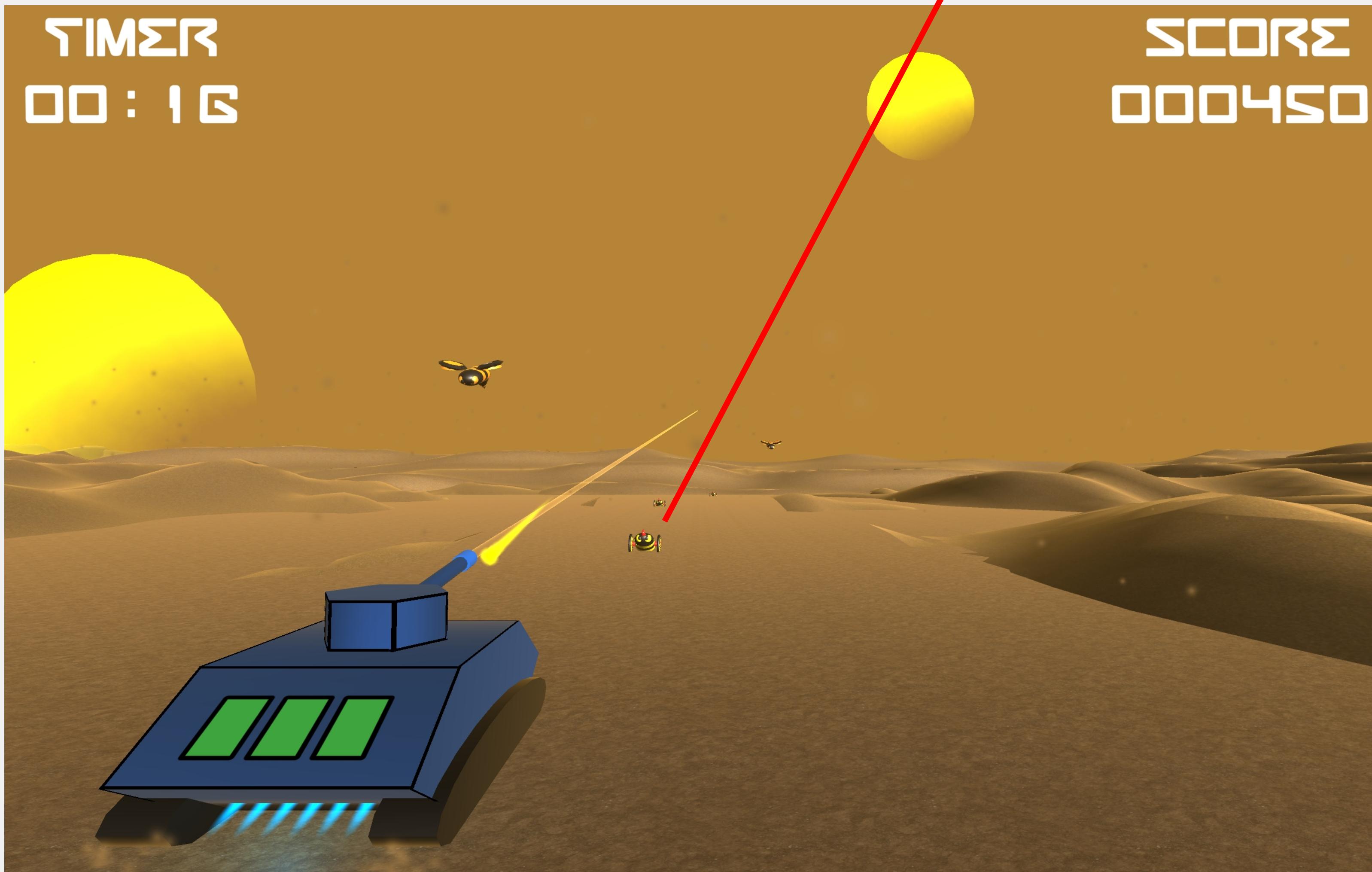
- True
- False

What is the default time zone setting?

