Proposal #1 for SP2

Space Exploration

# Overview

This space scene starts the user in space where the user controls a human. The user is able to choose from 3 different planets to explore. Each Planet would follow its respective general theme and have materials, items and monsters. The items & materials can be used to craft weapons as well as upgrade the user’s spaceship.

Each planet is free to roam and will be populated with NPCs and monsters.

# Scenarios

## Scenario 1

The user can roam the planet & collect materials & items. In the planet the user can meet NPCs as well as engage in casual combat against monsters.

## Scenario 2

User can fight against incoming waves of increasing difficulty per wave and try to survive for as long as possible receiving boosts every few stages.

## Scenario 3

Scenario 3 will be much like scenario 1 but it will be harder.

Proposal #2 for SP2

Space Race

# Overview

This space scene allows user to race against A.I. controlled vehicles by controlling their very own racing vehicle. There will be multiple tracks for the user to race on and each track will be themed. Items/boosts are placed along the track so that the user or A.I. can move faster through the course for a set period of time.

# Scenarios

## Scenario 1

User’s timing recorded. User can try to beat previous time record.

## Scenario 2

User can pick up items that provide the player with points along the track.

## Scenario 3

User will chase the A.I enemy along the track and attempt to kill A.I. enemy

Proposal #3 for SP2

Horror-Space Game

# Overview

The User starts off controlling a human character (first-person) and will be tasked to navigate through the spaceship (designed to be a maze). Occasionally the user will be chased by NPC/A.I. Monsters. 4 NPCs around the map to help. Most parts of the spaceship will have simulated gravity. User will have to navigate to the control room in order to gain access to the escape pod so that the user can escape.

# Scenarios

## Time attack

Player will be given a set time to complete the level.

## Change of difficulty

Game becomes more difficult to create a more intense experience

## Child mode

Scene will be child friendly and have fun elements in the game that are child friendly