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Unique Design Elements

The player has an energy bar and three reserve spheres displayed beneath it. Each reserve sphere represents a full bar of energy.

They can also spend the energy to shift into the deeper dimension.

The player gains energy by killing enemies.

The player loses a full reserve sphere each time they are hit.

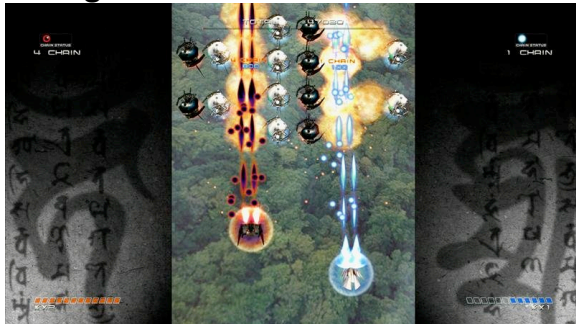By spending a full reserve sphere they can unleash a super attack.

Scoring Mechanic:

Full energy spheres act as a multiplier, with a maximum of x 4 encouraging the player to use their special abilities only as a last resort if they want a high score.

e.g.An enemy worth 20 points with no full sphere, is worth 40 with 1 sphere, 60 with 2, and 80 with 3.
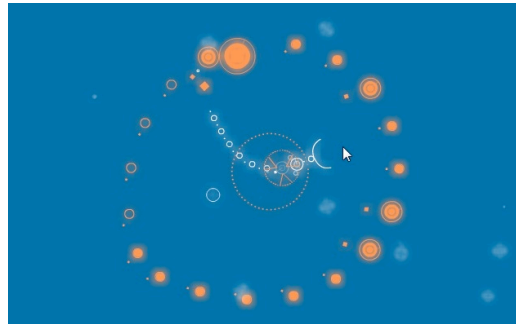
Design Inspiration
Ikaruga

- Colour switching inspired dimension/layer switching mechanic
- Enemy wave patterns

Art Inspiration
Flow

- Two colours to indicate friendlies and enemies
- Simple shape and silhouettes
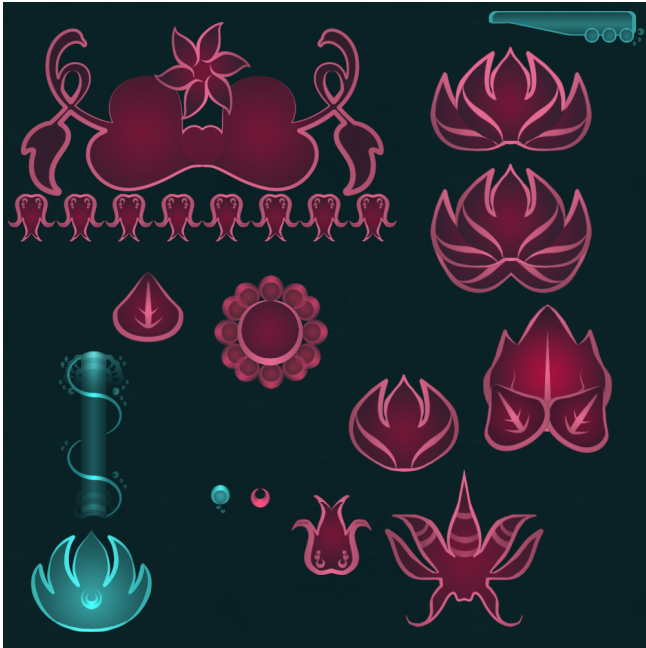- Minimal style

