

## Game Concept

My game will be based on the concept of a character shooting enemies. It will consist of 5 levels, a sprite for the player and multiple moving enemies on suspended platforms. There will also be stats such as number of lives for the player, a timer, and a score which can be increased by killing enemies. The player will be able to pass the level if they kill all the enemies but if they lose all their lives or the timer runs out the level will restart.

I also plan to implement a pickup system where crates will fall from the top and the player can go on it which can increase their points or either change their weapon or add a power up to a single weapon (still deciding on which one).

### Multi weapon implementation

If I implement this, I will have 3 weapons, a gun (which will shoot a bullet in a straight line but will disappear if it moves a certain distance), a grenade which will move in an arc as it will be affected by gravity. It will explode on impact with a wall, platform or an enemy and will have an explosion radius (if any enemies touch the explosion they will die). The third weapon would be a sword which will be a close combat weapon.

### Single weapon implementation (probably this one)

If I implement this idea, there will be one weapon, a gun, which can be modified with the crates (maybe temporary). I plan to add an increased range of the gun and speed of the avatar.

The game world/view will be fixed so there will be walls at the edge of the screen, but every level will be different in a few ways such as, number of enemies, platform placement, and (maybe) background, so no 2 levels will look the same.

On the 5<sup>th</sup> level I might implement a boss level where the enemy is a lot bigger and has a lot more health.

The main character will have jump abilities so it can move to different platforms, currently I haven't been able to add controls to the hero character, so all it does for now is constantly move forward. There are 2 enemies that move

