Humber College

School of Media Studies & Information Technology

**Game Programming**

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**GAME 251 – Framework Programming**

Eot-IV: Mars Life

Game Genre: Action RPG

Story Genre: Sci-Fa

Story Length: 2+ Hours

February 25th, 2013

**Plot Summary**

The United Sol Government has reached new heights, managing to unite the human race under the single cause of advancement, having spawned countless colonies both in and out of system, everything has been going right… Until the year 2218, or known by the galaxy at large as 0G.C. At 0 G.C, the United Sol Government had lost everything, forced to abandon their home in hopes of survival from the onslaught of the aliens which had been dubbed the Silonics, leaving billions behind.

Welcome to Mars. Eot-IV: Mars Life takes place a few days before the Silonic Invasion on SOL and ends at the colony ships during evacuation. You play Emily Warian, an 18 year old female and one of the few people within the USG who have special “magical” powers.

Do you live? Do you die? What happened on Mars during the invasion? And what happened to the “Magical” linage in the USG? It’s up to you to because your decisions will help decide.

**Controls:**

Keyboard/Mouse

WSAD: Movement

Shift: Sprint

Left Click: Melee

Right Click: Action button (Magic/”Potions”)

Numbers: Change Action Bar Slot

Escape: Menu

Up/Down Arrows: Navigate Menu

Gamepad

(Xbox 360 Controller)

(Not 100% Yet)

L-ThumbStick: Move

L-ThumbStick(Click): Sprint

LB – Change Action (Cycle Left)

RB – Change Action (Cycle Right)

RT: Action button (Magic/”Potions”)

A: Melee

Start: Menu

L-ThumbStick: Navigate Menu

A: Select Option

B: Back out of Option/Menu

Database

I plan to use the database with at least two different tables. The first table will contain a Username/Password/PlayerID which will be used for players to connect to the database.

The second table will contain Player Information which will be updated regularly. This table will contain values relating to the players last location as well as their inventory, health level and energy level.