

# SHARK ATTACK



# **Shark Attack**

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**The game that we designed is a fast paced Shoot-Em-Up with several interesting mechanics to enhance game play.**

**Our game is a bottom to top shooter which sets the player on a course through the sea. The player controls a shark with dual guns attached to it, the perfect killing machine.**

**The player must use the shark to shoot oncoming ships and destroy them, as they attempt to blow you out of the water with their cannons. Killing the ships gains points for your overall score.**

**We decided to implement a mechanic that would allow the player to become invulnerable for a short period of time, in this time the player shark dives down below the surface of the water, and therefore avoids all oncoming fire until he resurfaces.**

**This allows players to avoid large amounts of enemies if they are overwhelmed, which gets increasingly important as the game goes on due to the larger number of enemies appearing.**

**While the player is diving underwater, his fire rate increases, however he moves slower. This creates an interesting mechanic that allows the player to trade defensive capabilities for offensive, allowing for a greater skill potential for experienced Shoot-Em-up players.**

**Our interesting scoring mechanic used in the game would be used with the dive function, when the player dives he only receives half points for destroying ships while underwater than he would above the water, this solves the problem of players wanting to dive too often to avoid enemies, as there is a penalty for taking the easy option too often. This mechanic has not been implemented yet.**

**Some mechanics that we were not able to implement in time were still designed at great length, and had a great deal of thought put into them. To create a more fun pickup system for the player to gain extra points or regain health, we had planned on implementing a mechanic in which the boats the player destroys drop people in the**

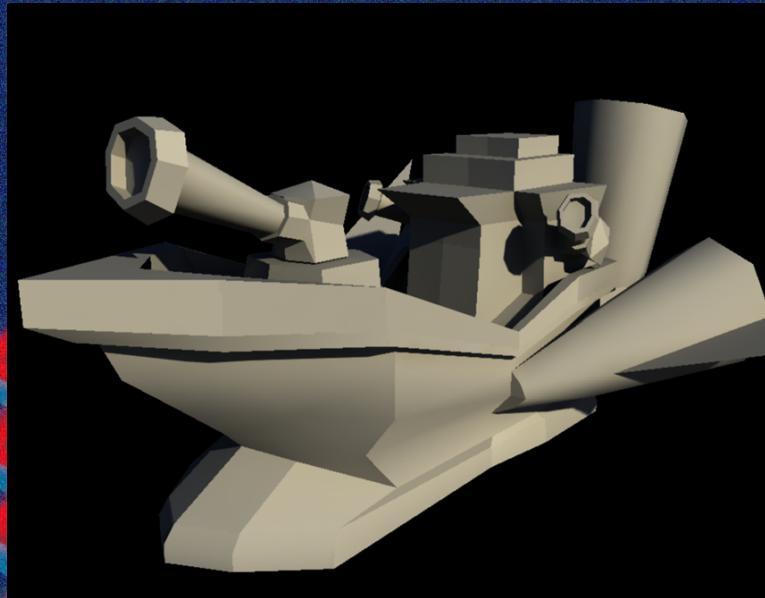
**water to be eaten by the shark as he moves over them, this action of eating people has been animated however it is not in the final game.**

**This pickup system would have created a situation in which the player would have to choose between going after pickups to increase their health or points, or diving down and avoiding the pickups to gain a greater advantage over the oncoming ships.**



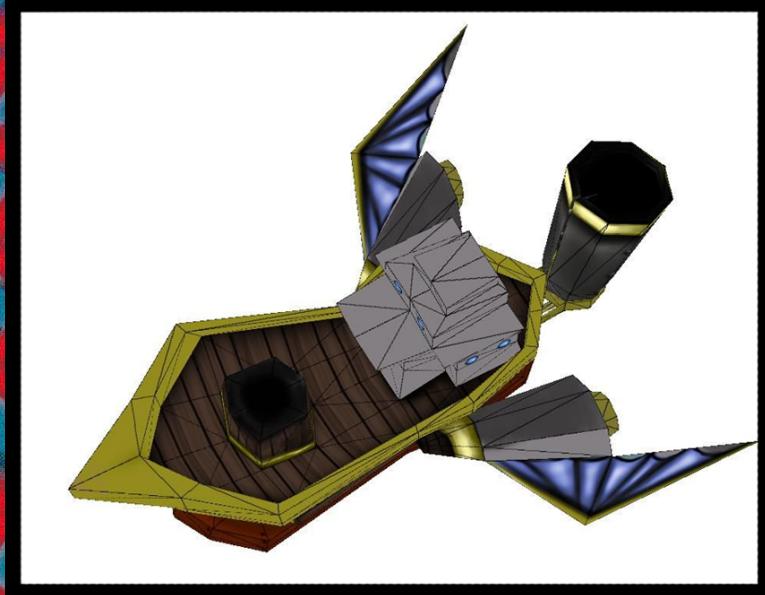
**A large influence on our game has been Ikaruga, as initially we intended to have a mechanic that registered patterns of enemy colors for the player to kill in order to gain more points.**

