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OOP with C# and Games

Professor Tewell

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Game Design Treatment

My adventure game, Galaxy Domination 3000, is a game with the goal of conquering the galaxy through quests and missions. The Elite Galaxy is filled with criminals and chaos on different planets that aren't afraid to kill. The main character is a human who is fighting to rule the galaxy and ensure his friends and family on Earth are safe from the dangers of the Elite Galaxy. In the year 3000, spaceships and rockets are accessible on most planets. But on Earth, rockets have been monopolized and the main character had to build his own rocket that has never seen space before. The main character and his best friend Zeke prepare to blast off into space to defeat the Martians who plan to attack Earth in the next 30 days. This has caused governments across Earth to spiral into chaos and nobody has a plan to defeat the Martians besides Zeke and the main character.

Some of the game objects that the user will interact with as attributes include the rocket ship, beans, lightsabers, and friends. These attributes have attributes such as health, durability, and power with behaviors such as attack, block, and damage. Different locations have different objects, so the objects used are dependant on the location of travel.