Cmpt276 Group 1 - Overall plan and description

Galactic Grease Monkey

Given this opportunity to create an arcade-style game for our CMPT276 project, every group member decided to leave it all on the table to determine what we wanted our game to be and how to make it stand out from the rest. Our super awesome arcade game will have an immersive plot to keep the player engaged and wanting more with every round they play. Every object and interaction within the game has been well thought out with the goal of adding to the plot and allowing the player to engage in their own style of play. The game will prove increasingly difficult as the player makes their way through the rounds. The last round will be the most difficult to complete, featuring a final boss that needs to be defeated before the player can finish the game, and possibly knock off some high scores from the leaderboard.

Our game takes place in the bleak vastness of space, sure to make any player's nerves tingle with the discomfort of knowing they're all alone on this secret mission, or so they thought… . With the objective of revitalizing the Earth and its economy after centuries of neglect, the United Nations have put its best man on the job. Agent Bonzo Banana, a combat-trained monkey mechanic, who has been tasked with retrieving diamonds from all across the galaxy to introduce peace and stability to our world is ready to take the job. Unfortunately, his ventures would not prove unchallenging. After discovering a special area of space where his diamond radar shot off the charts, Agent Banana faces an unexpected malfunction with his spaceship which breaks it into many parts. Although Bonzo has hit the diamond jackpot, he must find the parts to rebuild his spaceship whilst looking for these glimmering minerals. Bonzo will soon discover he is not alone on this side of space. The alien inhabitants of the area are not keen on allowing Agent Banana to take their precious loot. Agent Banana must fight off these creatures, collect diamonds and fix his spaceship before his mission can come to an end.

This game will have a leaderboard that tracks the three highest scores achieved by playing. In order to achieve the highest score possible, the player can do three things to add to their score. The player must collect all spaceship parts in a given round, collect as many diamonds as they can before they disappear, and stay in the round for as long as they can until they deem it's too dangerous to leave without being mauled by aliens. In a given round, the spaceship parts will remain static and be placed on a cell on the map at the start of the round. Rock walls and satellites will also be placed on the map and will block the user from crossing a series of cells and a single cell, respectively. The diamonds will continuously spawn and despawn on random cells on the map with a 5-second timer before they disappear. The aliens will continuously spawn after a certain interval of time and despawn only when they are killed by the main character. Spaceship parts add 100 points to your score, diamonds add 500 points to your score, and colliding with an alien or black hole will subtract 300 points from your score. The three highest scores will be displayed on the menu page of our game. There will be two/three rounds of the game and if the player's score turns negative before they finish all the rounds, they lose the game.