

IT 140 Design Presentation

JOE FARRISH

GAME: ZORPION INFILTRATION



Storyboard: Description



Zorpion Infiltration.

- ▶ You are apart of scientific expedition into deep space when a part of the ship is breeched by a strange creature that has killed off most of the crew. You have to lure it to a room with incineration vac to kill and expunge it from the ship.

- ▶ Items you can get to help you.

Jet pack – will increase space traveled to 1 capsules per move (2 sectors).

An electric shock taser – Causes the Zorpion to lose movement.

A shield increases damage points.

Droid – can move in your place and can be used to lure the Zorpion to different parts of the ship.

Danger!

- ▶ If you fall in the sector of the Zorpion you must fight it. You run the risk of being struck by its razor-sharp tail!
- ▶ You can't kill the the Zorpion only lure it to a room with incineration vac.
- ▶ If you fight the Zorpion at most you will cause it to lose a move.

How to win.

- ▶ Get the Zorpion to follow you while staying out of sector until in a room with incineration vac.
- ▶ If you fall in sector, try to use a taser if you have one in four chance of defense or if you have a shield, you have 3 in four of defense.
- ▶ Use a jet pack to move out of sector 2 times of the Zorpion in one turn.
- ▶ Each capsule of the ship is 2 movement sectors a jet pack will let you span a capsule in one movement. Both you and the Zorpion are limited to 1 sector movements. However, if the Zorpion is amplified he can make 2 sector movements every other turn.
- ▶ You can't kill the Zorpion only defend and use shock against it which causes it to loose a turn.
- ▶ Lead the Zorpion to a room with Incineration Vac. Once the Zorpion is in the vac room you can incinerate and eject him into deep space.

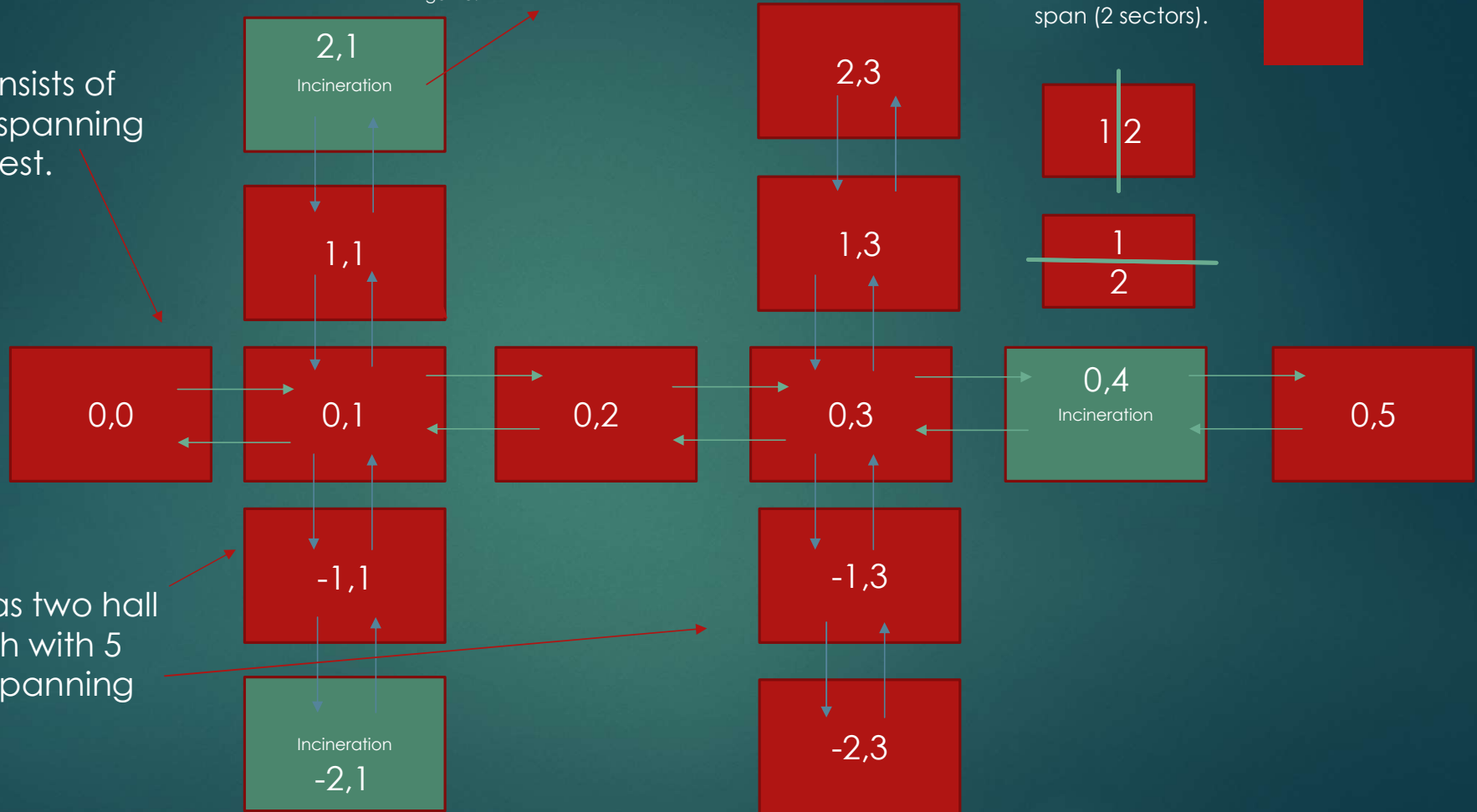
Map:

The ship consists of 6 capsules spanning East and West.

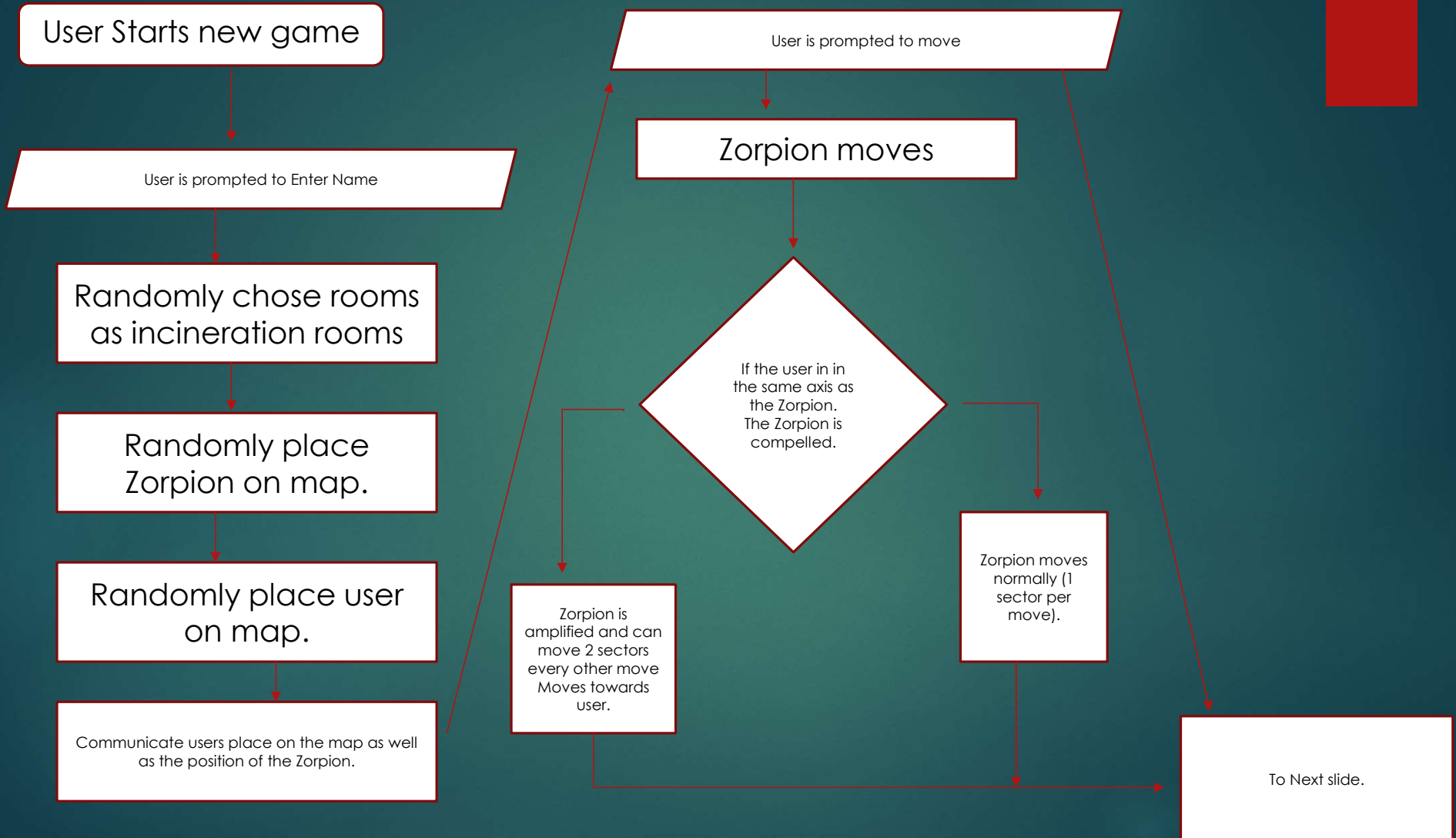
Each map will consist of 3 incineration vac rooms randomly placed at runtime. The location is communicated to user at start of a game.