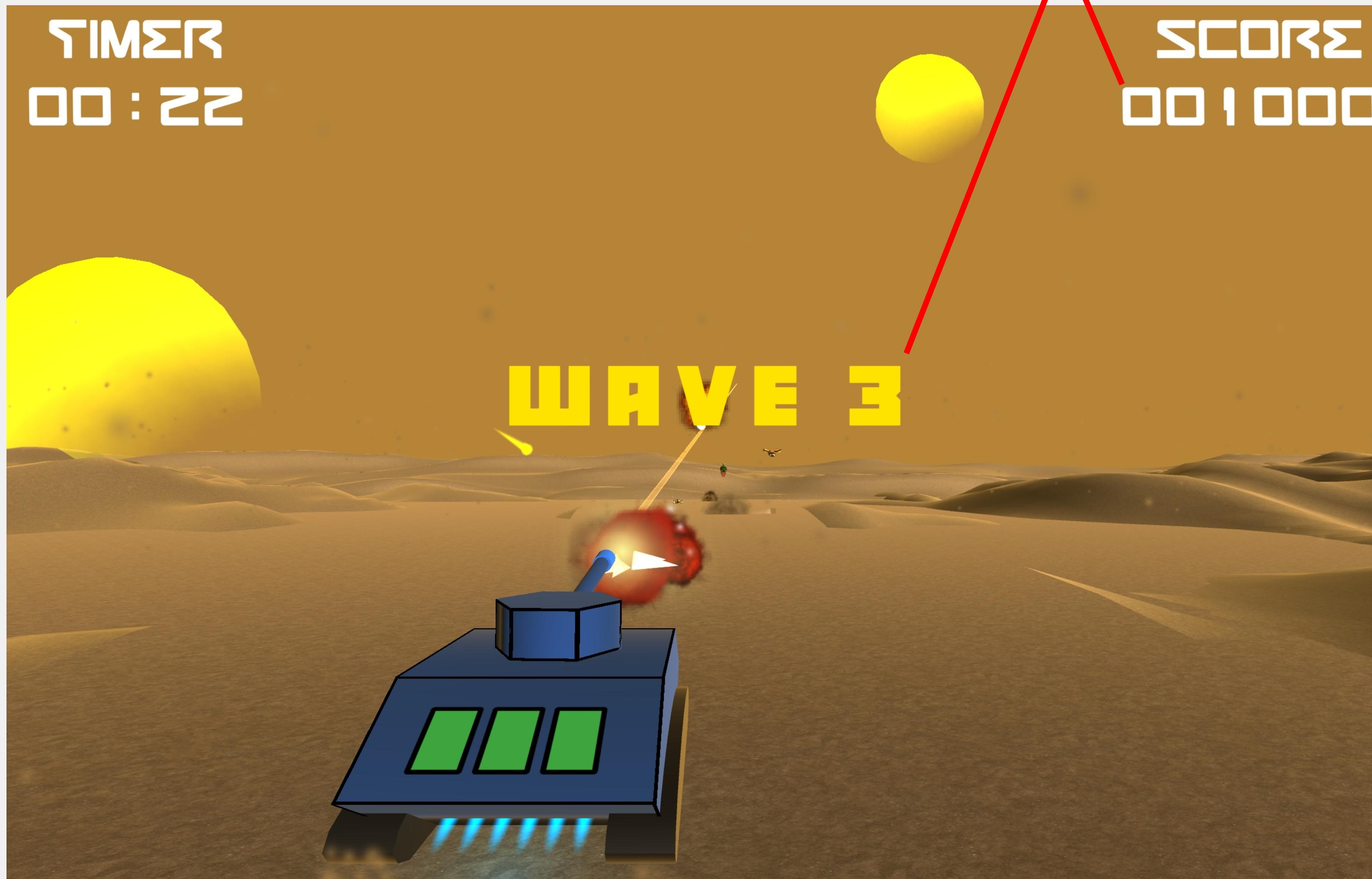
- UTC+01
- UTC+00
- UTC-01
- UTC

SUBMIT

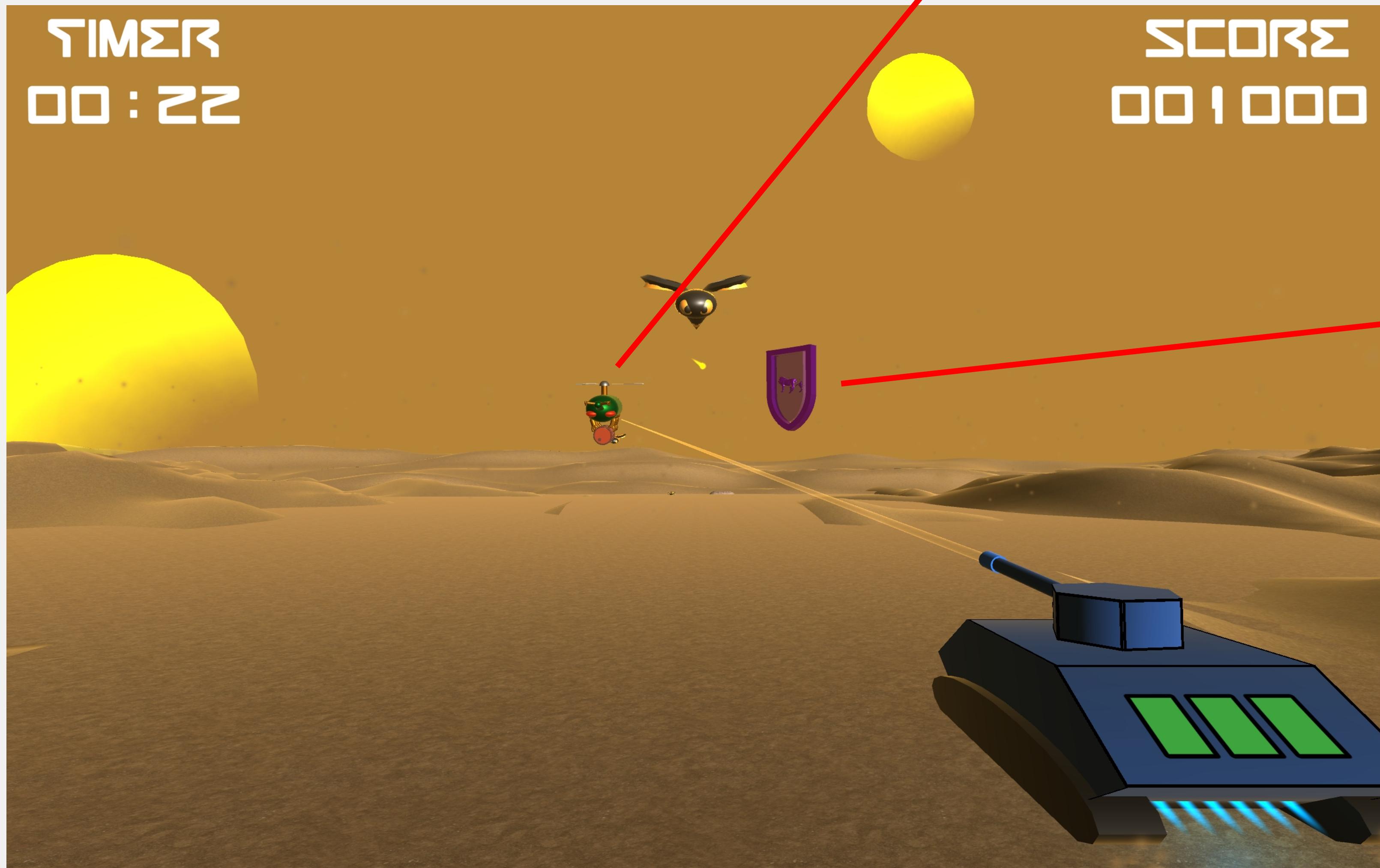
