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# Cracked Glass

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## **Ticket Board:**

<https://trello.com/b/crldYWZA/underwater-horror-jam-march-28th-2024>

## **Team:**

- **Jerry Davis:** Scrum Master, Programmer, Game Designer, Artist
  - **Lloyd Thompson:** Programmer, Game Designer, Artist
  - **Alec Straw:** Programmer, Dev Ops
  - **Chelsea Davis:** Background Artist
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## **Phases:**

### **Defense phase:**

- Player must patch holes and fight off monsters inside the central hub.
- 2D Side-scrolling shooter controls with flashlight vision.
- Large glass dome/window allows the player to see oncoming waves in the form of a growing sprite, vaguely simulating 3d.
- Windows begin to crack to show damage to the base.

### **Gathering phase:**

- Player must leave the central hub area to pick up repair parts, fuel, and ammo. Player must return before the next defense phase starts.

## **Base Systems:**

- **Scanner:** Lets us check nearby nodes for some stats, like integrity and hazards.
- **Oxygen Transfer:** Main task is to route oxygen between facilities (back to central base) to stay alive.

## **Key Items:**

- **Spoke NUMBER Keycard:** Used to open locked doors during the gathering phase.
- **Hub Keycard:** Used to open locked doors found within the hub base.

## **Components/Supplies:**

- **Oxygen:** Ticks down during every Defense Phase, main driver to keep player exploring other facility branches during the gathering phase.
- **Scrap Metal:** Filler material used to seal holes when combined with rivets.
- **Rivets:** Used to seal holes when combined with Scrap Metal plating.

## **Enemies:**

- **Leviathan:**

Large creature that acts as a transport for each enemy wave. These will be visible through windows of Hub as they approach, growing in sprite size to mimic 3d effect.

States:

- **Aggro:** Grabs Submarine, and begins pumping attack waves into the ship.
- **Defense Phase:** Waves spawn periodically, while the player's submarine fires into the inside of the Leviathan's mouth repeatedly as long as their consoles are not destroyed. Health bar visible during fight.
- **Scavenging Phase:** Leviathan retreats temporarily, giving the player a time-limited period to scavenge the local facilities for repair materials.

- **ShieldBeetle:**

Medium creature that walks. They have a red glowing light that is visible in the dark. Groans before leaping at the player. Periodically puts off a shield that blocks bullets.

States:

- **Burrowing:** Bug digs up through the ground as it spawns, then begins Chasing state.
- **Chasing:** Once player reaches aggro range, bug faces and moves towards the player.
- **Shield:** If player is more than melee range away, periodically spawn a shield that blocks attacks against itself and nearby allies.
- **Melee Charge-Up:** If player is within melee range, stop then begin attack animation.
- **Melee:** Melee attacks the player, then reverts to Chasing or Melee Charge-Up state based on range from player.

- **Orb Bug:**

Small creature that flies. They have a red glowing light that is visible in the dark. Chitters when charging an attack.

States:

- **Passive:** Bug floats in randomized pattern when not in aggro range.
- **Chasing:** Once player reaches aggro range, bug faces and moves towards the player.
- **Turret:** Bug floats in place firing projectiles.

- **Junk Bug:**

Small bug that hides in Spokes within holes and under supplies. Chitters when attacking. They likely eat metal and do not need oxygen to survive.

States:

- **Hidden:** Bug is currently hidden within a crack or under an object. Puffs Green Smoke effect if chest contains one.
- **Charging up Leap Attack:** Bug stops moving, then after a delay leaps.
- **Leaping:** Object on top of Bug flies off and the Junk Bug lunges at the player to deal collision damage.

**Depth Layer Guide:**

**Background** = 10

**Terrain** = -2 to -6

**Echo(Init)** = -7

**Enemy** = -8

**Player** = -10

**Vision** = -1000

**SFX Enemy** = -1002

**SFX Player** = -1003

**Echo(2nd+)** = -1003