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| |  | | --- | |  | | 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.] | |  | |  | |  | | --- | | SCARY GAMEGREATE SOUND EFFECTADVENTURESAVE THE EARTH!CYNICAL ROBOCAP | |  | | jsgAME **JIHEE SEO 300768856**  <https://github.com/iloy1004/2D-Platfomer-assign2>  FEB 29, 2016 | |  | |

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|  | 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.  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.  camera  * 2D Camera * Screen size: 480 \* 700 |
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|  | Controls  * Up, left and right: * Jumping:  (space)  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 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. |
|  | Interface Sketch   fsdf |
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|  | 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.      * n, left and right:  or * Bullet for shooting:  (space)  saving and loading  * **Score saving**: Player’s score that is earning from shooting enemies and touching jewelry is saved during playing. Player can see his/ her earned score after 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.  Interface Sketchcamera  * 2D Camera * Screen size: 800 \* 480  Controls  * Up, down, left and right:  or * Bullet for shooting:  (space)  saving and loading  * **Score saving**: Player’s score that is earning from shooting enemies and touching jewelry is saved during playing. Player can see his/ her earned score after 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.  Interface Sketchcamera  * 2D Camera * Screen size: 800 \* 480  Controls |
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|  | * **Game Over scene**: Player will watch this scene when he/ she lose the 5 lives. This shows high score that player gained, and the re-start button to go back to the game.    Game world  * In the future when human can live only within specific safe area, the outside of that area is filled blooding zombies, bats and wild animals. Especially, the forest, is called death of forest, is pointed out the major habitat of zombies. Here, we have a hero who will save the world by sweeping the zombies. The world is depend on his hands!  Character  * Player is roboCap with laser gun. The movement of player can be controlled keyboards. |
|  | enemies  * **Bats**: Bats are flying, and they can make unpredictable movement. They appear with flying in a flock at least 3 more bats. * **Zombies**: Zombies are walking. They can’t fly, but they can move fast. * Player will lose lives if he is touched with them.  weapon  * **Laser gun**: Every time when user press “space bar”, player can make shooting for enemies.  Vehicle  * Flying engine with the metal suit. It can make the player fly freely.  Scoring  * **Lose lives**: Touching enemies bats and zombies * **Gain score**: Shooting bat or zombies + 200 point   Touching yellow jewelry + 100 point Sound index  * Boomb * gameOver * ISOLATE\_STREET\_A * Laser * Male\_scream * Mortice\_key\_drop\_on\_concrete\_floor * Scream |
|  | Art/ Multimedia Index  * **Player**: * **Bat**: * **Zombies**: * **Landscape**: * **Jewelry**: |