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CIT 340

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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 mixed 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(Maybe similar to enemies in a tower defense game)
* The ability to shoot against the enemy fleet
* Score tracking in terms of level activity
* Theme related to the 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(Similar to a tower defense game)
* Space-themed sounds, effects, and music playing on any action of the game.
* Possible sources related to the original content
* Particle system to any sprites.