



MONOCEROS

Initial Game Concept



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DOUGLAS BRENNAN – N7326645
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Setting

Monoceros is a rail shooter game set in the deep space of the North Galactic Quadrant 4 of the Milky Way. Set in the year 2142, the Earth has been ravaged by worldwide nuclear fallout. The wealthy and highly skilled have been able to take advantage of humanity's technological advances creating settlements on the once hostile planets of Mars and Jupiter, while leaving behind millions of sick, dying and stranded. The newly built settlements are at maximum capacity, unrest is spreading through the camp as strict martial law is imposed. To make matters worse, the orbit shield network around Jupiter is under attack by an enemy unknown, it is predicted that the enemy ships number in the hundreds with far superior weaponry. You are a rookie Pilot tasked with the duty of protecting the people of Jupiter from the enemy. Could Humanity's last hope for survival be in vain?

Gameplay

Monoceros is a 'rail-shooter' style game where the player character's movement path is predetermined, the player is limited to aiming and firing a projectile weapon (Your Dictionary, Unknown). The player will face enemies that also follow a predetermined travel path, these enemies will appear and some will attempt to shoot at the player. The player wins the game by successfully destroying the enemies and not be destroyed in the process. The players score will show how many enemies have been shot down.

Target Audience

The game is targeted at those who enjoy rail-shooter style games like Rez and the Starfox franchise.

Concept Feasibility

Given the timeframe (10 weeks approximately) the game will consist of 1 playable level. This is due to the difficulty in mapping the travel paths for the enemies and the player character. The game is to be developed using the Kodu Game Lab platform, by changing the background to a black colour the atmosphere should appear like outer space. The platform already includes spaceship like models, therefore implementation of the games artefacts should not be difficult.