

Julian van Riet  
Period 2

My project is a 2D rogue-like game with a sci-fi theme. In it, the player is left stranded on Mars and must stave off alien enemies as they try to survive until they can send a radio communication to get help.

What makes my project unique?

My project combines both the game features and human feeling that a typical survival game would contain, with an action-oriented focus to create a new and different gaming experience.

Software:  
Unity and C#

Design Ideas:

Milestones:

1. Import sprites into the game and create the necessary animations to create a space-themed game.
2. Make the game load an already designed game board every time it is started up.
3. Draw out the actual game board that will be used, rather than the test one in the previous milestone.
4. Create a player that can walk around the game board, executing actions like attacking (with both melee attacks and projectile weapons) and give him a health variable.
5. Make the game board spawn different items that include ammo to refill weapons, food that refills health, and other objects.

6. Make the player able to interact with these items by breaking them, picking them up, or utilizing them.
7. Create different enemies that can move around the game board and have different variables like how they attack, their attack damage, and their health.
8. Allow enemies to attack and be damaged by the player.
9. Make the enemies spawn randomly on the game board at the start of the game.
10. Create functionality so more enemies can spawn during the game randomly.
11. Have the game display the player's health and allow enemies to decrease this when the player is hit and different items to both increase and decrease this.
12. Allow the player to damage enemies in return using both projectile and short range weapons.
13. Allow the player to customize his weapons and pick up different ones around the map that have different functionality.
14. Make the functionality that causes the game to countdown until a satellite is finished loading to add an important piece of playability that encourages the survival aspect of the game.
15. Have text that loads at the beginning of the game to give insight to the story of the game.
16. Create a soundtrack for the game and add it into the game. Incorporate sound effects.
17. Add a minimap so the player can view the map and where they are located on it.
18. Add different difficulty levels to the game, changing the amount of enemies the player encounters, the damage required to kill them, and the amount of health the player has.
19. Allow the user to switch between character options at the start of the game.
20. Make the game playable on devices other than a laptop by giving it functionality for different platforms.