ALIEN ATTACK

Kuva, joka sisältää kohteen teksti, Fontti, Grafiikka, logo

Kuvaus luotu automaattisesti

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# Overview

## Theme / Setting / Genre

* + Game theme is “Darkness”, and the game is 3D Top Down Shooter.

## Core Gameplay Mechanics Brief

* + Alien Attack 3D is top-down shooter where player controls a futuristic space marine on a mission to get home from alien planet.
  + Player uses a keyboard and mouse or a game controller to move his character and aim his weapons.
  + Weapons have limited ammunition. Ammo crates scattered around the level allow players to restock.
  + The game is organized into waves of increasing difficulty.

## Targeted platforms

* + PC

## Monetization model (Brief/Document)

* + This game is meant to be published in platform Steam.

## Project Scope

* + <Game Time Scale>
    - At the beginning there are no costs for this project
    - Game Demo of this project is meant to be done in 3,5 days
  + <Team Size = 1>
    - <Core Team>
      * Sami Palomäki
        + Making the whole game from scratch
    - <Marketing Team>
      * Sami Palomäki
        + Not marketing right away, this project is going to be given to PHZ Game Studios for marketing purposes
      * PHZ Game Studios
  + Not any costs at star

## Influences (Brief)

* + <Influence #1>
    - Game called “Dead Nation”.
    - Dead Nation hit me hard when I first played it.
  + <Influence #2>
    - Game called “X-Com”.
    - Graphics are pretty much the same.

## The Elevator Pitch

You have been dropped on an alien planet, where a game awaits you. In this game, you are supposed to survive the levels made for you. These levels contain enemies and cannons. Different aliens will try to kill you. If you make it to the end, you get to go back to your home planet.

## Project Description (Brief)

Alien Attack is an immersive and intense gaming experience that drops players onto a hostile alien planet. Tasked with surviving a series of challenging levels, players must navigate treacherous terrain, defeat relentless alien enemies, and evade deadly cannon fire.

## Project Description (Detailed)

Each level presents a unique set of challenges, ranging from stealth segments to all-out battles against waves of enemies. Intense boss battles punctuate the game, requiring players to identify weaknesses and exploit patterns to emerge victorious. Limited resources, such as health packs and ammo, force players to make strategic decisions about when to engage enemies and when to conserve resources. A visually striking alien world is brought to life with cutting-edge graphics, showcasing detailed environments, realistic lighting, and impressive alien designs.

# What sets this project apart?

* + **Challenging Boss Battles**
  + **Detailed and Evocative Environments**
  + **Resource Management**
  + **Unforgettable Experience**

## Core Gameplay Mechanics (Detailed)

* + <Core Game Mechanic #1>
    - Players start each level in an expansive and intricately designed environment on the alien planet.
    - They can move freely within the environment, using a combination of keyboard or controller inputs to navigate.
  + <Core Game Mechanic #3>
    - Players need to manage limited resources, such as ammunition and health packs, throughout levels.
    - Tactical decision-making is crucial, ensuring players have enough resources for encounters and challenges.

# Story and Gameplay

## Story (Brief)

* + Convict is abandoned in hostile alien planet, where he is being tested in a deadly game. Aliens try to kill him, but home is what drives him forward. If he gets to kill all aliens, he is going home.

## Story (Detailed)

* + The player is a condemned prisoner who is sent to an alien planet to play a game with aliens. If he wins the game, he wins his freedom. Aliens are trying to kill him, and there are many, many of them. Various weapons have been left in the area for the player, which make the game easier for the player. If the player wins, he is being transported to his home planet.

## Gameplay (Detailed)

* + Alien Attack offers a multifaceted gameplay experience. Combining exploration and combat, players engage with an immersive narrative and a dynamic environment. Combat mechanics, and challenging encounters with enemies and bosses create a rich and diverse gaming experience. Through resource management, and combat mastery, players embark on an unforgettable journey of survival, discovery, and escape from the alien planet.

# Assets Needed

## 3D

* + Character List
    - Alex Orion
    - Xyralin Marauders
    - Nebulon Ravagers
    - Celestial Harbingers
  + Environmental Art Lists
    - Maintenance Hall
    - Space Dock
    - Aliens
    - etc.

## Sound

* + Sound List (Ambient)
    - Outside
      * The sounds of spaceships flying past
      * The crackle of a space storm and the sounds of space rain
      * The sounds of meteor showers
      * etc.
    - Inside
      * The constant hum of the spaceship and the sounds of the machines
      * Sounds of buttons, switches, and screens
      * Radio transmissions, message reception and communication sounds
      * etc.
  + Sound List (Player)
    - Character Movement Sound List
      * Footsteps
      * Interacting with objects
      * Equipping a gun
    - Character Hit / Collision Sound list
      * Hurt Sound
      * etc.
    - Character on Injured / Death sound list
      * Dying sound effect
      * etc.

## Code

* + Character Scripts (Player Pawn/Player Controller)
    - Basic movement
    - Camera control
    - Interaction system
    - Combat mechanics
    - Health and damage system
  + Ambient Scripts (Runs in the background)
    - Dynamic Weather
    - Day-Night cycle
  + NPC Scripts
    - Wander and roam
    - Conversations and chatter
    - Traders
    - Reaction to player

## Animation

* + Character Animations
    - Player
      * Idle
      * Running
      * Shooting
      * Dying
    - NPC
      * Idle
      * Running

# Schedule (At start)

## Pre-Production Phase

* + couple of weeks
    - Define the game concept, mechanics and core features
    - Create a detailed design document outlining gameplay, characters, environments and story

## Planning Phase

* + couple of weeks or maybe more
    - Break down the game into major milestones or development phases.
    - Define the tasks required for each milestone and estimate their timeframes.

## Prototype Development

* + 2 months
    - Create a functional prototype that showcases the core gameplay mechanics.
    - Test and iterate on the prototype to ensure the mechanics are fun and engaging.

## Production Phase

* + weeks or maybe month
    - Divide the development into iterative sprints or cycles.
    - Allocate tasks to your team members based on their expertise.
    - Develop the game in stages, implementing features, levels, and assets.