

The background is a deep purple and blue space scene. In the top left is a large planet with horizontal stripes. To its right is a smaller planet with a ring. In the bottom left, an astronaut in a white suit floats with a coiled tether. In the bottom right is a large, cratered moon. The sky is filled with numerous small white stars and larger, four-pointed starbursts. Abstract, flowing shapes in shades of purple and blue are scattered throughout the background.

DESTROY DADDY

Team Lead: Anthony Nadeau

Team Members: Giuliana, Chilka, Sarah, Rolando, and
Danich

The background is a deep purple and blue space scene. It features numerous small white stars of varying sizes, some with four-pointed starburst patterns. There are several planets: a ringed planet in the upper left, a cratered planet below it, and a striped planet in the lower right. Large, flowing, translucent nebulae in shades of purple and blue drift across the scene.

THE IDEA

Our game is a space battle and exploration game. You play as a half-alien, half-human. In terms of the story, the protagonist's mom was human, but was killed by the protag's dad who happens to be the king of all aliens. With developed resentment towards the alien king, the protag travels throughout space, defeating all the aliens, and finding the necessary pieces, and unlocking the proper abilities, to find the king and defeat him to get justice for the mother.

GAMEPLAY MECHANICS

- 3rd person perspective
- Pilot a spacecraft through the solar system (Have to manage fuel consumption)
- Fight enemies with a variety of weapons
- Death or lack of fuel means losing progress (Losing accumulated currency)
- Deposit currency on a home world to save it
- Unlock weapons, upgrades, tools, and abilities with experience, buy them with money on a home world
- Difficulty increases in a variety of ways
 - Staying on a planet too long will cause the strength of the enemies to increase slowly (to discourage farming for too long)
 - Leveling up will increase your base stats as well as some enemies
 - Planets that are deeper in the solar system will have stronger enemies and bigger obstacles
- Risk for reward, harder enemies on planets further away will give more rewards
- Each planet has a puzzle that needs to be solved to get a piece of the utility needed to unlock the final boss (the king)

GAMEPLAY MECHANICS

The biggest choice we give to the player is how they choose to manage their time and resources

The more time the player spends out in space, the more money they have the opportunity to collect
However, if they die, all that gained capital can disappear in an instant.