### **Concept Images:**

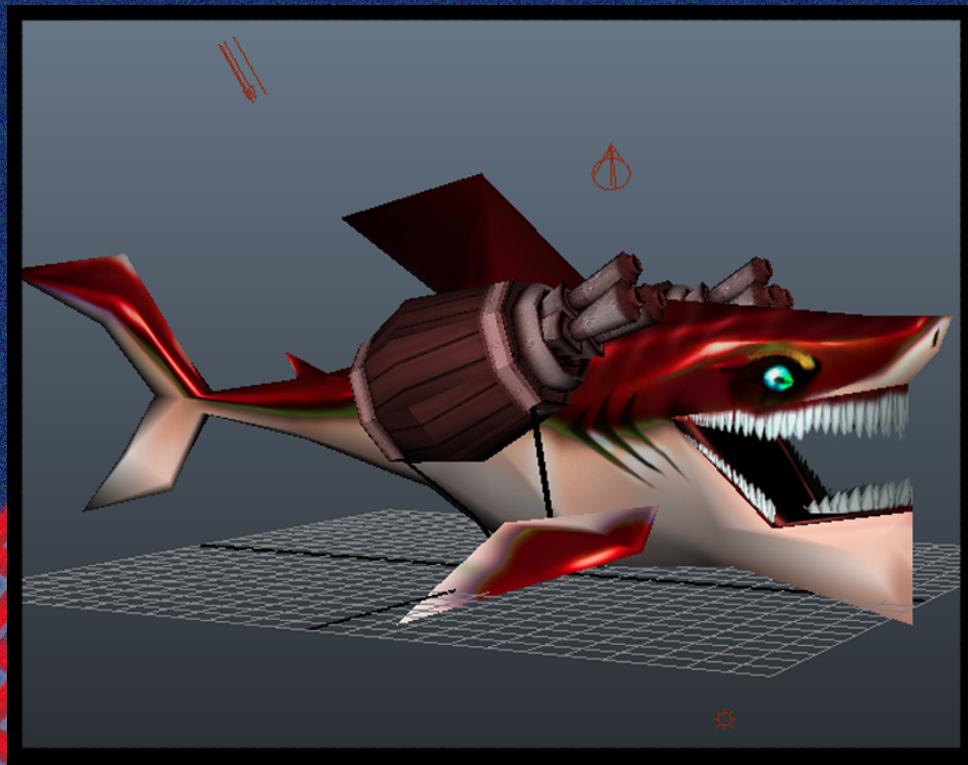


**This is the main enemy ship used in the game, these are what the player is attempting to destroy .**

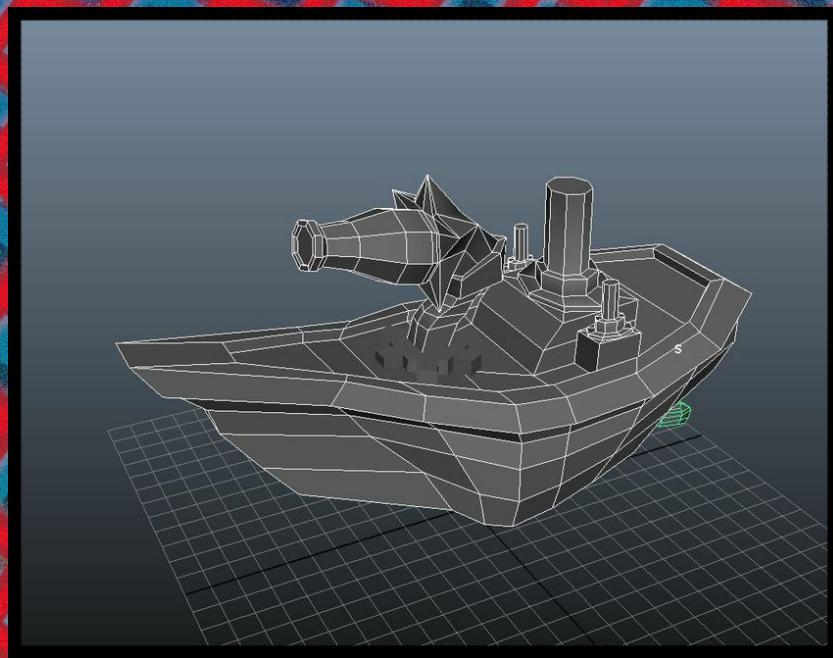
**It attempts to fire its cannon at the shark to damage you, it also expels a great deal of smoke as it chugs along the water.**



