

# ALIEN IN EARTH

START



CUTE GAME

GREATER SOUND  
EFFECT

ADVENTURE

TRIP THE EARTH!

LOVELY ALIEN

# FEB 29, 2016

# ALIEN IN THE EARTH

## [2D Platformer Game]

[Trip to the earth? Here is cute alien who visited the earth, however he is lost! Furthermore, earthlings are dangerous to our alien! Let's see if our alien success to finish his trip.]

JSGAME

JSGAME

JIHEE SEO 300768856

<https://github.com/ilyo1904/2D-Platformer-assign2>

FEB 29, 2016

# TABLE OF CONTENT

1. Game overview .....	4
2. Game play mechanics .....	4
3. camera.....	4
4. Controls.....	5
5. saving and loading .....	5
6. Interface Sketch .....	6
7. Menu and screen description .....	8
8. Game world.....	12
9. Character.....	12
10. Enemies.....	12
11. Vehicle.....	12
12. Scoring .....	13
13. Sound index .....	13
14. Art/ Multimedia Index .....	14

# Version History

Version	Description	Date
0.0	Set up initial environment	Feb 23, 2016
0.1	Added movement	Feb 23, 2016
0.2	Fixed movement	Feb 23, 2016
0.3	Added movement of camera and background	Feb 24, 2016
0.4	Added HUD	Feb 24, 2016
0.5	Fixed movement	Feb 25, 2016
0.6	Added platform falling	Feb 26, 2016
0.7	Added Home and springs	Feb 26, 2016
0.8	Added game over and coins	Feb 27, 2016
0.9	Changed hero's movement and added new sprites	Feb 27, 2016
1.0	Changed platforms and coins	Feb 29, 2016
1.1	Added final UI	Feb 29, 2016
1.2	Final version	Feb 29, 2016

## **1. Game overview**

- This “Alien in the earth” game is 2D platform game with a background the earth. He visited the earth for summer vacation, but he is lost!! For access to his space ship, he should find the final gate! Let’s see if he will finish his trip successfully.

## **2. GAME PLAY MECHANICS**

Our alien should avoid earthlings and spikes, otherwise, he will lose his lives.

Earthlings are too dangerous to him. The beginning of the game, alien has 4 lives, however, he will lose his lives when he touch green or pink slime, and spike.

Touching gold coins is the way to get 200 point scours, and bronze coins will give 100 points to alien. Our alien has ability of high jumping, and can move within the screen via keyboard specific keys – up, right, and left.

## **3. CAMERA**

- 2D Camera
- Screen size: 480 \* 700

#### 4. CONTROLS

- Up, left and right:

