

Introduction to Game Programming

CS 38101, Fall 2021

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Initial Project Report

Project Members

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Shotgun Platformer

A platformer-puzzle shooter where the player character cannot move typically and can only do so with a shotgun that propels them based on mouse position and the environment around them. Main story mode where the goal is to get to the top of a tower, entering elevators once each level has been complete. Possible multiplayer mode where two players attempt to kill each other.

Design Document

Core Mechanics

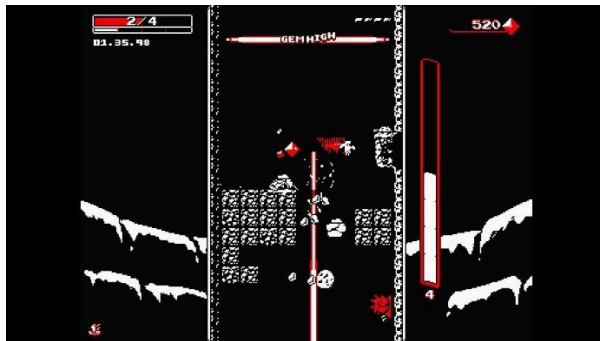
- Shotgun to propel character across levels, up platforms, and through the game
- Enemies who knock you back, and must be either shot by the shotgun or propelled into directly
- Powerups that upgrade certain aspects of the character, and different shotguns that treat physics differently
- Levels with different layouts, elevator to take the character up to the next level of a tower, where, at the top, the end is

Visuals

Very simple, 2D, shapes and rudimentary images for items, enemies, characters.

User Interface

UI very similar to Downwell (see picture below)- health, ammo, current weapon.



Music & Atmosphere

The setting will be a sort of supertower- neighborhoods and cities in one big megacomplex tower. The character starts from the bottom and has to make his way to the top, where he will be evacuated by helicopter. Each floor will be unique to itself, and there will be a lot of room to play with the setting. Music will be non-copyrighted material that sounds cool. Possible zombie apocalypse or robot uprising scenario in the tower- unique enemies and situations.

Controls

Walking small portions with WASD and arrow keys, mostly shooting using mouse. Shotgun propels you based on direction it is facing and which shotgun is currently equipped.

Target Audience

Puzzle platform likers, casual players, zombie/robot genre lovers, sci fi enthusiasts, shotgun enthusiasts.

Multiplayer (Possibly)

Multiplayer mode will be different from singleplayer- the goal of it would be to kill the other player using shotguns on a small map. Different weapons than usual, played locally. Separated into mouse and keyboard controls for the two different characters.