

Unnamed Week long Project

Auto scroller

Military

Shooter

Planes

Rogue like

Aliens

Upgrade Paths

Alien tech melding

Bosses

Player is a fighter jet fighting off an oncoming alien invasion. A top down auto scrolling shooter the player must dodge both close range and ranged attacks while killing alien invaders. The player collects remnants of alien tech (xp) to put together Alien tech upgrades which augment the players ship.

For this project/prototype, There will be 6 possible upgrades and 3 bosses. Score will be tallied based on the number of enemies killed.

There will be 3 basic enemies, one close range, one long range and one hybrid.

Controls - wasd
arrow keys
game pad

Main menu

Title : (TBD)

Play

Options → Audio volume

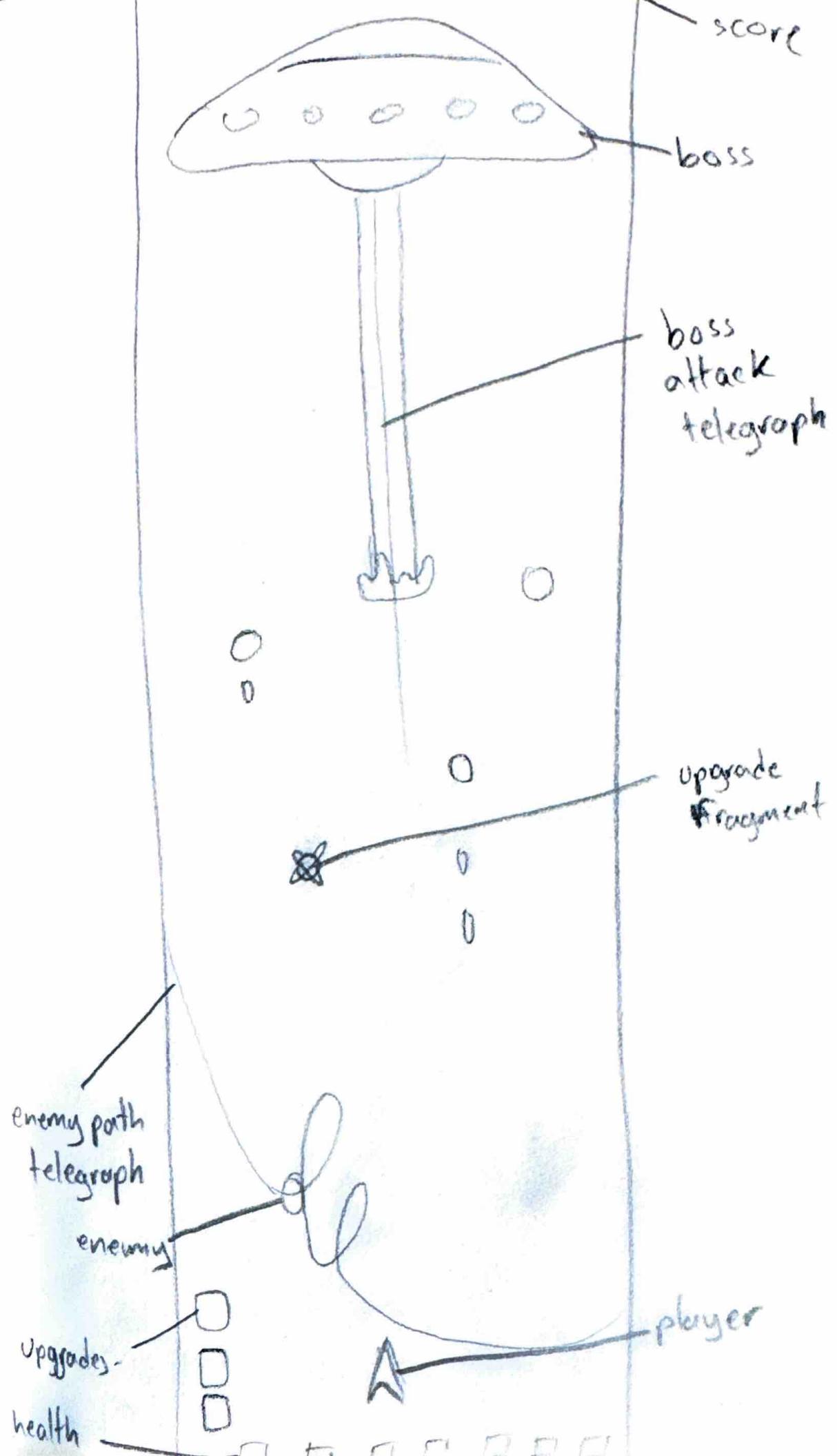
Exit

Resolution

Exit options

Main screen





Upgrades

Munitions duplicator wep

"Alien tech analyzes fabricates
and launches a functional replica of
all fired munitions"

Three levels

1 => duplicates once

2 => duplicates twice

3 => duplicates three times

Shield generator def

"An energy shield is generated
from this device, surrounding the vessel!"

