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Cit 227

**No Name Game**

Name is still a work in progress however the game is a vertical shooter game, that will eventually have a proper name.

**Game overview**

No name game is a vertical shooter game where the ship will target and shoot incoming enemies. There will be three different kinds of enemies with different strengths. It will start off slowly with the smaller enemies and as you hit certain points you will level up and the game progress there will be faster and larger enemies to hit until you hit the last level. Most vertical shooter games we see are very basic and geared more towards males, but as females are becoming more and more interested in games, I would like to design it a little more feminine. Something my five-year-old daughter will want to play and enjoy playing.

**Gameplay and mechanics**

Each level will end once a certain point has been reached by killing the enemies. Each type of enemy will be worth a certain number of points when hit. I have not determined the exact point structure yet. The ship will have a health bar that will have a certain number of hits it can take per level. You can collect extra health but once health bar is out then the game is over. If you can get to the last level and hit a certain number of points than you can win the game.

**Mechanics**

This is the part that I am afraid I am going to bomb I think I will end up trying to overdo it or get too basic or off topic. I am not fully familiar with the various kinds of vertical first shooter games so I am unsure of what is too much or too little. The shooter will be able to move around, At least half the frame, the enemies will come in from the top portion and the shooter can move horizontally across the whole frame but vertically will be able to go half way. Objects will be gained by collision and then a button pressed to move through weapons. They will get one default weapon which is a single blaster and two other weapons than can be collected and switched upon as the game goes on. So, they can have a total of three weapons to switch between. However, a bonus weapon can be collected but must be used at that time with a timer and when the timer is over it will go back to the weapon that was being used before it was collected. Sheilds can be collected and can be activated with a press of a button. I like the idea of a bonus being multiple ships on screen. Each level will have a different screen based on the storyline. The game should be able to be saved at the end of each level. Once the health bar is depleted then the game is over, however I have not decided exactly how yet but I would like to include some type of cheat/easter egg to get an extra life.

**Story, setting and characters**

The prince and princess live happily ever after. Until the prince is kidnapped and it is up to the princess to rescue her prince. The princess must fight her way through the evils of the kingdom to rescue her beloved prince. Each level is various parts of the kingdom. Her people help guide her to stay on the correct path to get to her prince. The general look is frivolous and girly.

**Levels**

Each level starts by someone from within the kingdom siting the enemies as they passed through the kingdom with the prince. Each level occurs in varies parts of the kingdom with the enemies that have held back to fight the princess off.

**Interface**

The Hud will display points, health bar, if there is a shield that can be used and a way to show how much shield is left and current weapons. The player will control the game with different keys on the keyboard. And will have regular background music, different sounds for the different weapons, and sounds when things are collected and when enemies have been defeated.