

# ‘METEORITES’



TTCJ Software Ltd.

Chanokpol Janveerawat

Keison Tang

(Group 27)

# Introduction

**Objective** : Create a 'Warlords' type game that is simple and fun to play.

**Target Audience** : Aged 12 years and surrounding age group

**Requirements** :

- Main Menu

- Single and Two player mode

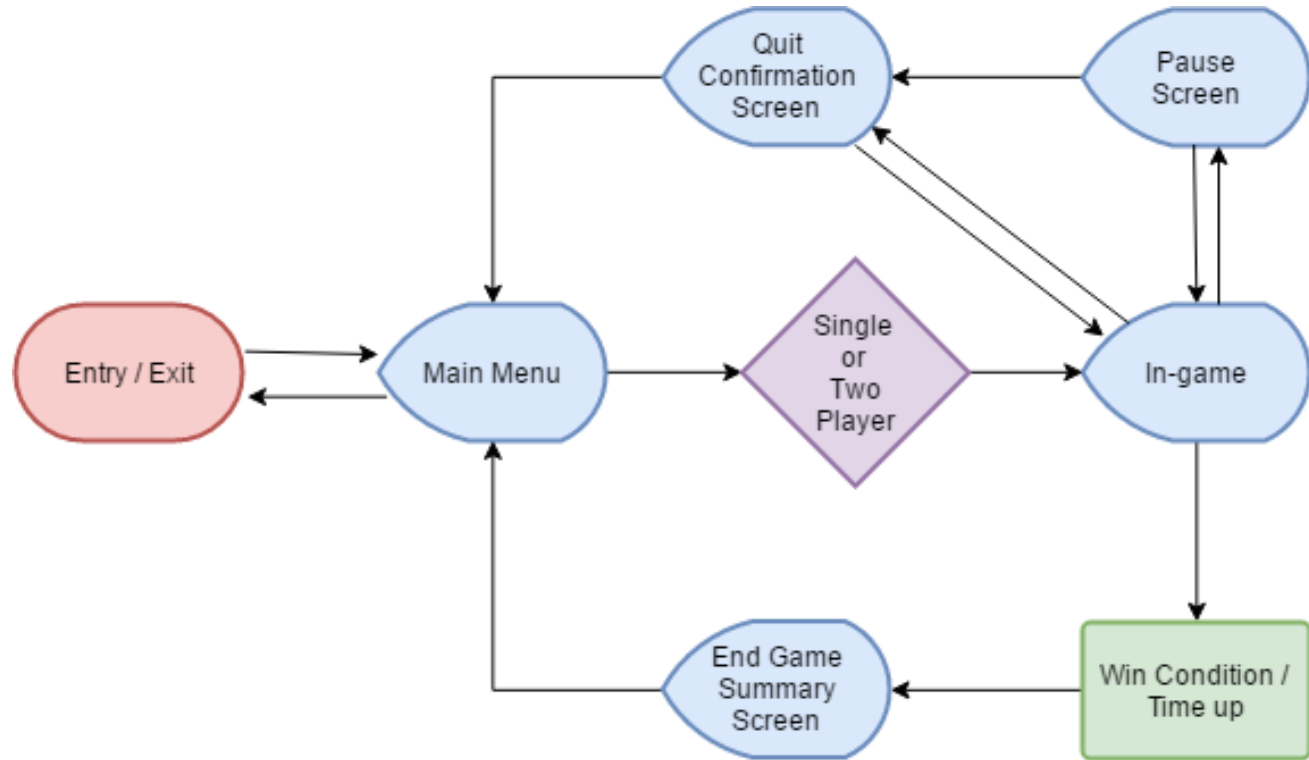
- Two minute game time

- Sound effects

# Top Level View Diagram

Diagram shows how the user can navigate through the game.

With the target audience in mind, we have designed our game to be simple and easy to play.



# Meteorites Gameplay

Single Player : [https://youtu.be/bQDwNsrid\\_Y](https://youtu.be/bQDwNsrid_Y)

Two Player : [https://youtu.be/f-rN\\_71hYu0](https://youtu.be/f-rN_71hYu0)

(We planned on showing clips of gameplay to show functionality and special features in the interview, but since that is cancelled, we will just show screenshots.)

