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**The Punisher: War Journal**

**Controls:**

* *W,A,S,D* to move
* *Space* to shoot
* ‘*P’* to pause
* *Ctrl* to throw grenades
* *Alt + Enter* to toggle Windowed/Full screen

**Description of Game Objects:**

* The game will be a 1 player game. The player will control Frank Castle, a.k.a. The Punisher.
* He will wield a pistol with infinite ammo and carry grenades.
* The player can pick up collectables giving him more grenades. There is no limit to the amount of grenades the player can hold.
* The pistol will do 3 damage while grenades will do 9 damage and will take 3 seconds to explode unless it directly collides with an enemy.
* The player can pick up machine gun ammo increasing his rate of fire until the clip is empty.
* The player can also pick up health packs to recover health and armor power-ups to increase the damage he could take using a second damage bar (think GTA). The player will die when his health reaches zero. Bombs from enemies will directly affect the player’s health regardless of armor.
* The player will start out with 3 lives and 3 Continues.
* The enemies will consist of 3 types of thugs. The two basic enemies consist of one that punches, which has 3 Health, and one that shoots, which has 6 Health. The third type will throw bombs and have 9 Health. Punches will take away 5% from the player’s maximum health, bullets will take away 10%, and bombs will take away 20%. The enemies will drop all the different power-ups (health, armor, extra life, machine gun ammo, grenades) randomly.
* The player will earn 10 points per enemy defeated and can score a multiplier bonus by killing enemies and not taking damage. The multiplier increases by 1x until the player gets hit, at which point it will get reset to 1x. At every 1,000 points, the player earns an extra life. At 10,000 points, an extra continue is awarded. The score is carried on throughout levels until a Continue is used.

**Possible Levels:**

* There will be one possible level with two parts. The first part will take place a night on the streets of NYC. This part of the level will only have enemies that punch and shoot. At the end, the player will run into Spiderman, who will act as a mini-boss. Once the player beats Spiderman, he drops a +1 Life collectable giving the player an extra life and the player moves on to the second part of the level.
* The second part of the level takes place inside a warehouse. It has the same enemies as the previous level and it introduces the third type of enemy that throws bombs. Once the player makes his way to the end of the level he will face the main boss. Beating this boss concludes the game.

**Win/Lose Scenarios:**

* A timer will start at the beginning of the each level and will count down. If the player does not finish in the allotted time, he goes directly to a continue screen. When the player completes the level, the remaining time will be multiplied by 10 and added to the players score.
* A continue screen will re-spawn the player at the beginning of the level with 3 lives and nothing he collected previously. The score is also reset. A continue screen happens when the timer reaches zero or the player loses all his lives.
* When a player loses his life, he will re-spawn directly where he was, invulnerable for 3 seconds, but without anything he collected previously.
* The players beats (wins) the level when he beats the boss or mini-boss.

**Planned Feature Points:**

* **1 Point Features: 3points**
  + Intro Start Screen
  + Picture Slide Show
  + Scrolling Credits
* **2 Point Features: 8points**
  + Fire Timer
  + Different Enemy Types
  + Power Ups
  + Status Bar
* **3 Point Features: 9points**
  + World Coordinates
  + Tally Screen
  + Debug Mode
* **4 Point Features: 4points**
  + Stack Based Game State System

**1 Point Features: 3points**

**2 Point Features: + 8points**

**3 Point Features: + 9points**

**4 Point Features: + 4points**

**TOTAL POINTS: 24 Points**