Zoo Hospital

- Splitting enemies from Virus Minigame
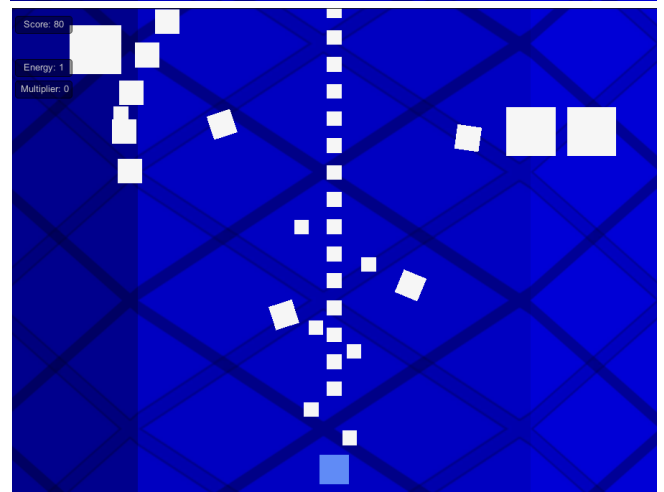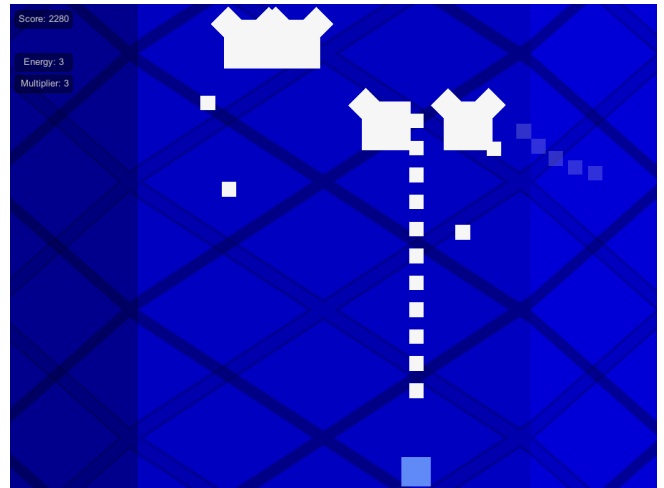
Art Concepts

Game Logo

Sprite Sheet.
Two Colour palate.
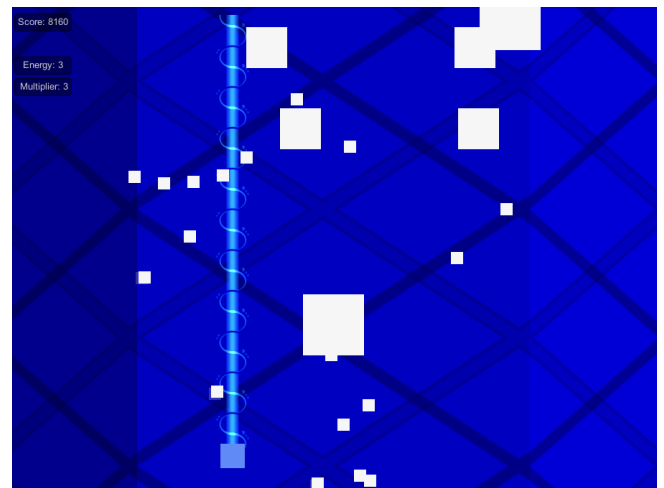Enemies and enemy bullets are red.
Player and player bullets are blue.

