Game Development Final Project

# Part 1 – Design

In the first part, you will design a vertical scrolling shooter (also known as “shoot ‘em ups” or “shmups”. Graphics will be provided, but you may feel free to edit and/or create your own to add to them. You may also find or create your own sound effects or music.

Not everyone’s game has to be the same, but they must satisfy the following conditions:

* A vertical scrolling effect
* Multiple types of enemies with different behavior (AI)
* Multiple types of lasers/blasters
* A shield for the ship
* Collectibles (primarily for the weapon upgrades/types)
* A points system
* Lives

Otherwise, be creative and build the game you think would be fun. There is a lot of variety in shmups. They have been a very popular genre, especially in the 80’s and 90’s. They often set themselves apart with unique gameplay aspects, so please feel free to be as creative as you like, but make sure your goals are attainable in the next few weeks. You can talk to the instructor about it if you aren’t sure.

Some aspects of the game you should determine are:

* Should the player ship have freedom of vertical movement, or be limited to the bottom of the screen?
* Will it be one hit death, or will there be a health bar or a certain number of hits?
* How will the player obtain lives? Collectibles? Points? Both?
* What will your laser/blaster/weapon types be? Try not to overdo this.
* How will shields work?
  + Activates upon collection, used with a button, or only active when a button is held?
  + Does it last a certain amount of time? A certain number of hits?
* How will your collectible weapon upgrades work?
  + Only one weapon at a time, and each collectible “overwrites” the previous?
  + Two weapon slots that can be switched between?
  + All different weapons can be collected and cycled through?
  + Weapons only last a certain amount of time? (1943)
  + Can weapons be upgraded with subsequent collectibles of the same type? (e.g., a Spread Gun that goes from 3 way to 5 way)
* Multiple ships on screen? (like Galaga, 1943 or Zero Wing)
* Other ideas?

For Part 1, using the provided guide/template you will submit a Game Design Document describing the game and features and aspects you intend to implement for your vertical scrolling shooter. Be sure to answer all of the prompts in the above bulleted list, detailing how your game will work.

### Points: 20