## Wave 2: New enemy type



Score threshold reached to trigger new wave

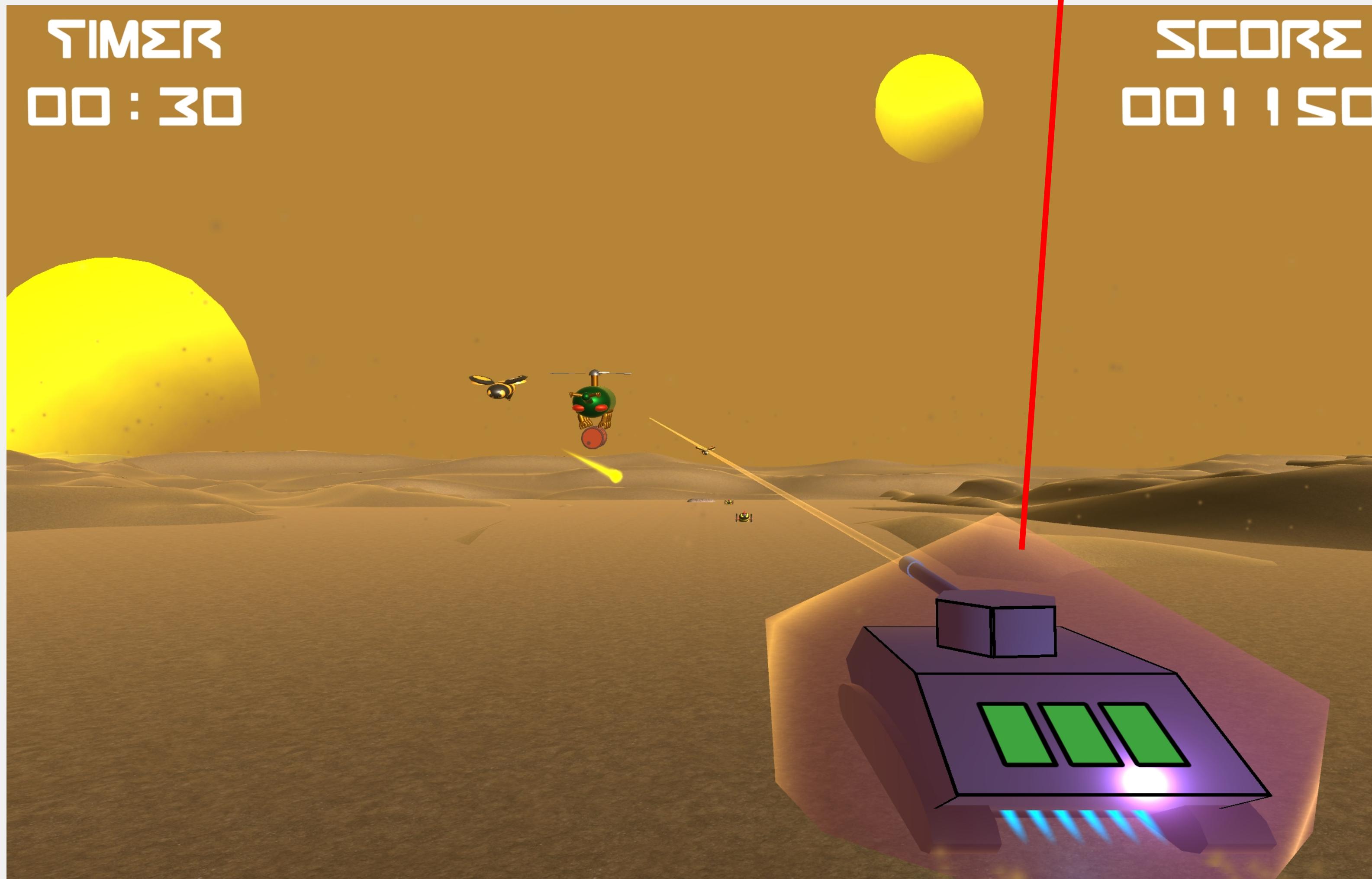


## Wave 3: New enemy type



Shield Power-Up  
moves across  
screen from left  
to right. Player  
must shoot it to  
obtain it's  
ability

