Game Jam Game

Group 8 (Marie Bogdanoff, Charlie White, Ryan Luna)

G400 Production II

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In Cell Fighter\* (Working Title) you play as a white blood cell that is trying to defend its host’s body from the different bacteria that want to destroy the red blood cells. This is fitting for the theme as you are fighting off the things that cause disease. You do this by maintaining enough speed to hit the bacteria enough times to destroy them through the movement system of wasd, and spacebar for boost. The boost has a one second cooldown until it can be used again. If you are not going fast enough when you hit the bacteria, you begin to take damage. The enemy is spawning infinitely on regular intervals, as there are three spawners with different timers. The game only ends when all the red blood cells die, or you, the white blood cell dies. This replicates the body being infected by these bacterias and causing an illness within the host. For the full game, we would’ve liked to add medicine-like power-ups that would boost different stats, such as speed, or strength. We would’ve also implemented new enemy types like viruses along with some others to help make the game a little tougher and to give some variety in enemies. The different types of enemies have different amounts of difficulty as a virus is stronger than bacteria and would do different amounts of damage to the cells. We would’ve also liked to implement different types of levels and areas based on different places in the body. The art style is cartoony/arcade-like to kind of dull the theme of disease as it is not the most heart-warming topic. This creates a different look on the idea and takes your mind off of what this is actually depicting. We do not have any sound or music for the game as none of us are sound developers and we did not know what to do there, but in the real game we discussed it having the same sound style as the art and it being like an 8-bit soundtrack. The scoring system for the game is a simple kill-counter for how many bacteria that you killed during your playthrough. In the future, it would be possible that different types of enemies would be worth more points.

While working on this first project it came to our attention that we are able to come up with ideas for games easily. We however like to continue to build on games that sometimes are out of our scope of being able to complete by the deadline. We did however easily narrow down the things that we talked about to get the game working easily. We are able to cover all ranges of the field pretty easily except for sound and the ones we do not cover. We helped each other out with different tasks and were willing to learn what the others know in the different fields. Charlie worked on the coding and design for this project. Marie designed the level and the theme. Ryan did the art for the sprites for the game as well as the post-mortem doc. We enjoyed discussing ideas for this game and everyone was able to voice their opinion and received feedback in a way that was not harsh. We as a group learned how to use the GitHub app and got to see how it works with multiple people working on a project. We also had no experience in recording a gameplay video and got to learn how to use those softwares as they are going to be extremely useful in the future. We are excited to see what the rest of the semester brings.