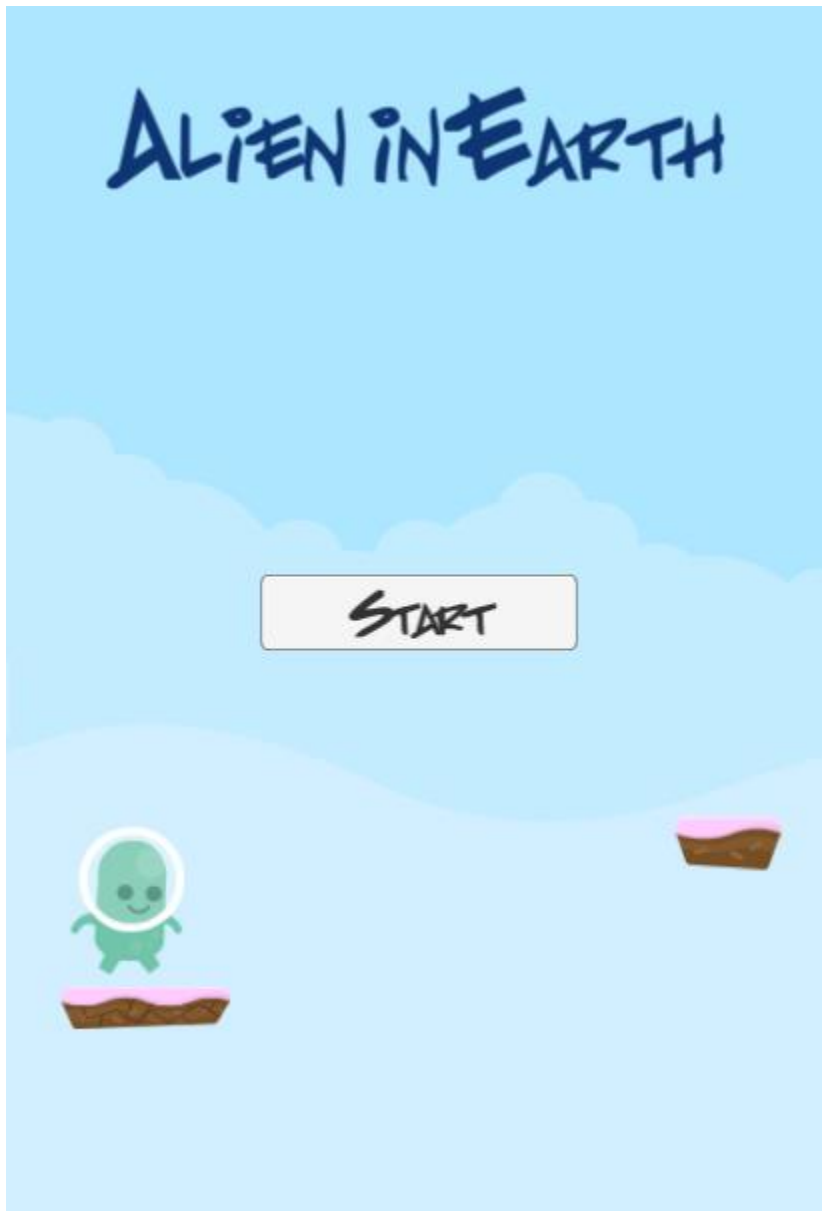


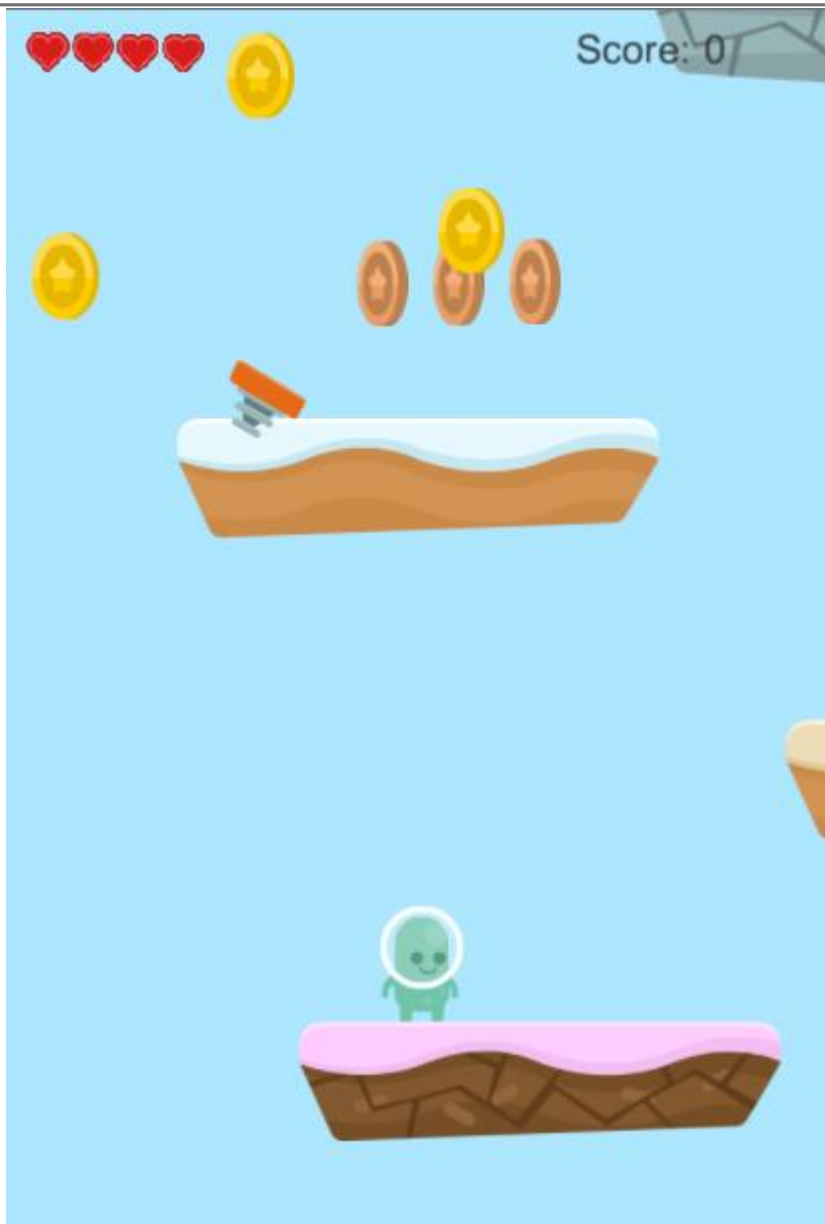
- Jumping:  (space)