**Shield Power-Up obtained**



## Score threshold reached to trigger final wave

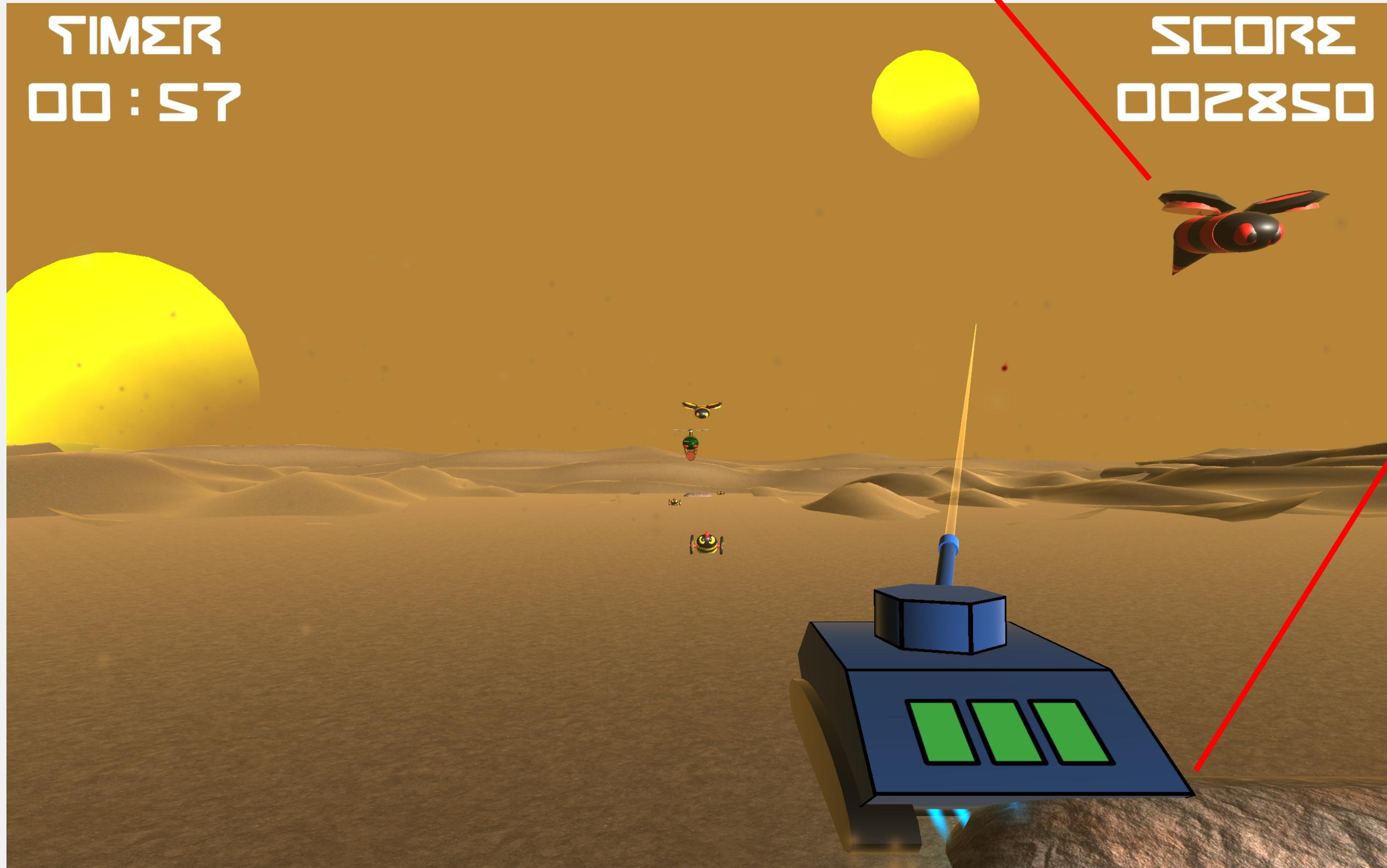


Rocks begin to appear in player's path that will slow the player down upon collision

## Wave 4: New enemy type

Wave 4 is the final wave. At this stage, the player will play until they lose all their health