1 => level generated every 2s

2 => 1.5 s

3 => 1 s

Phase Shifter def

"Shifts the dimension around the vessel rendering it invulnerable to outside attacks"

1 => maintains shift for longer 2 s

2 => 3 s

3 => 5 s

Laser generator wep

"Absorbs cosmic radiation till overflow, concentrating and dispensing the energy towards your foes"

1 => fires every 2 s

2 => fires every 1 s

3 => constant beam

Missile Manufactory

"Fabricates powerful pulse missiles for use in your weapons system"

1 => new missile every 5sec

2 => new missile every 2sec

3 => infinite missiles

Regenerative alloy

"Nanobots latch onto your ship repairing damage over time and providing a protective over coat!"

1 => 3 sec regen rate 1 hull loc

2 => 2 sec regen " 3 hull loc

3 => 1.5sec " " full " "

Enemies

Enemies have three types.

1 => Ranged attackers that strafe the screen while shooting projectiles

2 => Close range attackers that swoop

towards the players position attempting
to ram into them.

3 => a mixture of the two previous types strafing
the screen before swooping / dashing towards the
player.

Enemies attack in hordes with the
population of the horde increasing over
time. The game will try to keep the current
max amount of enemies on the screen. Enemies
that leave the field of play despawn
and are replaced, enemies killed are
almost immediately replaced.

Bosses will take up a sizeable chunk of

the hordes population, so while boss fights,

will lessen the hordes numbers, minor enemies will

continue to spawn.

Bosses

Bosses will have attacks that deal multiple points of damage with sizeable health pools that increase or decrease depending on the players level at spawn.

Boss 1 : The saucer.

A stereotypical flying saucer. Mid to large sized it tries to stay near the top of the screen opting for ranged attacks.

Attacks:

In its first phase , similar to its more basic counterparts , it strafes the top of the screen firing laser projectiles to woes the player.

Its second phase it continues to fire lasers. It will swoop down in an arc while deploying a "tractor beam" getting caught traps the player in place beneath the ship and pulls them towards it for contact damage.

The third phase adds in the death rays.

The boss will either deploy one large death ray from its center sweeping in inner 3/4s of the screen or two rays from its outer corners sweeping the outer corners off the screen.

Boss 2: The champion

The boss is a mid size vessel with bullet hell mechanics. It uses a mixture of ranged attacks and close range attacks.

Attacks:

In phase one it strafes the screen in a diagonal pattern, inching closer to the player, while shooting projectiles then at random it will pause and launch itself down at high speed attempting to ram the player. Before slowly returninging itself to the top of the screen.

In phase two it continues this pattern, shooting faster and laying mines in its path then explode after a short duration. its projectiles fire in a circle around him.

In phase three it moves to the center of the screen and unleashes an unending assault of lesser charged mines in a spiral pattern around it self,

at random it will launch itself towards the players last location. This repeats until the boss is defeated.

Boss 3: The Adaptation

A mimic of the player with all of their current upgrades attacks the player from afar. It has no phases and will try to maintain mid range to the player attempting to kill the player while lodging projectiles as best it can.

Numbers and stats

Player

6 health base

12 with max regen alloy

base weapon damage 1

base missile damage 3

Basic enemy

3 health base

1 ranged damage

2 contact damage

Boss 1

Base health: 150

$$p_1 = 150$$

$$p_2 = 75$$

$$p_3 = 50$$

or

~~Base health~~ $p_1: 100\%$

$p_2: 50\%$

$p_3: 33\%$

laser damage: 2

contact damage: 4

death ray damage: 5

Boss 2

Base health: 300

$$p_1 = 100\%$$

$$p_2 = 50\%$$

$$p_3 = 33\%$$

laser damage: 2

contact damage: 5

mine damage: 3

charged mine damage: 4

Boss 3

Base health: 450

weapons mimic the damage of the player