Group: Alt+F4
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Overview:

Our project will be a platformer/beat 'em up game developed in unity for the PC platform and depending on time ported to a portable arcade machine powered by a Raspberry Pi. The gameplay will be an exaggerated, satirical version of life during the COVID-19 pandemic. The game will follow The Family, consisting of The Dad, The Mom, The Brother, The Sister as they try to navigate the world without being infected by the Covid-19 virus referred to as The Virus in game. As for the scope of the game, depending on the size of the levels and the time required to complete them, we're shooting for around three completed levels with the possibility for more.

Plot/Setting:

The year is 2021. Efforts to control the spread of The Virus have been a disaster. Many in the population deny the existence of The Virus entirely. The former President calls The Virus a hoax and has outlawed all science. Doctors and Scientists have been ostracized. The Family consisting of The Dad, The Mom, The Brother, and The Sister, living in a world gone mad, just try to make it through their day to day lives without catching The Virus.

Game Features:

-General:

Player Characters:
- Player Movement-
    1. Will consist of normal player movement, sprinting, crouching, and jumping.
    2. A feature to consider is each player having a different base movement speed.
    3. Movement speed could be altered by possible powerups
- Player Health-
    1. All player characters will have a base health score.

2. This could possibly be dependent on which player character you choose. For instance The Dad character could have a greater health pool than The Mom.
3. The health pool could be altered by possible powerups.

- The Virus exposure bar that gradually fills up based on interaction with nonplayer characters.

Combat:
- Melee Combat
    1. The primary weapon will be a melee weapon called "The Social Distance Stick."
    2. Possibly this weapon could cause more damage based on a powerup.
- Ranged Combat
    1. Ranged combat will be a temporary item that the player can pick up periodically.
    2. Possible ideas include TODO

2d script and animations:
-Running script and animation
-Crouching
-Attack/When Player is attacked
-Jump
- Player Death Animation and Damage Animation

Enemies:
-Enemy Movement speed
-Enemy Attack animation
-Enemy pathfinding
-Types of enemies

Game Audio: TODO

-Powerups

1. Power Ups that add additional health to the player character e.g. a hazmat suit

2. Power Ups that enhance the damage done by the primary weapon(the melee weapon).

Level Description:

- Due to the time constraints of developing a game during a 15 week period. Three levels is a realistic goal to set.

  Level 1: The Brother or The Sister will try to navigate the neighborhood that is highly infected with The Virus on their way to school. Encountering obstacles along the way. This level will act as the tutorial on how to play the game. Introducing the player to the mechanics of the game.

  Level 2: The Dad or The Mom will navigate a grocery store collecting items from the grocery list while dealing with a hysteria that occurs in a grocery store during a pandemic

  Level 3: The Dad or The Mom will need to make it through a city setting on their way to work.

Stretch Goals:

Time Permitting the following stretch goals will be pursued:

-Co-Op Multiplayer:

- Support of a cooperative multiplayer of 2-4 players will be pursued. The exact number of supported players will be decided after experimentation

-Porting the game to a Raspberry Pi

- Time permitting a portable arcade machine will be developed using a Raspberry Pi. Raspberry Pi have support for many hats such as a small screen and an input device such as an arcade style joystick.