An alternative approach could be a boss fight triggered upon reaching a score or timer threshold

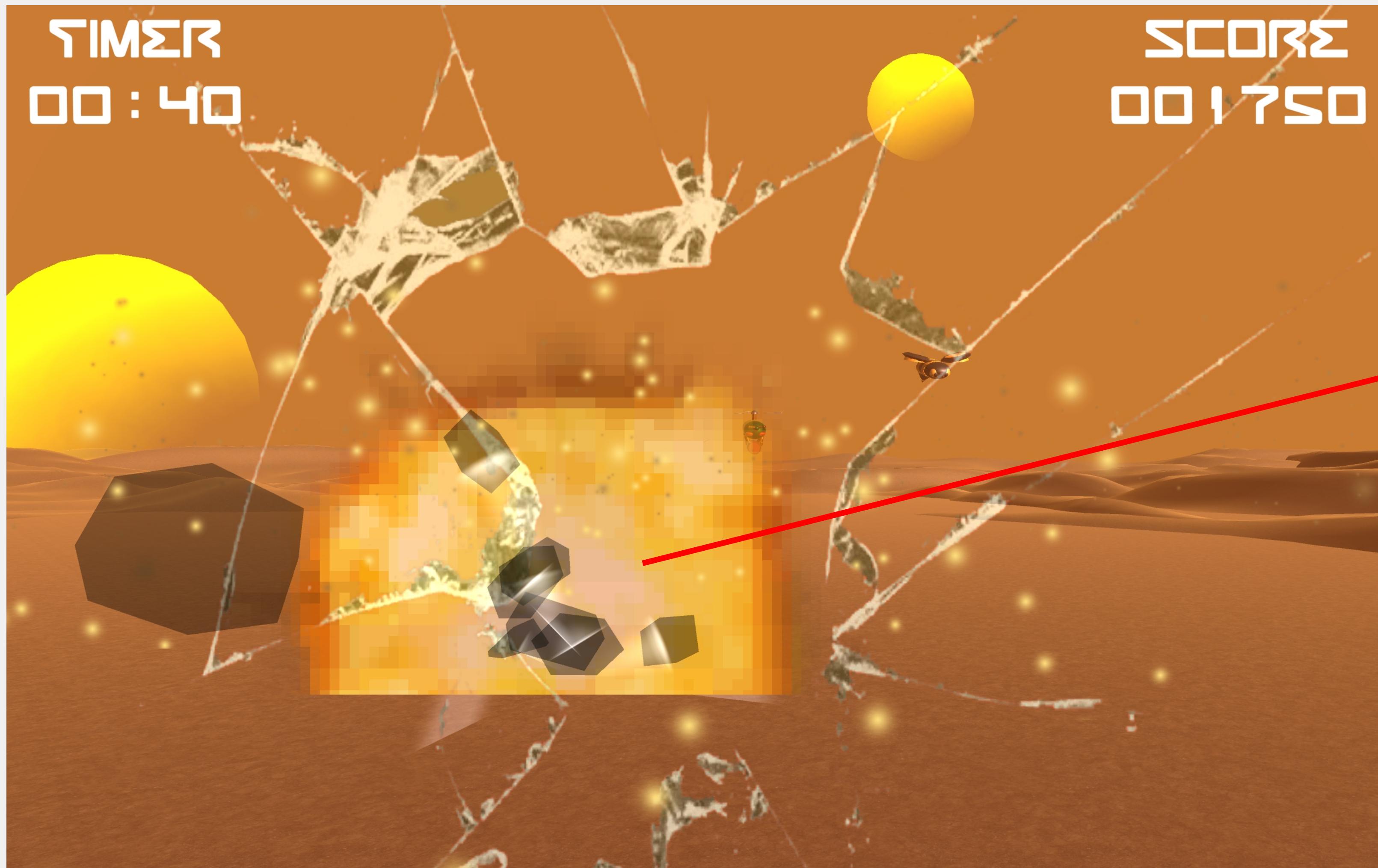


Player moving slower while colliding with rock

