

Candy Shot

GamePlay Description:

Candy Shot is a fps game where you will have to traverse candy fill levels to win the game. Throughout the levels there will be different power ups, weapons, and enemies. You can pick up power ups to do stuff like move faster or double jump. You must all kill enemies with the weapons and abilities you have, you must do this under the time limit or if you lose all your lifes you will lose.

Input:

- WASD keys for movement
- Mouse clicks for shooting and aiming
- Spacebar for jumping
- Number keys to switch weapons
- F key got melee
- QE keys use special powers.

Visual Style:

I want the levels to look very colorful with platforms and a wide area to shoot enemies. I want the level layouts to look like the levels of the Doom games. The world is going to be very colorful and vibrant. There's going to be a lot of candy type of enemies like gummy bear enemies or jellybean with swords. The environment will also be just a candy land looking world.



Audio Style:

- I will use a very joyful song to fit the candy theme world. Think of like the song of an ice cream truck
- For the player audio I will use simple fps sounds for movement and gunshots.
- For enemies I will have them just play certain creature attack sounds when they chase the player.

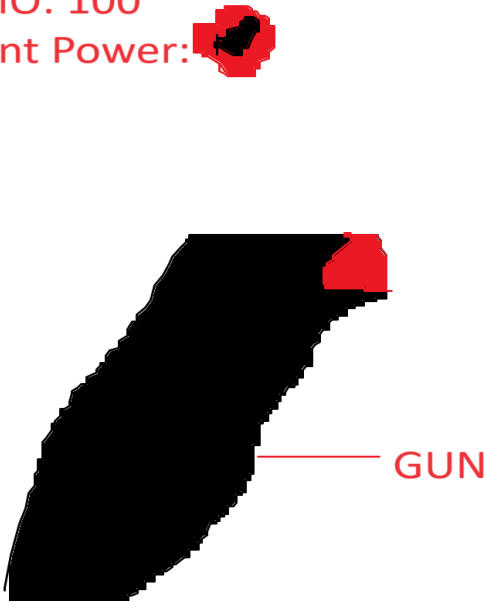
Interface Sketches:

UI:

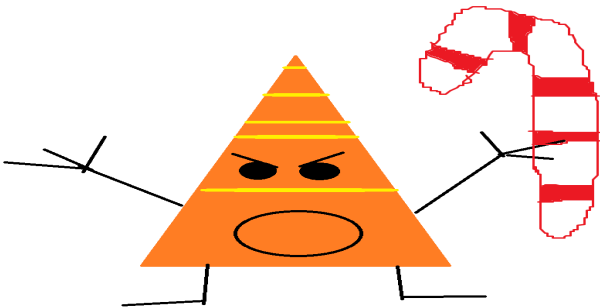
HEALTH: 100
AMMO: 100
Current Power:

Timer: 3:00

LIFES: 3



Enemy type:



Level layout:

**Story/Theme:**

The story is you are transported to a candy land world and you must fight your way through the many different candy monsters that roam the lands. You will face many trials, find many different weapons to use to defeat the forces that will try to stop you from going home. Theme is more toward the direction of a dark comedy story. Where everything seems friendly because of the candy theme setting, but it turns out to be terrifying. It can bring a lot of excitement to the player to freely murder their way to the end of the game.

Low Bar:

- Shooting mechanics done
- One big well design level
- Player UI finished
- Menu finished
- At least one type of enemy finished
- Basic controls finished

Target:

- 3 well design levels
- 3 power ups

- 3 different weapons to use
- 3 different enemy types for each level

Desire Target:

- More Weapons and power ups.
- New game mechanics like double jumps or wall climbing.
- Boss enemy with interesting mechanics.

TimeLine:

-First week:

- Assets needed important(Player, Gun, powerup, etc)
- Player is created including working guns and movement.
- UI implemented such as health and bullets.

-Second week:

- Enemy Ai working
- Collectables workings
- Power ups/Health pack

-Third Week:

- Weapon switch
- Bullet collision
- Enemy type one

-Fourth week:

- Health system working
- First level design
- All mechanics working

-Fifth week:

- Finish up levels
- Crate platforms
- Polish up the Ui and game systems.

-Six Week:

- Try to add more desire targets
- Add as much extra flare to the game like particle effects perhaps