#### 5. SAVING AND LOADING

- **Score saving:** Player's score that is earning from touching coins is saved during playing. Player can see his/ her earned score during game and game over.
- **Loading:** Player can go to back to game if he/ she wants. The game over screen shows scores and the button to go back to game.

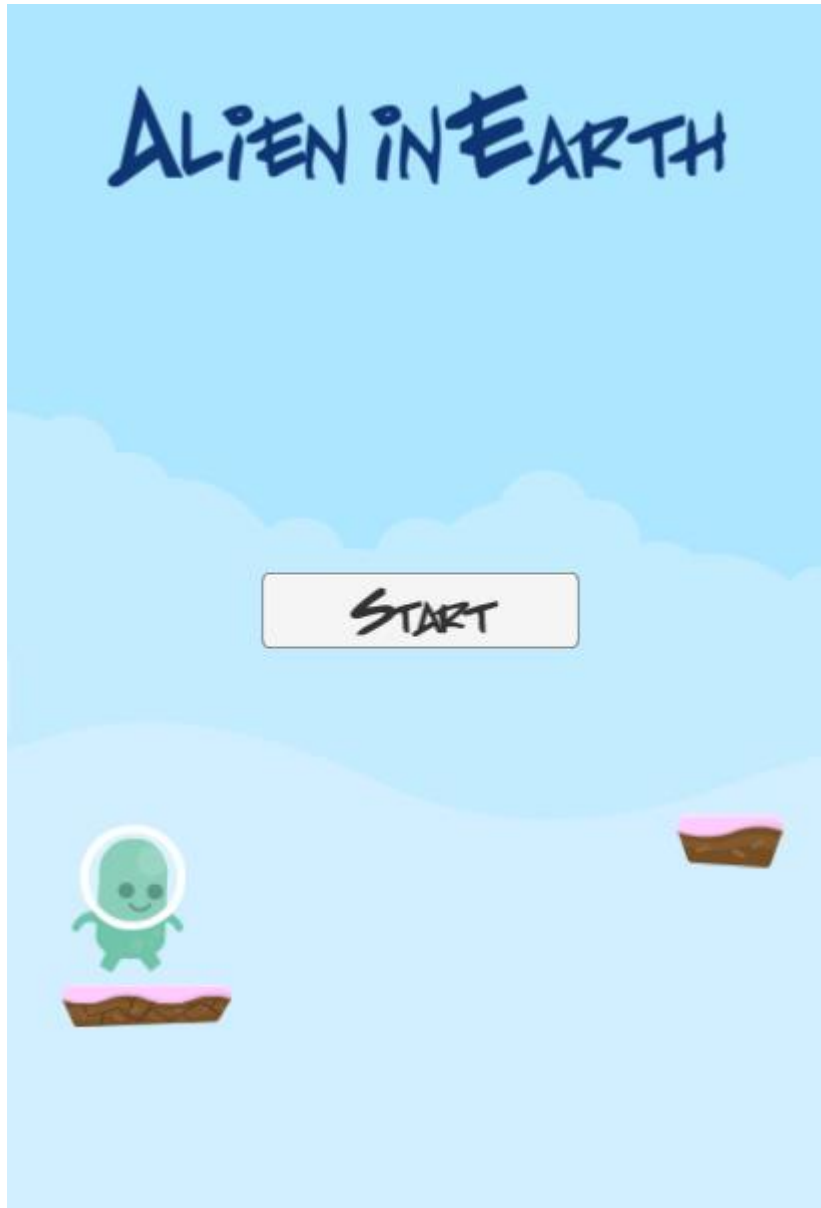
## 6. INTERFACE SKETCH





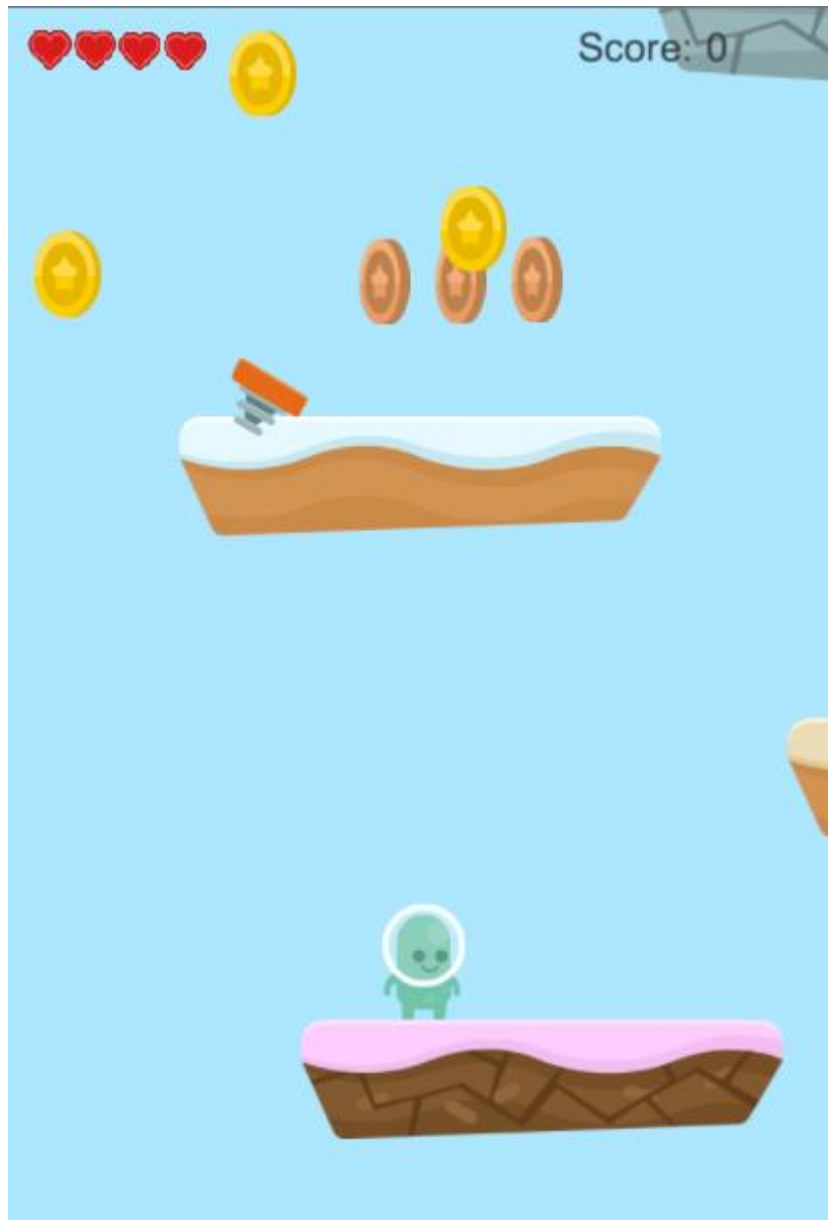
## 7. MENU AND SCREEN DESCRIPTION

- **Home scene:** The main scene which user can see at the beginning of the game. There are the title of the game and a button to start.

