

# CCL-P (penguin)



CCL-P Figment Project

2023.09.25 - 2023.10.16

Members: Dahye Chung, Subi Lee, Chaeyeon Lee

## Table of Contents

[Table of Contents](#)

[Game Concept](#)

[Members](#)

[Game Mechanics](#)

[Main rules](#)

[Control](#)

[Enemies Types](#)

[Game Over Condition](#)

## Game Concept

Game Concept: **Antarctic Base?** (Not fixed yet)

Genre: Tower defense, Third-person shooter

Platform: Figment

Language: English

Target: Prof. John Doran, Mason Korea 330 class folks

Description: As the polar ice caps melt, an Antarctic base emerges, revealing itself as the last storage for the world's most priceless resources and innovative research. With the global stakes higher than ever, the player stands watchful at this newfound center of hope of penguins. However, invaders, driven by desperation and greed, learn of this sanctuary and launch an assault to claim its treasures. The player, now the final defense against the onslaught, must protect not just a base, but humanity's final stand against the consequences of its own actions.

## Members

Chaeyeon Lee

- Programmer
- Player movement & Interaction

Dahye Chung,

- Programmer
- Enemy

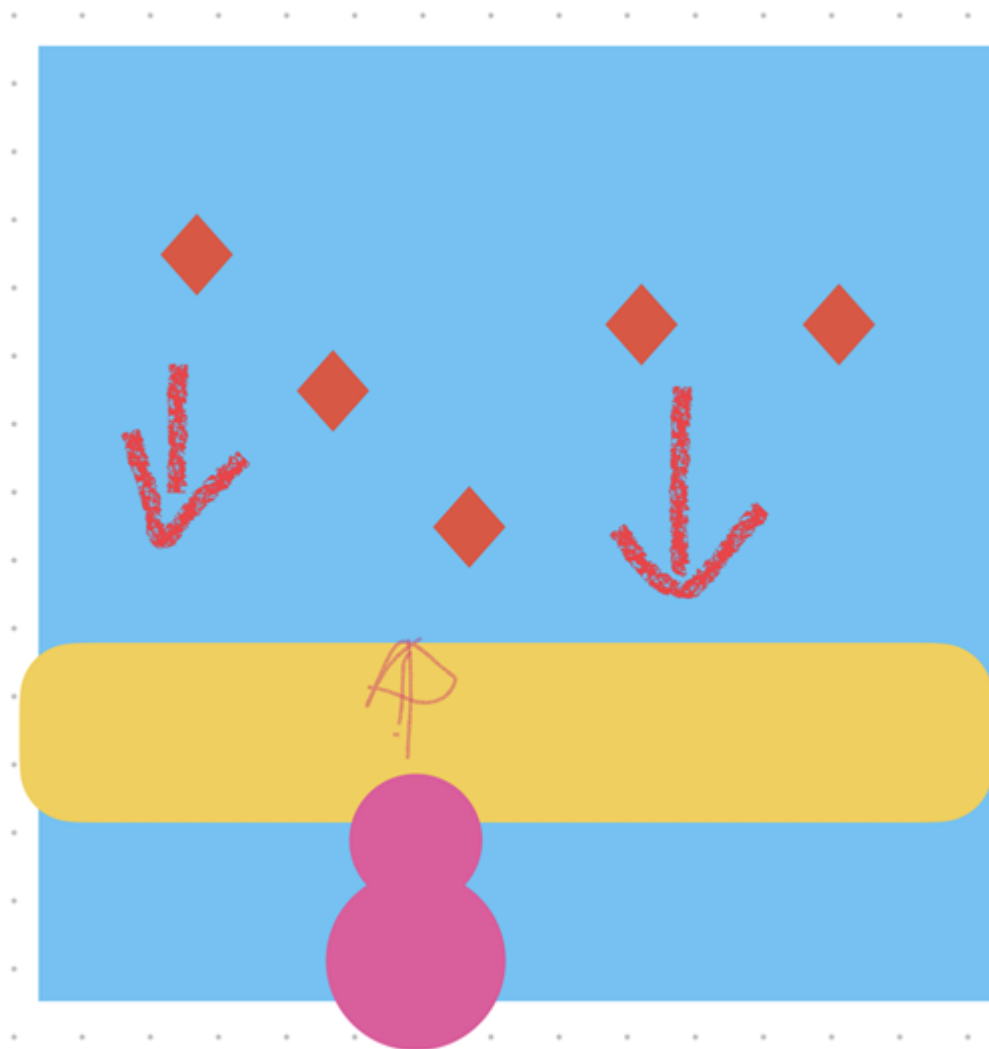
Subi Lee,

- Programmer
- UI/Level Designer

## Game Mechanics

## Main rules

- Protect the house from enemies' attacks for a limited time.
- Shoot enemies.
- Player's duty: protect the **Rampart** from invaders.
- The player is given a weapon when the game begins and uses it for the entire of the game.
- No scoring system, just survive to open the next stage. (no plan to make multiple stages yet)



## Control

- Move horizontally (right and left only)
- Action button to fire gun or a chunk of ice

- Machine Gun, press button to shoot.

## Enemies Types

Stage 1 Enemy: Simple Move Toward the Tower

- **Characteristics:** Large in size, which consequently provides cover for the enemies generated behind it.
- **Speed:** Very slow, progressively approaching the player's tower.
- **Damage:** Fatal.

