

Space Cadet

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Concept

You are a cadet who got lost and now finds themselves in unknown territory full of never before seen monster

Survive while gathering materials for your ship to make it back to your camp

Collect the 5 materials needed to fix your space ship

Rules

Win level by defeating the enemy boss that is protecting one of the materials you need
Lose game when all lives are gone

For every collision against enemies you take 12 damage
Your bullets give 15 damage to enemies
Total health for both player and enemies is 100

3 lives per level
Infinite ammo but 3 second reload
Player can pick up extra health around the map
Must collect all 5 materials to rebuild ship

Requirements

Game manager

Particle effect for health orbs

First person controller (unity asset store)

Enemies (unity asset store)

Rectangular terrain; forest with mist, future levels will include abandoned buildings
(unity asset store)

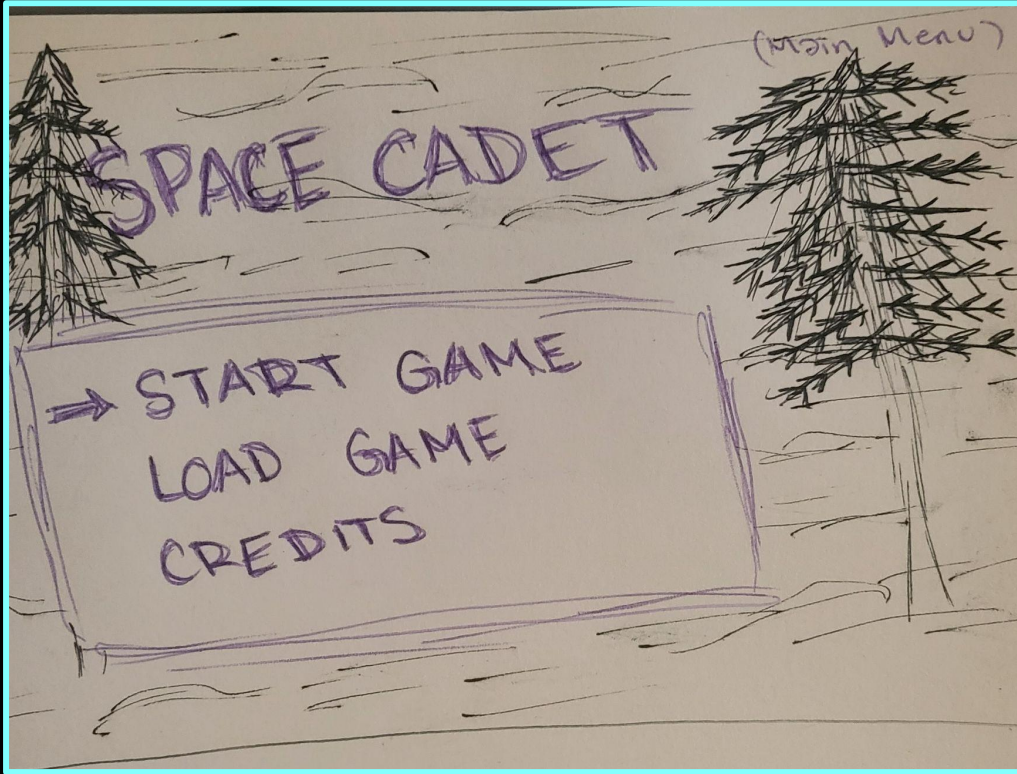
Textures and environment (unity asset store)

Layout

- **Birds Eye View**
- **First Person Shooter**



Game Menu



- Start Game = New Game
- Load Game = Load Any Game Level

Start Game

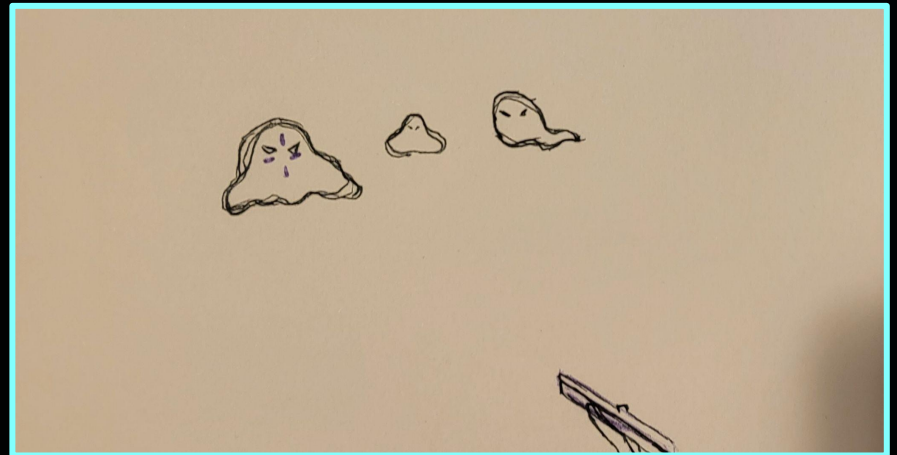
- Player starts outside their spaceship which has just crashed
- Weak signal from radio, someone from camp informs you of the situation
- Player will pick up the only weapon that survived the crash, a special weapon that never runs out of ammo



Level 1

TUTORIAL STAGE

- Target practice on enemy slimes



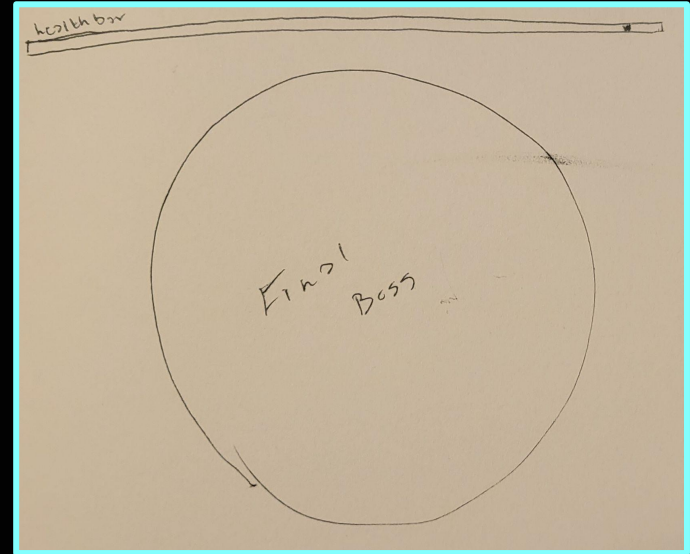
Levels 2-5

- Variety of monster enemies
- Boss fight for each level
- Increases in challenge as the game progresses
- Collect materials after defeating the boss for that level

Level 5

FINAL BOSS FIGHT

- Largest enemy in game
- More health than other enemies (150)
- Health orbs will be placed around area



Completed Game

- All materials collected
- Ship repaired
- Player returns to their camp

