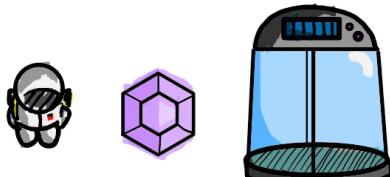


CMPT 276 – Team 14 Project Mockup

Main Player and Goal



Player model and objectives. Power crystal will have a pre-determined spawn point in one of the rooms that the player will need to grab before exiting. Once retrieved, the player can make their way to the teleporter to finish the level.

Types of Enemies



Moving enemies. Has a set path that they will follow. If the player is caught in their field of vision, the level ends and the player has to restart.

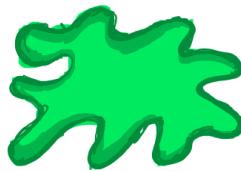


Stationary enemies. Turrets that are either fixed in one direction or can sweep their vision back and forth.

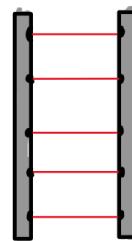


Flying enemies. Potential later game enemies that will be able to pass through doors and walls.

Environmental Hazards



Alien Slime: Slows the player down when walked over



Lasers: Touching them will kill the player and end the level. Some will turn on and off in intervals, while others might require a switch to be turned off.

Powerups



Jetpack: Increase player speed



Radiation: Spending too much time in a radiation cloud will kill the player and end the level.



Invisibility device: Briefly become invisible. Pass by enemies without detection.

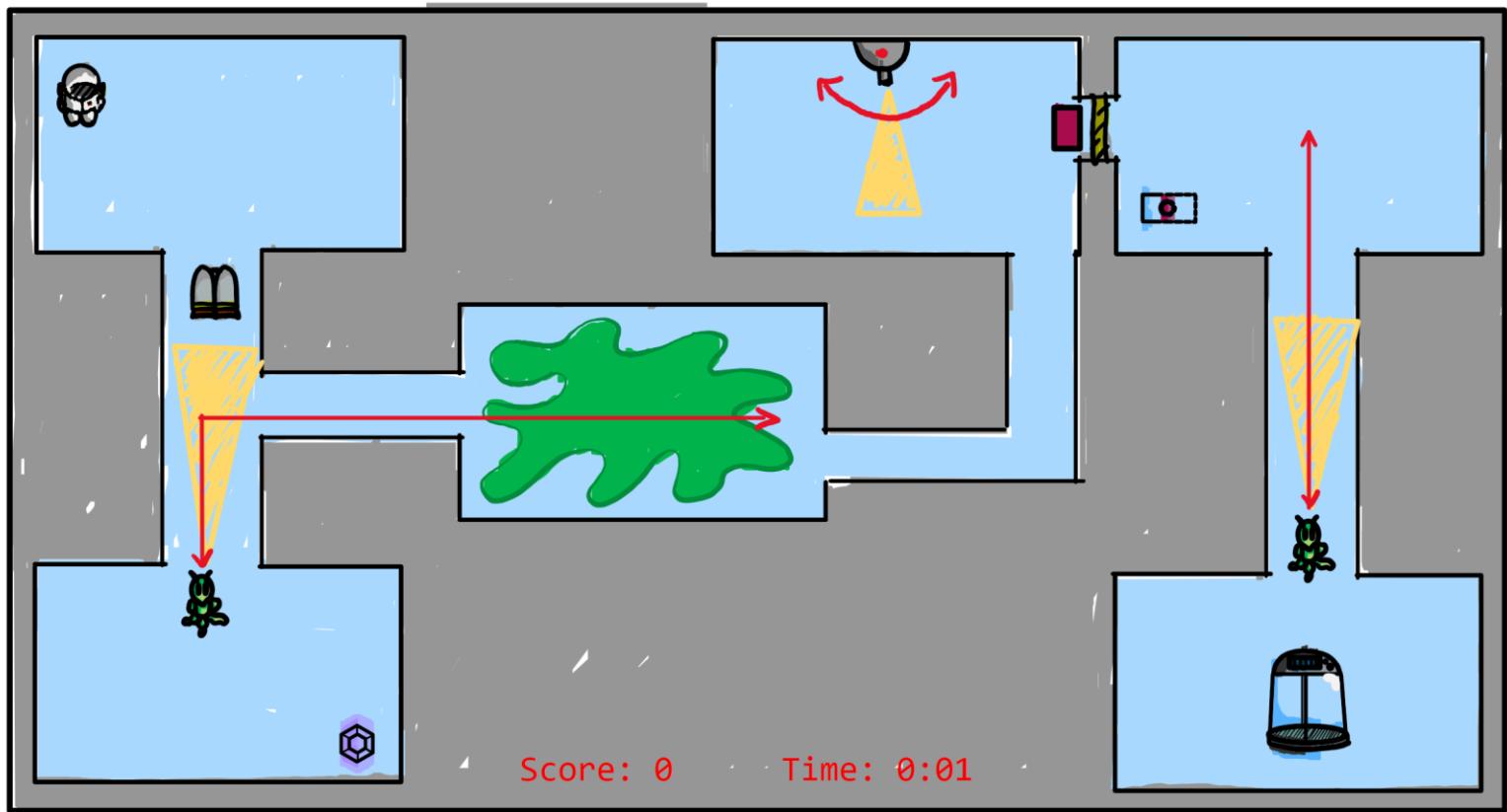


Timestop: Briefly stop all enemy movements, but can still be caught in field of vision



Alien Charm: One time use. Prevent the next time you'll be caught.

Example Level



Starting room where player spawns

Stationary enemy

Example of different blockade:

- Door with pressure pad that needs to be stood on for a period of time to open
- Later levels might require keys instead

Powerups will spawn on the map that will help the player

Moving enemy

Environmental hazard

Crystal that powers the teleporter

Score: 0 Time: 0:01

Teleporter

- End of the level
- Needs crystal or cannot finish

Heads up display:

- Time to show how long player has been in level
- Score, player can gain points by collection powerups, finishing the level, and finishing quickly