Each capsule takes 2 turns to span (2 sectors).

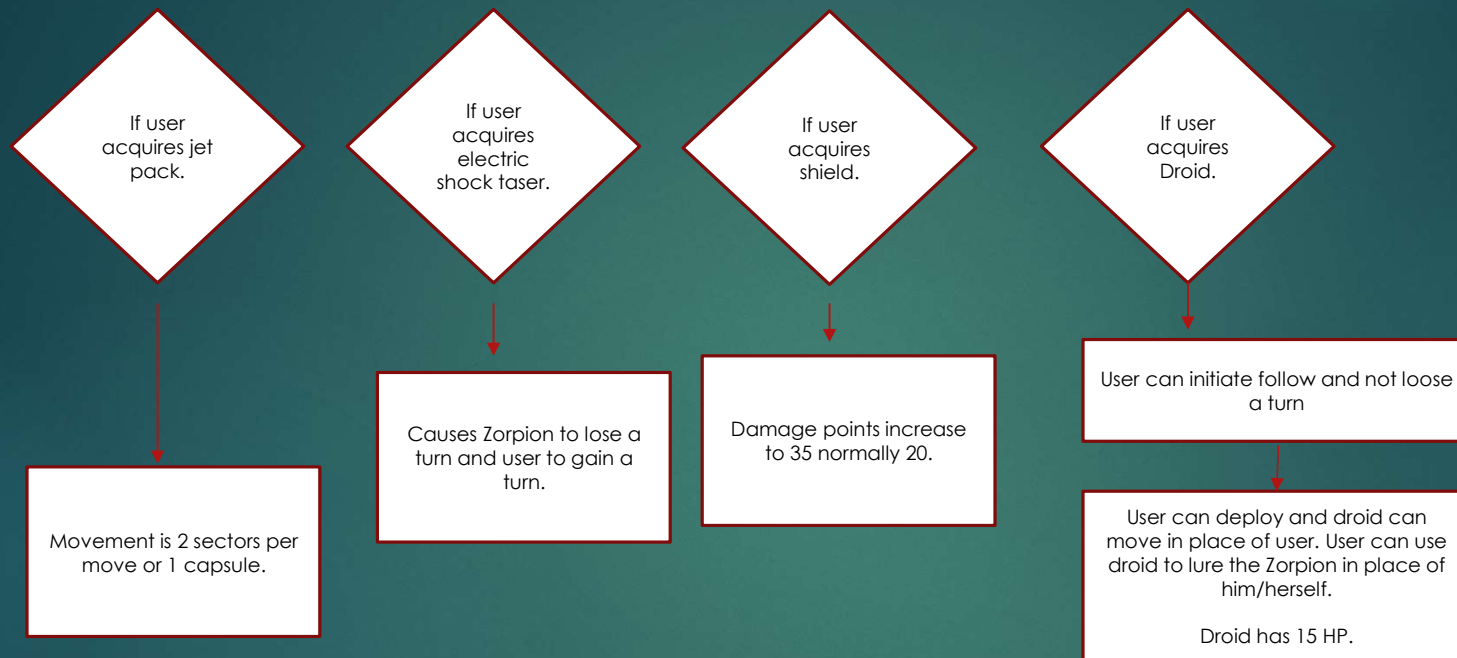
The ship has two hall Wings each with 5 Capsules spanning North and South



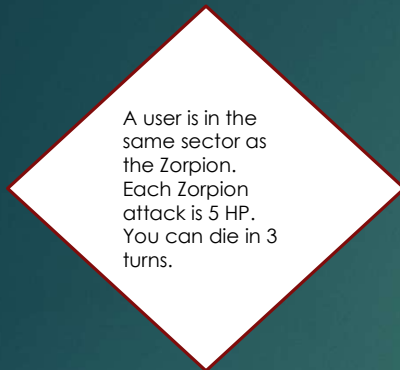
Flow Chart of Zorpion infiltration.



