

## **Video Game - Part 1**

Harmanpreet Singh Sagar

Mr. Chaktsiris

ICS 4U1.11

27 October 2021

### **Outline of the Game**

My game is a single-player game where a player is battling against an enemy mega boss. The goal of this game is to defeat the boss by shooting it using the gun the player will be having. Both the player and the enemy boss will have shooting capabilities. Both the player and the enemy will have a health bar limit. The player will have a maximum health of 240 and will incur a loss of 10 health units if hit by the bullets of the enemy. In contrast, the enemy would have a maximum health of 300 and would only incur a loss of 5 health units if hit by the bullet of the enemy. The game will make use of platforms to provide an additional challenge to the player. There may also be a couple of obstacles that may prevent the player from effectively harming the boss. If there is time, I may delay the entrance of the mega boss and would create a multi-level game that would involve smaller enemies, which the player will have to defeat in order to proceed to the next level. However, the focus of my game remains the competition between the player and the enemy boss.

## **Objects required to create the game**

The objects that I will be requiring to create the game are:

NOTE: A couple more objects may need to be added or removed as the creation of the game progresses.

- GameItem
  - MovingGameItem
    - Characters
      - Player
      - Enemy
    - Platforms
    - Projectile
    - Collectibles
      - Weapons