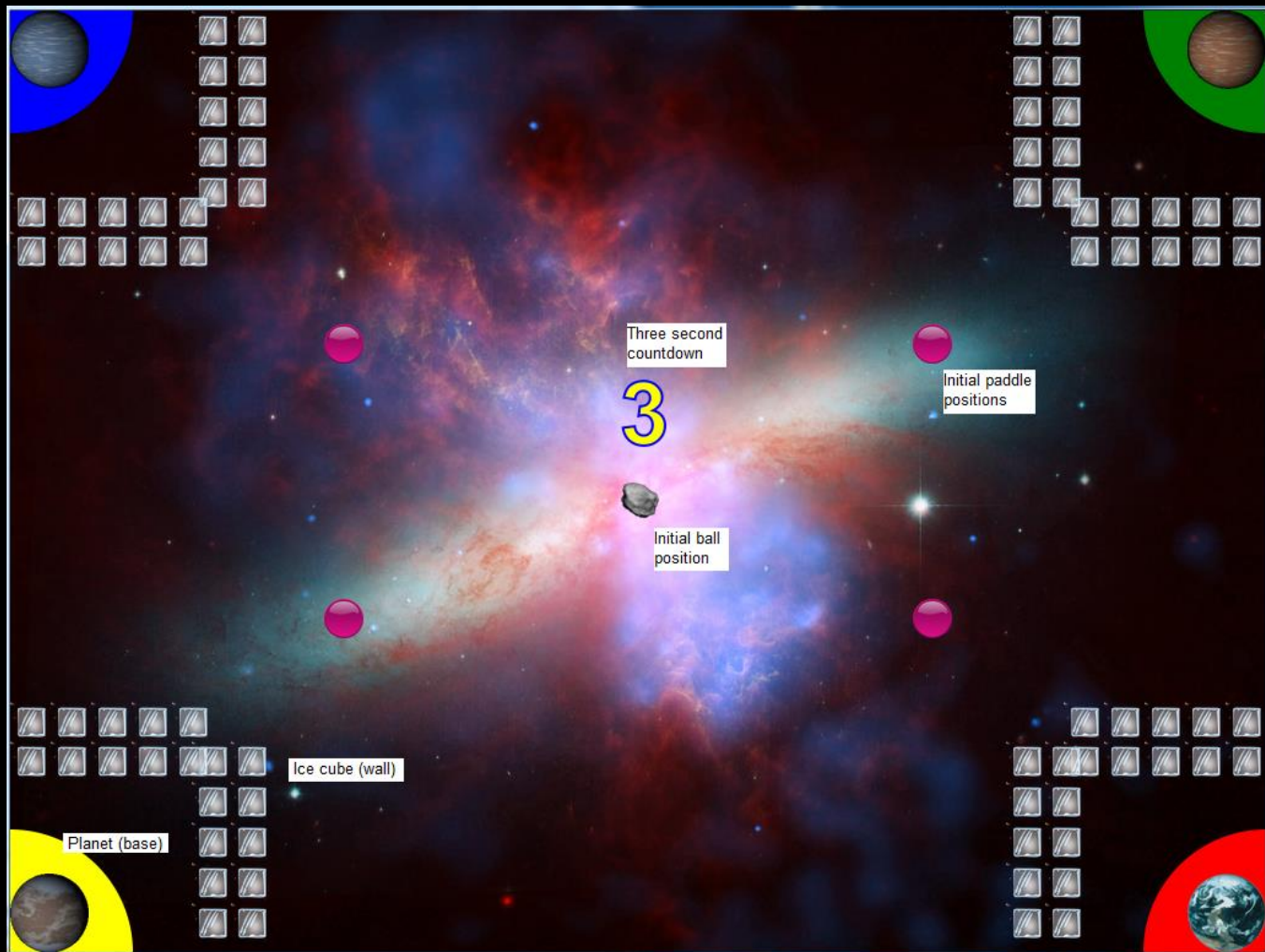
# METEORITES

A large, bright yellow-orange meteor streaks diagonally across the upper half of the image, leaving a long, glowing trail. Below the meteor, the curved horizon of the Earth is visible, showing blue oceans and white clouds. The background is a deep black space filled with numerous small, distant stars.

