**(GAME TITLE)**

**Members**

Alec Fortine afortine@ucsc.edu

Kristy Brambila kbrambil@ucsc.edu

Paula Espiritu mespirit@ucsc.edu

Chase Cummings cecummin@ucsc.edu

Project Owner - TBD

Scrum Master - TBD

Notes (delete later):

Mechanics and things we may want in the game

* Movement
* Collection of pellets
* Collision (only some of the snek need be able to take damage)
* Camera tracking (wandering around looking for foooood)
* Player modification (condensing at certain lengths)
* Pellets may produce traps to impede their consumption, if too much time passes
* Pellets may produce bullet hell formations instead?
* Want to be able to look at the game without recoiling in disgust
* Potentially have enemy *things* that get in your wayyyy, can fight by eating them?
* Walls, like a maze?
  + Reverse dangerous sneks
  + Stationary aoe “attack” enemies (turrets i guess)
* Unlockable doors/rooms

Goal: Become god-snek by eating healthy ambrosia or something!

**Description:**

We plan to make a snake-like game in which a “snake” will follow the movement of the mouse on the screen (possibly a controller). The player must avoid enemies as well as projectiles fired by enemies while trying to obtain objects which will allow them to progress further in the game. Enemies may be stationary or mobile; either actively trying to attack the player or periodically firing in certain directions on their own. The player must guide the snake to certain objects which will, in a way, power them up and allow them to enter new rooms. Each room will contain more enemies and a more objects to collect. If the snake takes damage, it will lose a segment of itself. When all of the segments are gone, the game is over.

The style of the game should feel skill based and hectic at times. The player must be able to dodge multitudes of bullets or projectiles to avoid taking damage. Bullet patterns may be similar to bullet-hell style games so there will be many at a time.

**Gameplay Mechanics: (\* = must have)**

\*Free movement

\*Some form of life system

\*Camera Tracking

Map

**Hazards:**

AOE or straight-shooting enemies

*Enemies may -*

Chase player

Stay still

Roam

Shoot

Bullet-hell style patterns

Lose a segment when hit, get hit when only 1 segment long… FAILURE.

**Progression:**

Room-to-room

Certain doors are locked, find certain objects in other rooms to unlock. Alternatively, reach a certain state/color?/length?

**Style:**

Maybe simple 2D, geometric

Particle systems

Maybe lighting

(need to estimate times and separate into sprints)

**User Stories:**

As a designer, I want a visual representation of the snake on the screen.

As a designer, I want a visual representation of enemies on the screen.

As a designer, I want a visual representation of food on the screen.

As a player, I want the snake to smoothly follow the cursor for a good feeling of movement.

As a player, I want the camera to follow the snake so I can see around me.

As a gameplay programmer, I want enemies that shoot at the player to keep them active and aware.

As a gameplay programmer, I want stationary enemies which shoot in directional patterns.

As a gameplay programmer, I want enemies that chase the player to keep them active and aware.

As a gameplay programmer, I want the snake to be able to pick up food in order to progress.

As a gameplay programmer, I want a form of progression present through locked doors and pickups.

As a designer, I want a visual indication that a player has picked up food.

As a designer, I want particle systems to make everything look alive and flowing.

As a game designer/player, I want the game to be challenging but not unfair.