

Overview

Target Audience

- The target age range for this is 8 and up. This game is easy to pick up and it's simplistic playstyle is addictive and fun.

Gameplay Style

- 3D
- Third Person
- Puzzle/Action

Goal

- The objective of this game is to navigate level in order to find and defuse all the bombs in the area.

Character

- Character description

The main character of this game is a purple alien with a large snout-like mouth. The purpose of his mouth is so that he can suck up bombs, power-ups, and anything else that he wishes. The character stands 4 feet tall (1.3 metres roughly), is bipedal, and has a body that resembles a human figure.

- Attributes

- Health

the character's initial health will be 3 health units. This attribute can be increased by eating power-ups

- Speed

The character's initial speed will be 50 pixels/second. This attribute can be increased by eating power-ups

- Stamina

This is used for sprinting. When the player uses the ability, stamina will decrease 1 unit per second. When the character is not sprinting the stamina will increase at 1 unit per two seconds. Stamina will have a maximum of 10.

- Gameplay Info

Story

There once lived a little alien named Bombsy who like many of his race kept bombs for a diet isn't that silly?

From his natal planet he wandered abroad in search of his half (bastard) brother Timmy Ticker an angry resentful not so little green alien from another father who did not generally see eye to eye with Billy, and perhaps he may have been right. Timmy carries a most evolved resentment for his family that had been harvesting for too long and blown up too far out of control in the past years as for the family they have a serious falling out and this latter leads Timmy astray on his own journey and he locks a single thought in mind, it is time the universe paid for the damages that were inflicted upon him and he is put on the righteous path of purging the galaxies and taking back the controls of the universe as its master. As if it was not already enough he has a great super ability to drop bombs like no other and it is now up to Bombsy to save humanity, all the planets and all the times he may visit in this thrilling rollercoaster of good taste and excitement like none other only Bombsy can contain once and for all the juggernaut force unleashed on us all and restore peace and justice for all the living that is if his appetite for bombs matches his flagellant will and explosive strength while inside the many labyrinths of doom his brother sets.

NPC Characters

- The main character's arch enemy

This is the character whom is placing the bombs around each level.

Game Mechanics

- Player Controls

Keyboard Controls

- "W" key event moves the player forward 50 pixels/second

- "S" key event moves the player backward 50 pixels/second
- "A" key event moves the player to the left 50 pixels/second (this does not affect the player's facing vector)
- "D" key event moves the player to the right 50 pixels/second (this does not affect the player's facing vector)
- "SPACE" key event will make the player jump with an initial acceleration of 200 pixels/second
- Holding the "SHIFT" key event will turn on the character's sprint ability. This ability will continue to activate until the player releases the "SHIFT" button or the stamina meter reaches zero.

Mouse Controls

- The "Mouse Look" would control the facing vector of the player
- The "Left Click" mouse button will let the player eat objects within the game
 - Clicking on a bomb will make the player eat the bomb
 - Clicking on a power up will make the player eat the bomb

Navigation

Player Navigation

The player must navigate through each level. Each level will have multiple paths that the player can choose from when advancing through. The player must choose the best path to the closest bomb in order to complete the level (The closest bomb will be shown with the bomb location indication arrows). If the player gets stuck at an obstacle or is too low on health to attempt an obstacle, they can fall back to a previous path branch and choose another way. There will also be dead ends in each level. Areas in a level which seem to be not in the direction of the closest bomb will have a higher chance of having a helpful power-up within it.

Bomb location Indication

- Arrows around the player that indicates the direction of the bombs in the map
 - Arrows will appear on the ground
 - Tail of the arrow will be at a radius around the base of the player closest to the corresponding bomb. The head of the arrow will be pointing in the bomb's direction.
- bomb distance Indication Ideas

One of these 3:

- The arrows will grow in length the farther away the bomb is.
- The arrows will increase in size the closer the bomb is.
- The arrows will change colour depending on the bomb's proximity to the player

- Power Ups

- health power-up
 - eating this power-up will increase the player's current health one heart (this power up cannot increase the player's health past the player's max health)
 - speed power-up
 - eating this power-up will temporarily increase the player's movement speed by a factor of 2 for 10 seconds
 - time power-up
- This power-up will increase the amount of time the player has left to complete the level. Each power up will give the player ten more seconds.

Levels

Level 1 - Moon Surface

Level 2 - Main Character's Spaceship

Level 3 - Arch Enemy's Lair

Game Interface

User Interface

- Health

The health display on the HUD will be displayed in the top right-hand corner of the screen. Each health unit will be displayed by a heart. When the player gets hit by an obstacle/trap, a heart will disappear. A heart will appear if the player eats a health power-up.

- Stamina

The stamina level for the character will be displayed as a bar in the bottom left of the HUD. When the player uses the sprint functionality, the bar will decrease right-to-left and when the player's stamina is recharging the bar will increase in size left-to-right.

- Time

The time will be displayed in the top left-hand side of the HUD. The time will indicate how the the player has until the next bomb will go off, exploding, and ending the level resulting in a "Game Over". The initial time will vary for each level. The clock will present the minutes and seconds left. If a time power-up is eaten, this will increase the current time by ten seconds giving the player more time to complete the level. If the player is in a level with multiple bombs, each time a bomb is successfully eaten the time will increase by a preset amount. This amount will vary depending on the level.

- Bombs left in the level

The number of bombs left in the level will be displayed in the bottom right-hand side of the HUD. The bomb count will decrease when the player successfully eats a bomb.

- Directional arrows pointing towards each remaining bomb

There will be a directional arrow of each bomb in the level. Each arrow will point to one bomb only. The arrows will appear on the ground in a radius around the player.

- Minimap (possibly)