**Over view**

What the game is:

* Top down 2D shooter
* Fast action
* Difficult

Story:

* A space cook is tired of working such a lowly job in a spaceship. He picks up a gun and starts rampaging through the ship killing everyone before he moves on to the next section, finishing at the captain's room.

Key features:

* Diverse enemy pool
* Aiming and shooting with mouse
* Fast gameplay that demands skill

Conclusion:

SpaceCookRampage is a top down shooter that requires skill in a fast paced environment. Including many different enemies and levels.

**The story**

The game takes place on a spaceship. It begins inside of the kitchen of the ship with the main character, the space cook. He is tired of working there so he wants to go on a rampage through the ship. In the kitchen he first gets a gun and starts to randomly attack the guards, including turrets. After he is finished he decides that next he should clean out the crew in the engine room and the storage. The story comes to a close when he breaks into the captain's room. The captain is the boss of the game, after he is dead the game ends and the ship goes dark.

**Gameplay Mechanics**

The game:

* Top down
* Control with movement with WASD and aiming and shoot with mouse
* Player can move around the level and shoot to kill enemies. Once all enemies are dead the last to die will drop key to next level.
* Player can use walls to cut line of sight with certain enemies, changing their behaviour. This is done by putting a wall in between the enemy and player
* UI includes score and health
* Health packs are abundant throughout the levels for the player to pick up by touching them and replenish health with.

**Artificial Intelligence**

Enemies making arbitrary decisions is fine for some games, but what if our Enemies is going to make decent decisions, it is going to need to know what's going on around it. Faking entity sight is the most basic level of giving an agent perceptive ability. You can do this by searching your list of entities for anything within a set range. You can either get the first thing that interests your Enemies or you can get a list of things in range so that your Enemies can make the optimal decision about its surroundings.

This setup works well for simple games, but when you have a more complex style of game-such as a spying game or a tactical first-person shooter (FPS)-your Enemies s will need to be a bit more selective in what they "see." If you don't want your Enemies to have eyes in the back of their heads, you can cull the list of potentials of anything outside the entity's sight range.

**Game World Elements / Behaviour**

Enemies:

* Guard: Has a gun, shoots a lot and will chase the player once spotted. They are stationary awaiting the character because they know of the event.
* Turrets: Wall turrets only aim in one direction and shoot when the player is in the turrets line of sight. Floor turrets have 360 degree view, will shoot the player when spotted but does not move.
* Rover: Tiny rover bomb that chases the player once seen but stops moving when line of sight is cut. Explodes on impact.
* Captain: Works like a guard except he has a pattern that tries to juke out the players shots, will transform mid battle to start shooting rockets.

Enemies do not interact with one another, they simply are idle until the player comes into contact with them. The upgrades, health packs and key cards are the non character elements. All they do is wait to be picked up by the player and affect them in a small way. Key cards give access to next level, health pack gives health to player and power ups vary. Last non character element is the gate. It blocks off the player from advancing levels until they acquire the key card.

**Game Progression**

Overview of levels:

All levels use the same sound assets because the whole game takes place in the same ship. For the most part the thing that changes is the look of the walls, this is done by changing the colors to give it more of a darker feel as you get closer to the captain’s room. Once in the captain’s room the colors are then vibrant to signal the final room.

**Level 1:**

The first level is designed to look like a kitchen being defended by the ship's guard. It first introduces the simple enemies and objectives to the player slowly to make sure they understand them properly. These enemies are key because they are the most important part of the game as it is designed to be a combat action oriented game. Hopefully here the player learns the basics and isn’t too challenged, but is lead to expect more from the game.

**Level 2:**

This level is more inspired by having more enemies on the screen and somewhat limiting their movement. It also introduces the rover and wall turrets. Getting the player used to these new mechanics will make the next level better because the player has already learned these concepts

**Level 3:**

This level combines all of the aspects of the enemies into one room. Includes very minimal health recovery and alot of cover to stop enemies and help the player maneuver without dying instantly. Not too many turrets are used to favour lots of movement in many different ways.

**Boss:**

Lastly the boss room has a long corridor before the fight to emphasize the ‘journey’ the player has taken in the game. Inside of the room are a few turrets and a boss NPC that has a randomized movement pattern to insure that the player cannot predict perfectly where to shoot. The boss transforms halfway through the fight and begins to shoot rockets that do more damage. He also switches his pattern up to catch any players that are not aware of the change.

**System Menus**

The system menus are very simple and to the point. Start to get the game going and a how to play button to get the basics for new players. This includes explanation of the game character, enemies, pickups and final boss. Also the cheats for players who are missing skill.

On player death a prompt will ask the user if they wish to continue from last checkpoint.