**SP2 Proposal**

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Scene:

Space

npcs:

Friendly:

1. Robots: innocent, walking around randomly.
2. Astronauts, space crews
3. Craftsman, character to craft items
4. Mechanic, same as craftsman but for spaceships and also able to repair the base(increase time limit) for money

Enemies:

1. Boss, Mr Sim floating face is special boss
2. low tier: melee, pistol, spaceship with slow firing , low damage gun
3. high tier: auto rifle, shotgun, spaceship with fast firing, low damage gun
4. Support tier: sniper, turrets(?), spaceship with high damage, low fire rate gun/rockets.

Items:

1. Mr Sim’s Specs
2. Thumbdrive
3. Mineral
4. Ores (to mine)
5. Money < we need this meh?

Interactions/Activities:

* purchase upgrades from shop
* fly spaceship to land at planet
* shoot gun/swing sword on enemy
* entering/exiting spaceship
* mining minerals/collect resources
* Crafting resources/storing recipes
* solve puzzles
* dialogues with NPCs/AIs

weapon upgrades:(1 time for each weapon)  
Scope: increase accuracy

external charge: increase damage

Rotating barrel: increase fire rate

extended mag: for more ammo in mag

**GAME FLOW**

Scenario (Story):

1: Player start off with nothing.

2: Player must go talk to a NPC for a basic pistol.

3: Player progresses by gaining mineral to craft new weapons, and defeating bosses

4: Base has health(time) where player must defeat the enemy boss before the base hp.

Scenario (Scavenger Hunt):

1: Player start off with nothing.

2: Player can talk to NPC to get hints.

3: Player goes around to find all 5 items

Scenario (Survival):

1: Player start off with a basic pistol.

2: Player must survival onslaught of enemies for 5 turns

3: On the 6th turn, player will have to rush to a escape ship.

4: each wave has a boss, with the 6th wave all the 5 bosses will spawn

Priority List:

Hit detection for interactions

Hit detection for attacking

Enemy ‘AI’

Map scene layout

Shop UI

Animation

Menu UI

**Schedule: in Gantt Chart Format:**

Assuming Planning + Proposal is Accepted:

