Team 13 Game Pitch

Game title: Stranded

Story:

The player crashes on an alien planet. Important parts of the ship jettisoned during descent, spreading them around the area. The goal is to find the parts, fix the ship, then take off. However, the planet is experiencing an atmospheric phenomenon that blocks the local sun's light. The player must meet their nutritional requirements and fend off whatever unknown threats waiting in the dark.

Core Game Design Elements:

Graphics

The game uses 2D graphics which take place in two scenes: the outside world played in a top-down perspective and a static, interactable image reminiscent of old point-and-click games for interiors.

Limited line of sight is a core feature. The player may only see terrain and features in full detail around a small circle centered on the player entity. Outside the player's vision, only a silhouette of the terrain can be seen.

Particle effects will be present to emphasize an object and gunfire.

Assets

Sprites will be used for the majority of the graphical assets. Animations will be used for readability and make gameplay look more fluid. Visual and audio cues will be included to improve gameplay.

Randomness

The player must find a set of missing parts to fix their ship. They can be found somewhere on the map. Character upgrades, weaponry, and food are also littered around the game world. Every single one of these are randomly placed for every new playthrough.

Enemy placement is also randomized. When an enemy is killed, they may drop randomized loot or nothing.

Survival Aspects

The player must keep track of their nutrition levels. Nutrition will limit how far the player can traverse the map. Upgrading the amount of nutrition the player can store allows them to travel further.. If the player starves, their health will decrease. Health can only be regenerated by having at least 95% of your total nutrition filled.

Movement

The player and NPCs can move around in the top-down world in freeform. WASD and/or arrow keys will be used to control the player. Gravity will not be a factor since you move around a top-down world.

Physics

Characters must check for collisions to avoid clipping through the terrain. They must also check if they got hit by a weapon or projectile. If they get hit, then they should either get damaged or be killed.

Raycasting will be used for hitscan weapons (guns and energy weapons) while an Entity-based approach will be used for projectiles (arrows, throwables, etc.). There are only range-based weapons.

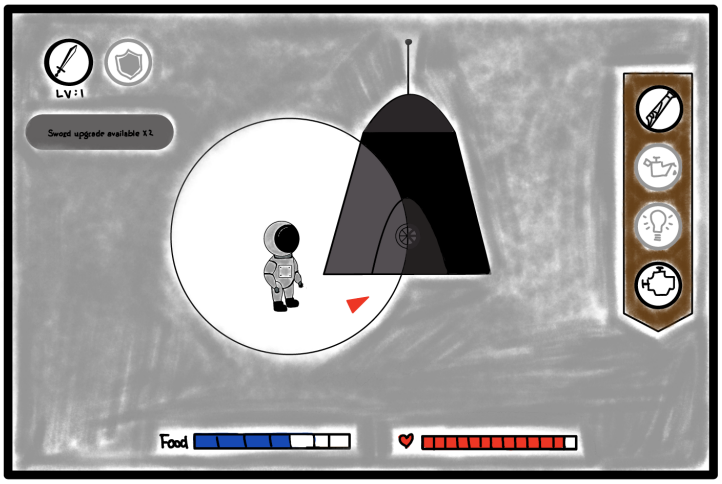
IO

The game state can be saved from the ship, letting you continue where you left off. You may also pause the game at any time.

Artificial Intelligence

If the player got too close or discharged a loud weapon, enemies can find their own path towards the player. They will chase towards the player until the player runs away far enough or if either party dies. Bait can be used to lure enemies out or distract pursuing enemies.

Sketches: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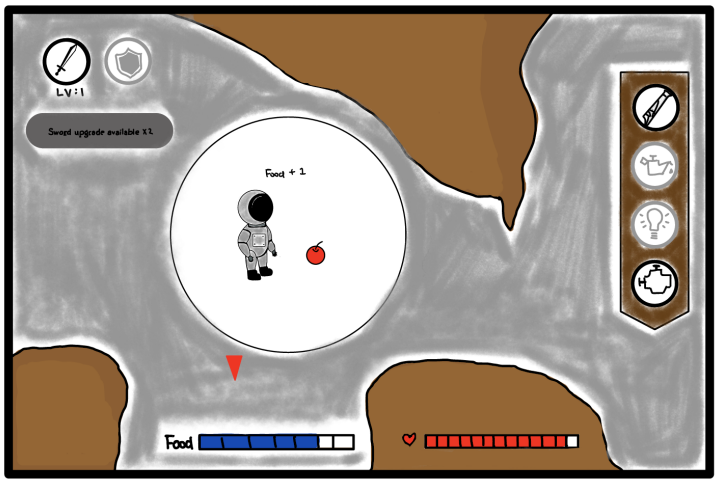
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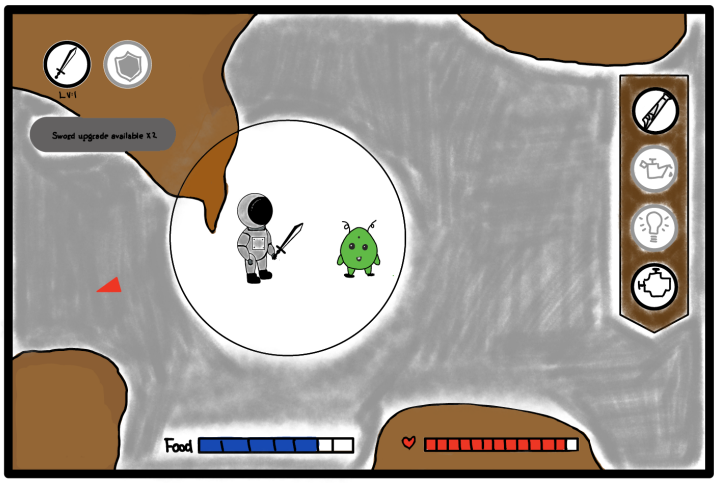
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Food