Jonathan Lester

CIT 340

Dr. Mundell

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Deliverable 1: Game plan spin-off of Invaders(Different Shmup)

The game I’ll be planning to make is a shmup spin-off game inspired by the 1978 classic arcade game Invaders. Where formally the name of the game is to defend your ship/planet from the enemy invaders. I wanted to try to make a game both a mix genre of arcade and adventure. This game will be a blend of two classic games of both Atari’s Space Invaders and the 1981 Namco’s Galaga.

Game Name: Alien Mayhem

Genre: Shmup of Arcade/Adventure

Similar source/games: 1978 Atari’s Space Invaders and Bandai Namco’s Galaga

Game features would include:

* AI enemy speed activity
* The ability to shoot against the enemy fleet
* Score tracking in terms of level activity
* Theme related to lore
* Special effects if enemy/hero ship is destroyed
* A way to progress to the next level of the game
* Possible score save/reset transition between each level
* Instructions on how to control and fire your weapon against enemies
* Possible enemy health
* Space themed sounds, effects, and music playing on any action of the game