Single Player

Two Player

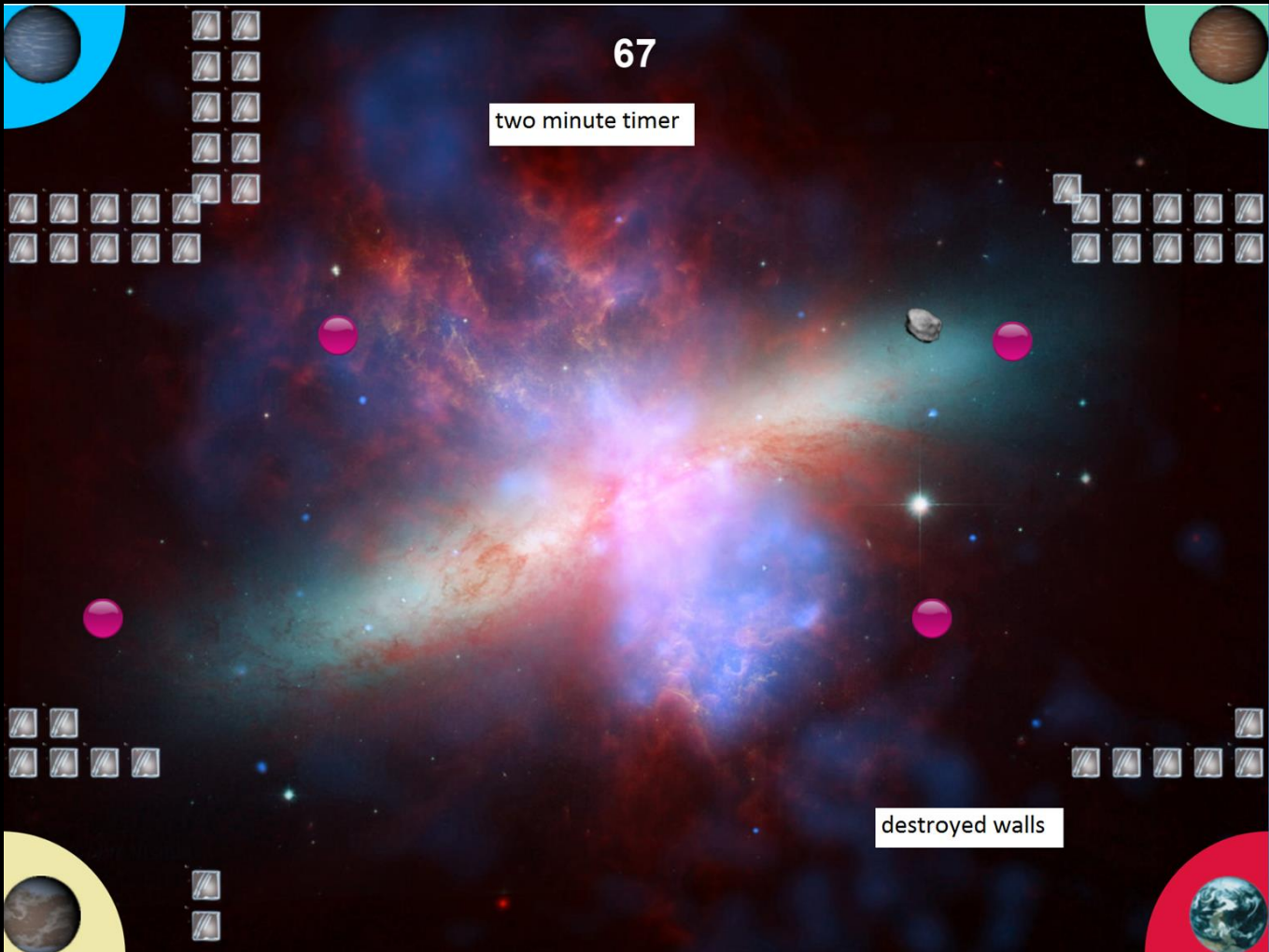
Exit



67

two minute timer

destroyed walls





114

# You Lose

Press ESC to return to the main menu

player's base destroyed



91

destroyed base

destroyed base

# You Win

Press ESC to return to the main menu

destroyed base

player's base still alive



# Special Features

Imperfect AI :

- Balances the game out

- Less predictable

- Beatable

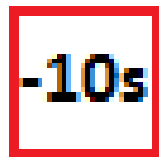
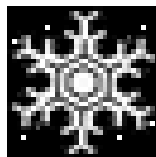
Ball speeds up as game progresses :

- Becomes thrilling to play in later stages of the game

- Makes the game challenging

# Special Features

Collectable Powerups :



Could affect the player negatively / positively

Introduces an element of randomness

Ghost Paddles :

Allows player interaction (2 player) for the whole duration of the game

Adds replayability value

Questions