TSA
Video Game Design Competition

Nashville, TN
2016

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Purpose:

The purpose of our game is to entertain the individual playing while challenging the brain with light puzzles and action packed sequences. While most of the game involves player interaction with the environment in order to simulate the sense of a need for survival and progression, we have included a few areas which exercise the brain.

Description:

In the year 2300, the Stem Safety Society has evolved into a large company that helps people everywhere in the Milky Way. However, there is a lack of titanium which is needed for the production of prosthetics and electronics. The main character is Dark Éclair, a hero that looks like a villain in order to conceal his secret mission- scavenging asteroids for the coveted titanium ore. With his trusty starship and skilled swordsmanship, nothing can stand in his way of providing help for many families across the galaxy.

The video game contains four levels that each offer a different style of gameplay. The first level is a basic platforming level that takes place on a malfunctioning ship. The level includes elements such as multiple tests of a player's reaction time and different areas of problem solving needed to get past combined obstacles. Our second level is a simple asteroid shooter. The player can now control the ship's flight pattern, and is able to shoot down incoming asteroids with a space turret. The level is designed in a way to test the player's ability to react to sudden threats on screen. The third level takes place on a large planet that the character crash lands onto. The character finds caves that are filled to the brim with alien life. The player must find ways to get past these obstacles safely in order to move on. Once the player gets to the end of the third level, they find a large chunk of titanium ore. They grab it and go back to the quickly repaired starship. The fourth level is another asteroid shooting level; however, this time the main target is a large carbon asteroid that has a sentient plant imbedded into it. Unfortunately, the plant mistakes the character as one of its few predators and decides to pursue the player across the asteroid field. The player is left no choice but to destroy the living asteroid or to be obliterated. By defeating the plant, Dark Eclair is able to escape the planet and complete the mission.

How to Play:

On ground:

Keyboard		*Mouse*	
W/Space	Jump	Mouse	Aim with sword
A/D	Move left/right	Left Click	Swing sword
S	Duck	Right Click	Dash

Piloting Ship:

Keyboard		*Mouse*	
W	Up	Mouse	Aim turret
A/D	Left/Right	Left Click	Shoot
S	Down	Right Click	Barrel Roll
Space	Full-screen blast		

Hotkeys:

M	Mute/Unmute all sounds
Alt-Enter	Maximize/Minimize window

*Note: Arrow keys act as alternates for WASD keys

Self Evaluation:

Graphics- Design is simple, but are clear and able to correctly represent real world textures in a pixelated cartoon style.
Audio- Simple but sufficient
Storyline-
Gameplay-
Creativity-

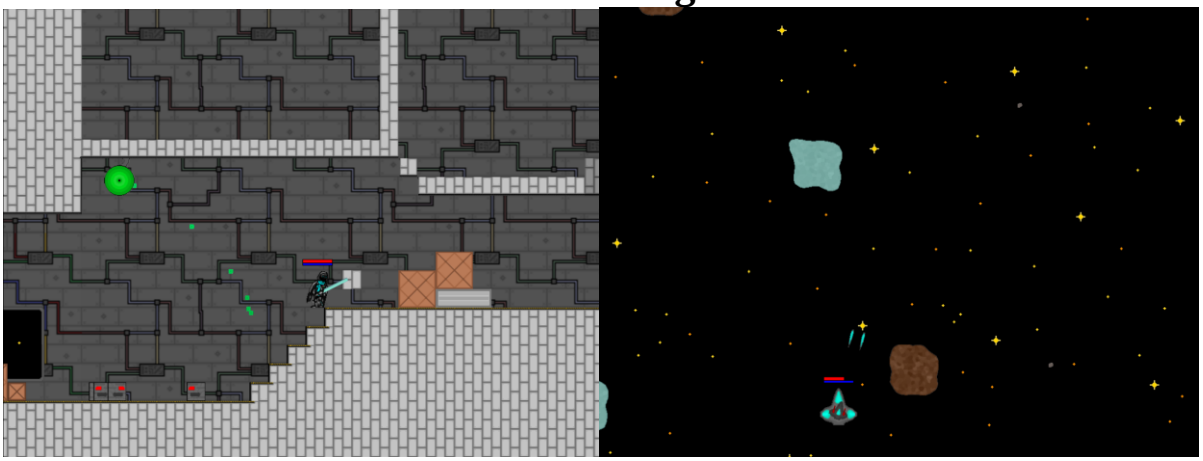
Hardware and software:

- PC
- Windows 7/8/10
- Game Maker (free version)
- Paint.net (freeware graphics tool)
- Musescore (freeware music composing software)

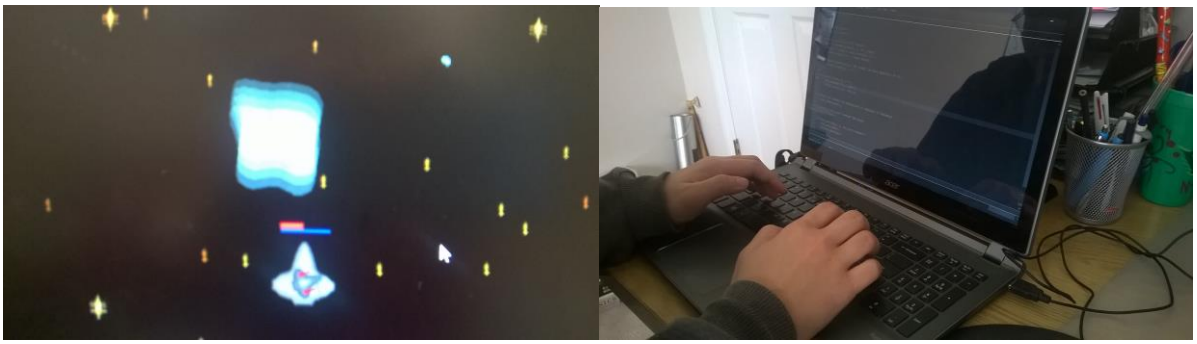
Content not created by team:

Initial Playable Character Graphics Design- Mandy Xiao
All sound effects- Downloaded from "SoundBible.com"

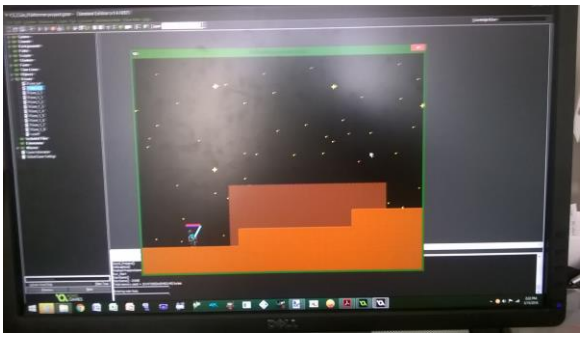
Beta Screenshots and Proof of Testing:



Left: Screenshot of unused room that was designed purely to test newly added mechanics
Right: Original sprites for non-rotating asteroids, changed later in order to add to visual appeal



Left: Screenshot of glitch that resulted in slowly moving debris. Was fixed later on.
Right: Picture of Kyle Xiao writing the code for the game's checkpoint system.



Left: First test of the third level's tileset
Right: One of the rooms in the third level before enemies were implemented