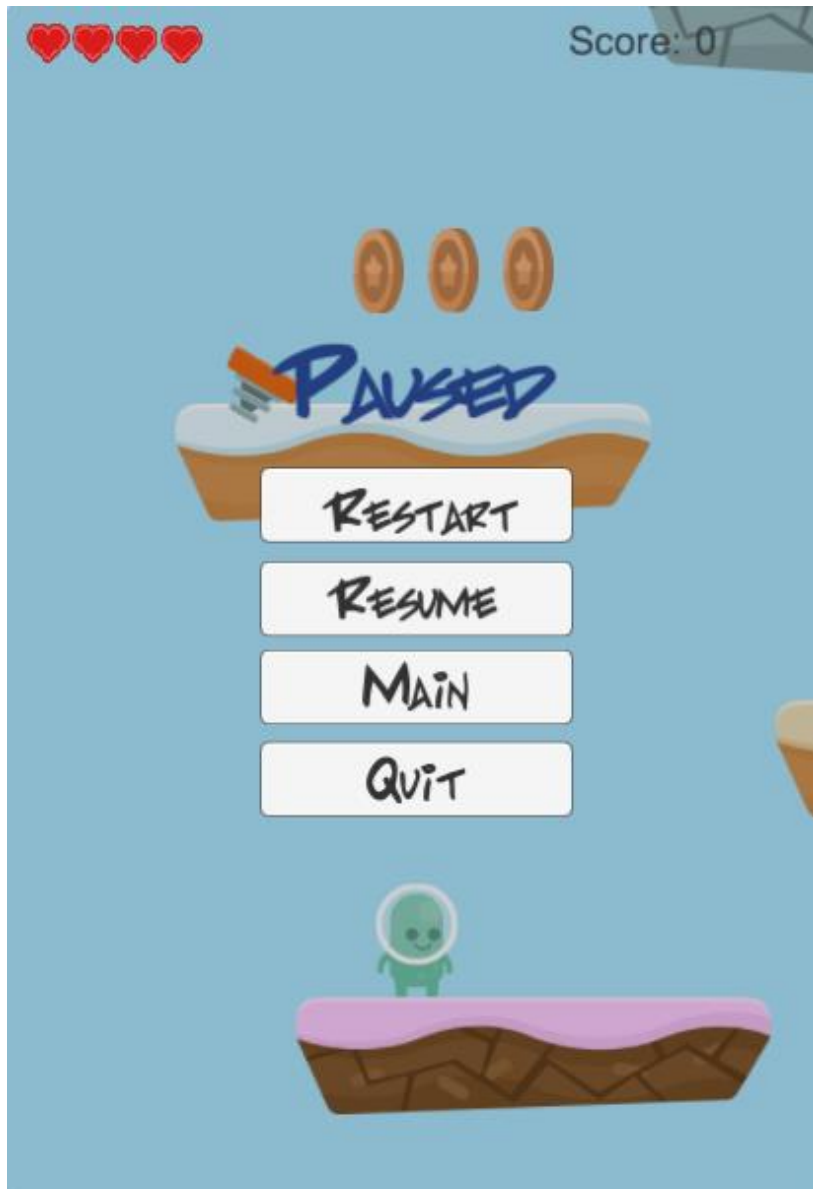




- **Main Game play scene:** Player plays in this stage. The screen shows current lives and scores. If player lose their 4 lives, game will be over.



- **Pause menu:** Even if player is playing, player is able to pause the game via “esc” key. In this screen, player can choose the buttons- Restart, Resume, Main, and Quit.



- **Game over scene:** Game will be over if player lose their 4 lives due to touching enemies or spikes. Player will see this screen, and there is 2 buttons that user can choose.



## 8. GAME WORLD

- In some when in the earth, we have a special guest from the universe! Cute alien who is a pacifist visits the earth during his summer vacation. However, he is lost this planet which are fulfilled with dangerous creations that give damage to him. Our alien just want to find his space ship and go back his planet safety! This tourist doesn't have weapon, so he should avoid earthlings and spikes, and find the final gate for reaching his UFO. Fortunately, he has special ability of high double jumping. Let's enjoy the adventure with our cute alien, and make him to go back his home!

## 9. CHARACTER

- Player is alien. The movement of player can be controlled keyboards.

## 10. ENEMIES

- **Green and pink slime:** Slimes crawl on the ground, and player will lose his live when is touching them.
- **Spike:** White spikes are on the ground. It can make alien to hurt as loosing 1 live every time when alien touches them.

## 11. VEHICLE

- **Spring:** Alien can use springs on the ground. If player jump on the spring, player is able to jump higher than normal jump.

## 12. SCORING

- **Lose lives:** Touching green or pink slime on the ground.
- **Gain score:** Touching Gold coin -> + 200 point  
Bronze coin -> + 100 point

## 13. SOUND INDEX

- Intro: main
- Base background: Kelly\_Sweet Dinosaur
- Getting coin: coin
- Death of player: dead
- Jumping: phaseJump1
- Game over: gameover
- Game clear: gameClear

## 14. ART/ MULTIMEDIA INDEX

- **Player:** 
  - **Pink slime:** 
  - **Green slime:** 
  - **Spring:** 
  - **Gold coin:** 
  - **Bronze coin:** 
  - **Landscape:** 
- 