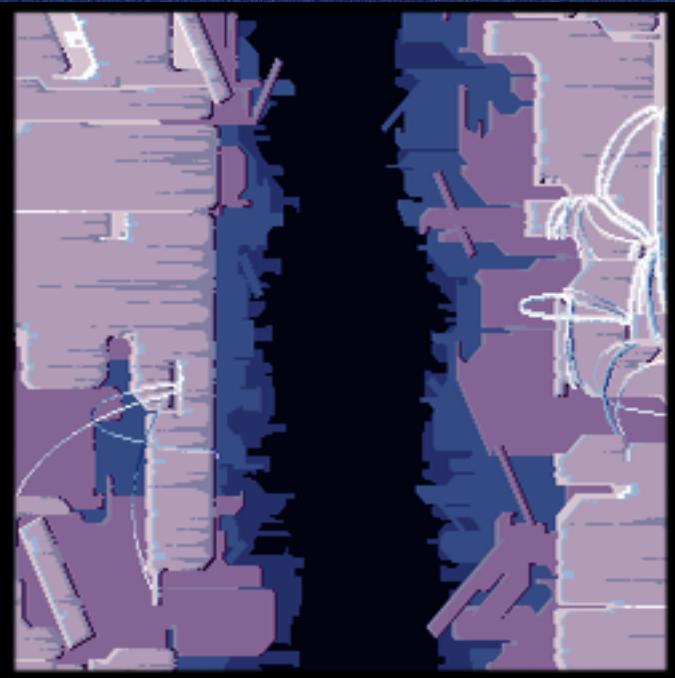
**This is a textured version of the main enemy ship, the texture fits in nicely with the overall cartoonish theme.**



**This is the player character, the shark protagonist with dual turrets.**



**Another possible enemy, not implemented into the game yet.**

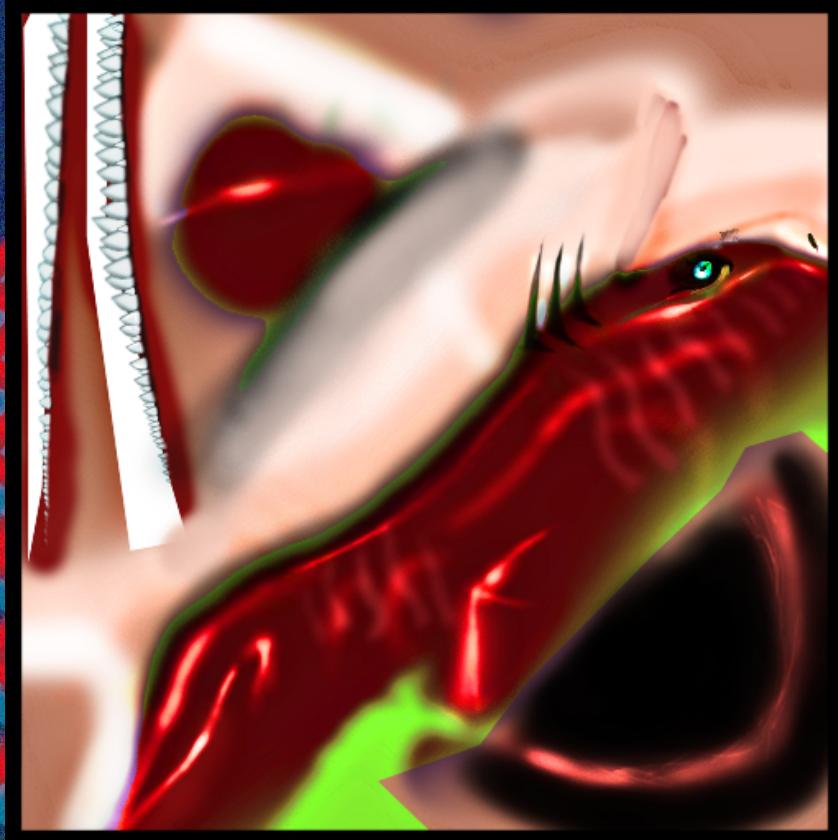


**This is the background that the player swims through as it attempts to destroy the gunships, it is similar in its theme to the game Pokémon, which also has crevasses underwater that the player can dive into**



**256 x 256**

**The texture for the sharks gun turret, the scratches and metallic sheen really create the feel that this turret is metal.**



**256 x 256**

**This is the texture for the main player character, the shark. He was originally purple coloured and went through several changes in the design process before coming to this point. The white shine on the back and the vicious, deadly eyes make this a strong figure to use as a main character as he is so scary and memorable.**

**He also follows the same theme of the cartoonish, Wind-waker reminiscent world that we enjoy so much.**



**A screenshot from the game pictured above**

**Controls:**

**Left Click - Fire weapon**

**Space - Dive + increased fire rate**

**WASD - Move**

**Link to the game:**

**<http://dl.dropboxusercontent.com/u/26207383/SHARKATTACK/WebPlayer.html>**