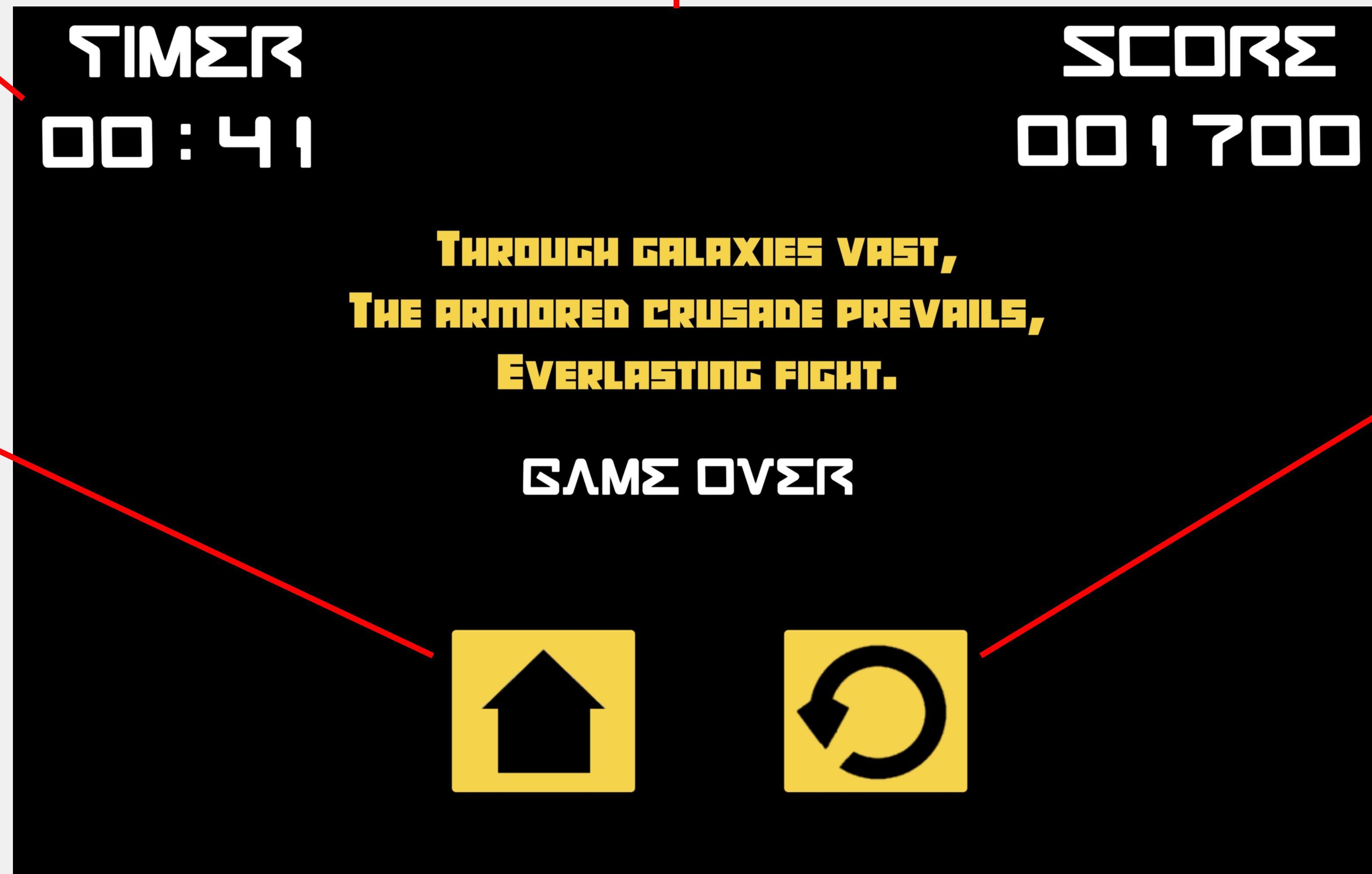
## Player took damage: damage screen overlay







Final time



GAME OVER Screen

Final score

Option to return  
to title screen

Option to retry  
from beginning