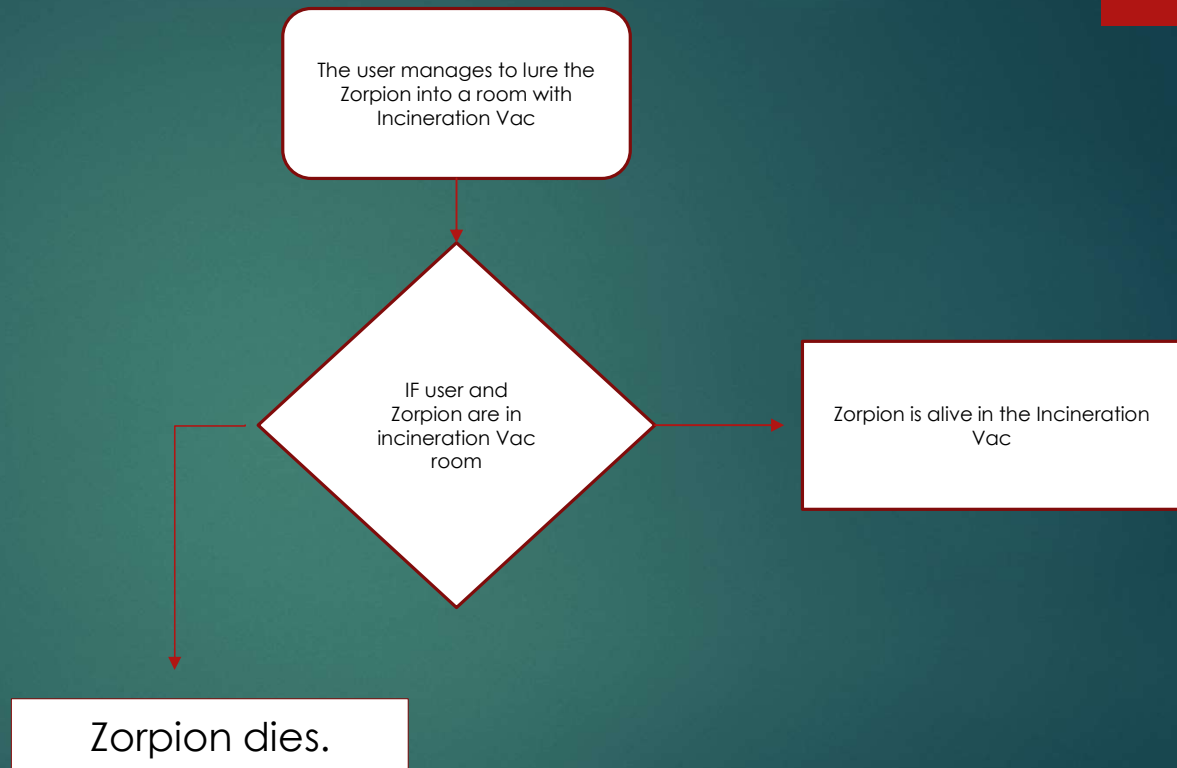
Flow Chart Zorpion Infiltration. Finding Items.



Loosing.



Winning.



Encounters

IF user is in
sector with
Zorpion

Attack.

Has a 1 in 4 chance of hitting. Hitting causes you to gain a turn and the Zorpion to lose a turn.
If User has taser has a 3 in 4 chance of hitting.

Run Away.

User can run away in place of attacking.
Moves Normally
Unless has Jet Pack moves x2.

IF user on the
same axis as
the zorpion
he/she is
spotted.

Zorpion engages user.
Moves towards the user. 2x every
other move (is compelled).

Normal Movement

User Normal
movement.

User Can skip (stay put)
User Can Move
User can search area for items.

User, Droid and Zorpion stats.

User Stats:

Hit Points: 20

Attk: 5/15 w taser.

Speed 1x and 2x with Jet pack.

Special Power : opposable thumbs. Good at flipping switches.

Zorpion Stats:

Hit Points: inf/(looses turn).

Attk: 15

Speed 1x and 2x every other move when compelled.

Special Power : deadly razor tail inflicts high damage points (reduces HP).

Droid Stats:

Hit Points: 15

Attk: 2/15

Speed: 2x

Special Power: can compel Zorpion and lead it to IV.