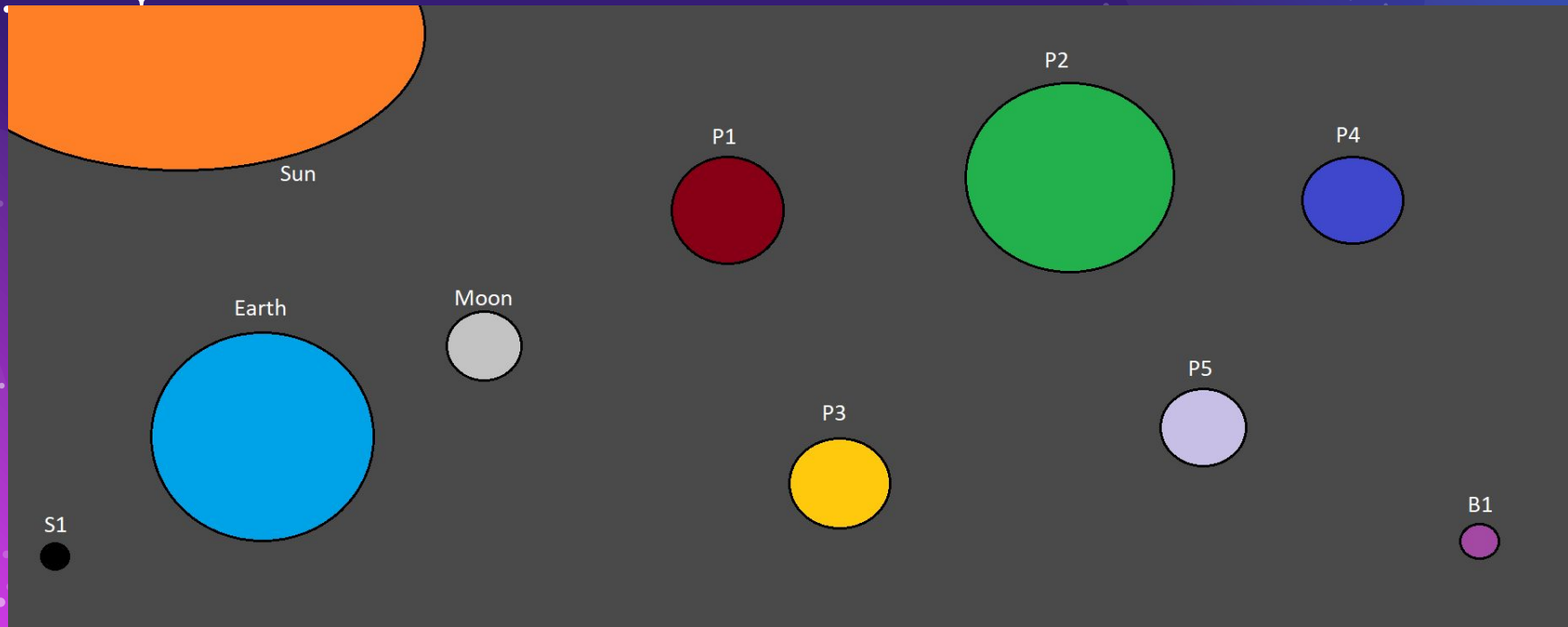
The player can play things

safe
or
risky

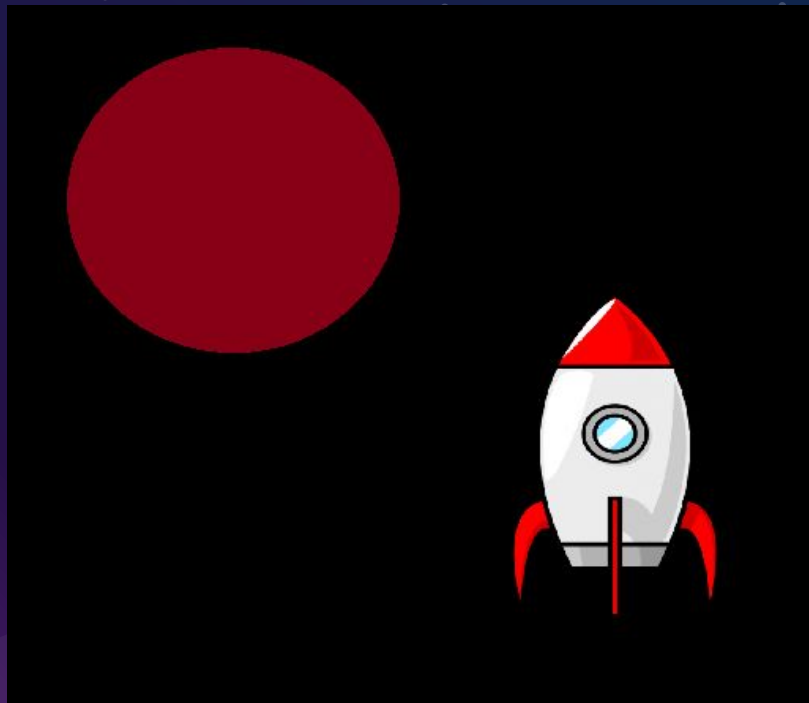
Or goofy.

Whatever they want to do, they can try.

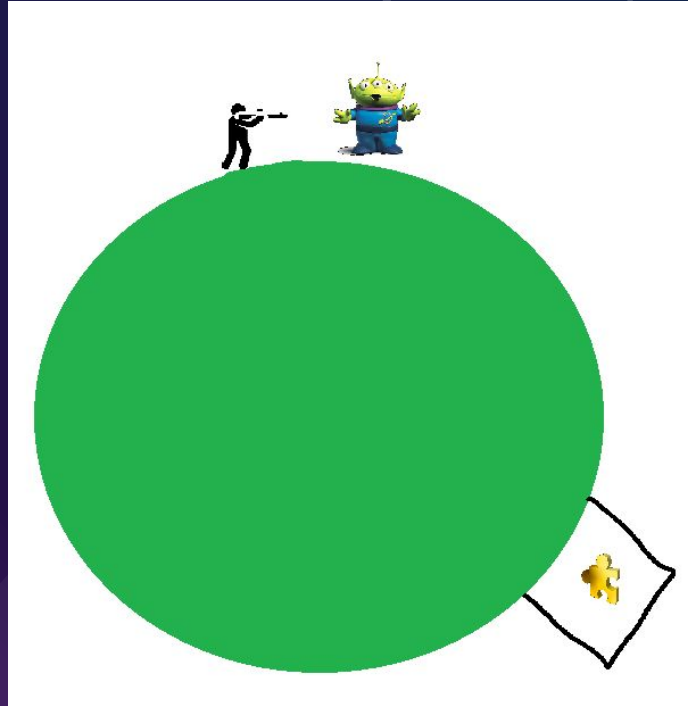
THE MAP (TENTATIVE)



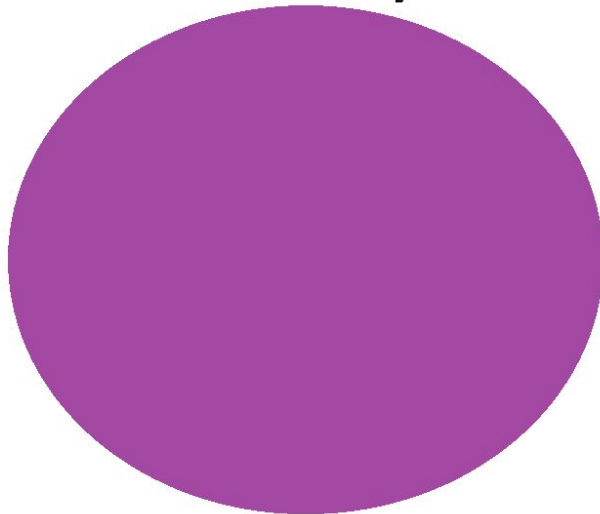
GAMEPLAY 1.1



GAMEPLAY 1.2



GAMEPLAY 1.2



SHOP



Blaster - \$300



LVL 15



Double Jump - \$150



Ship Upgrade - \$1000

The background is a deep purple and blue space scene. It features numerous small white stars of varying sizes, some with four-pointed starburst patterns. In the upper left, there is a small planet with a ring and a cratered moon. In the lower right, there is a planet with horizontal stripes. Large, flowing, translucent shapes in shades of purple and blue represent nebulae or gas clouds. The text "THANKS FOR LISTENING!" is centered in a white, sans-serif font.

THANKS FOR LISTENING!