Stage 2 Enemy: Gun-wielding Enemy

- **Characteristics:** 76Moderate size with a pattern of `Idle → Player Detect → Shoot → Move → Idle`.
- **Features:** Possibility of a rotating field of view based on the player's x-coordinate or simply targeting by receiving player coordinates.
- **Speed:** Slow.
- **Damage:** Moderate (becomes fatal after more than 10 hits).

Stage 3 Enemy: Headlong Rush

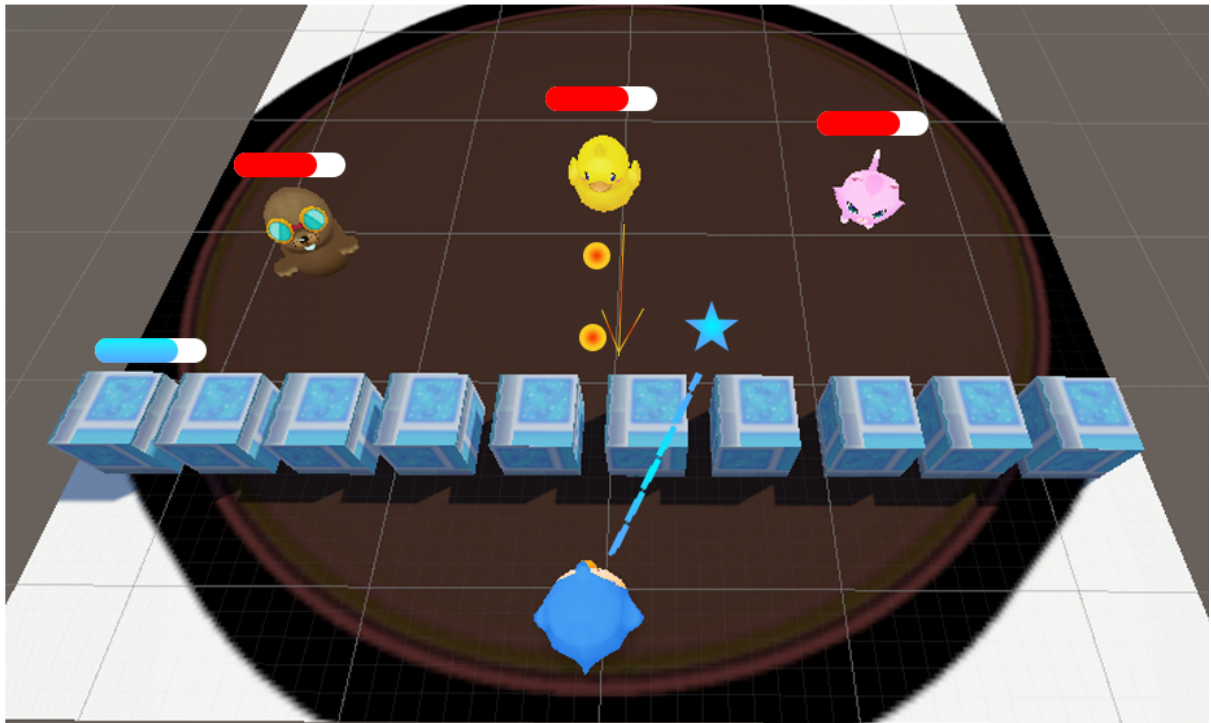
- **Characteristics:** Tiny size, employing a straightforward move toward strategy and charging recklessly.
- **Speed:** Extremely fast, designed for chaotic gameplay.
- **Damage:** Low (becomes fatal after more than 10 charges).

## Game Over Condition

- 2 mins time limitation is over
- Tower HP becomes zero = break down of the tower
- Game Over UI, Restart Button appear

## Design Concept

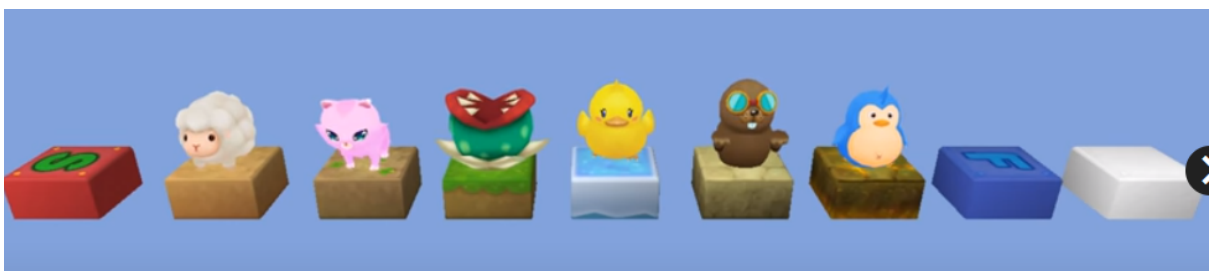
### Game Scene



Background Image:



Assets :



[Lovely Animals PACK | 3D Animals | Unity Asset Store](#)

Attact Effect :



[Cartoon FX Remaster Free | VFX Particles | Unity Asset Store](#)

Other Possible Asset:




[Low Poly 3D and Pixel 2D RPG Game Assets - Devil's Work.shop by DevilsWork.shop \(itch.io\).](#)

Ice Materials

## Ice shader - Tutorial

Add depth to your next project with Ice shader - Tutorial from Saucy sushi shop. Find this & more VFX Shaders on the Unity Asset Store.

 <https://assetstore.unity.com/packages/vfx/shaders/ice-shader-tutorial-91432>