Unity effects comparison.
Without bloom effect (left). With bloom effect (right).
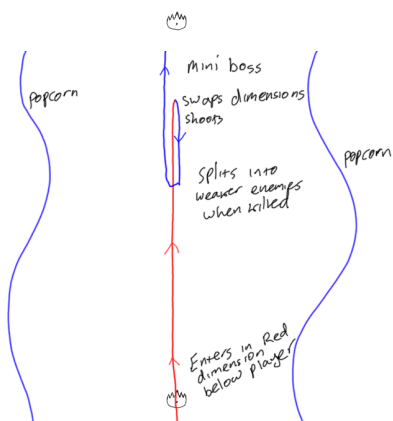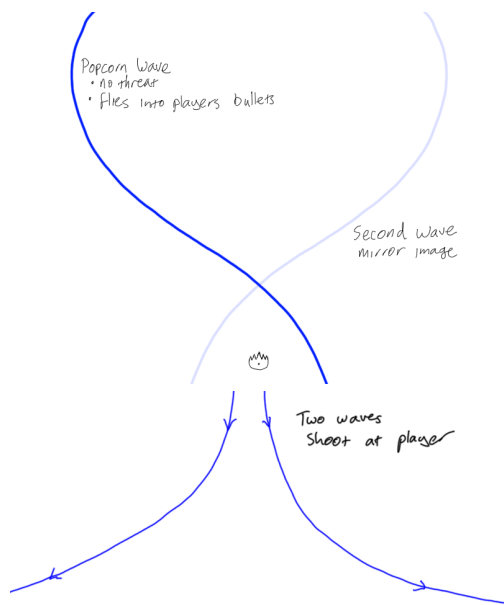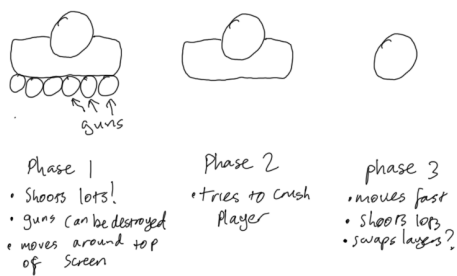
Design Concepts

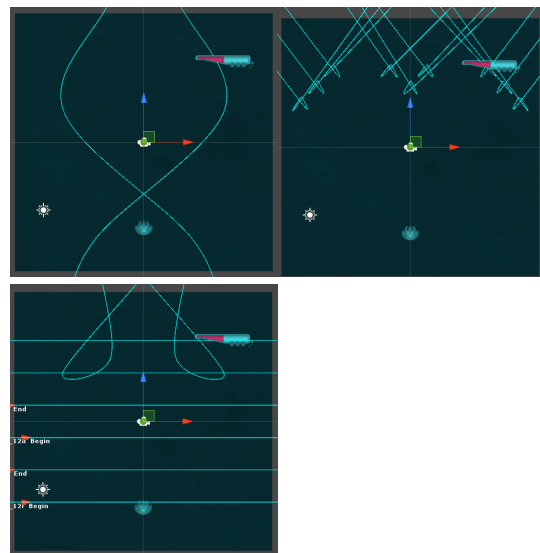

Early game prototype with placeholders.

Early testing of players primary weapon, the laser beam. Tweaking tiling texture of the beam.
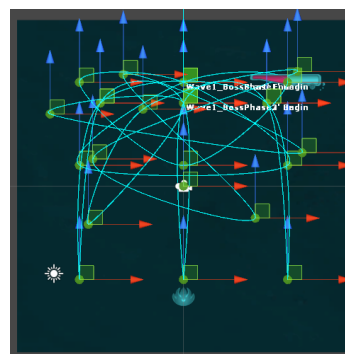
Popcorn Wave
• no threat
• flies into players bullets

Second Wave
mirror image

Two waves
shoot at player

Enemy paths in Unity using iTween.

mini boss
swaps dimensions
shoots

popcorn

popcorn

Splits into
weaker enemies
when killed

Enters in Red
dimension
below player

Design Sketches of enemy paths.

Boss Path in Unity using iTween.

guns

Phase 1
• Shoots lots!
• guns can be destroyed
• moves around top
  of screen

Phase 2
• tries to crush
  player

phase 3
• moves fast
• shoots lots
• swaps layers?

Boss concept sketches with annotations.

Screenshot of different dimensions. Blue
dimension is the default, red dimension
expends energy to be in.
Ships and bullets in other dimensions appear
below the background as faint images.

Game Screenshots

Game Link
http://www.mloren.net/RadiantFlower.html

Backup link:
http://raws.adc.rmit.edu.au/~s3049871/RadiantFlower.html