

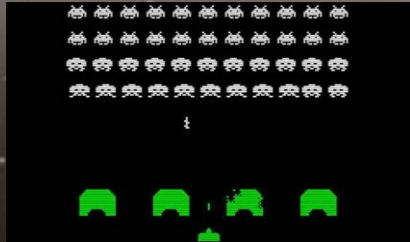
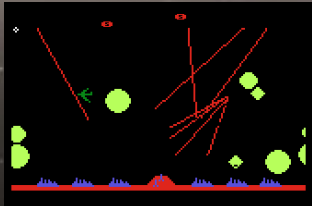
PLANET SHMUP

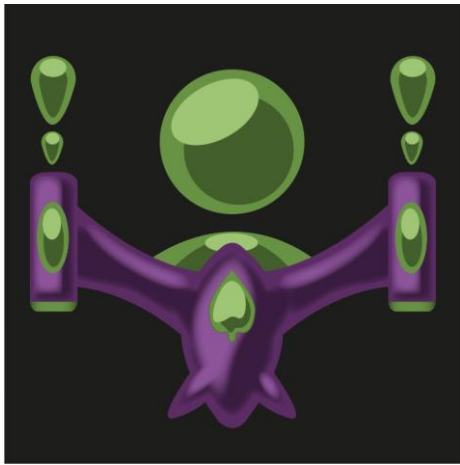
Chris Niekamp- s3330626

Planet Shmup uses three cities at the bottom of the screen, as the cities become damaged they increase the score multiplier, until they are destroyed, when any increase to the multiplier that city has made is lost. The player must avoid being hit by rockets whilst also shooting any rockets that may threaten to destroy a city.

Games that inspired Planet Shmup include...

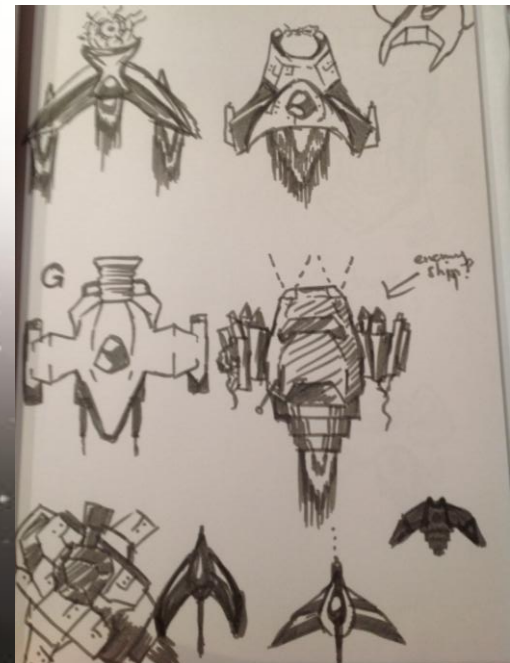
Missile Command, Space Invaders, Galaga, Awesomenauts and Ratchet and Clank.





I was originally hoping to have a few ship choices each with their own subtle differences to accompany different play styles.

Some ships were sketched to help get an idea of how the game might feel, the ship choices I had made seemed too wide and so I changed one to suit the game.



Most of the planning was written, much of what was written was scrapped and so the game made a quick change to a more basic design that still had some of the components of the original idea.

PLANET PROTECTOR

The players' ship and its' survival is not the main concern for the player. The ship must do its best to protect their planet and soak up as much damage as possible. Power ups that attract bullets are useful in protecting the planet, some alien ships will kamikaze into the planet, others will die upon entering the atmosphere.

A shield on the planet will soak some damage, until it is destroyed, then the planet itself will take damage. The more damaged the planet is the higher the score multiplier, so a skilled player will have their planet almost destroyed at the beginning in order to gain more points.

The planet is a sphere, there is a globe containing the sky that continuously soars over the player (perhaps a day night cycle with game elements that are affected by it?).

The game should be easy enough for beginners but a challenge for those wishing to high score.

Having multiple cities on the planets' surface would make more sense, each city increasing the score multiplier the more damaged it is, but completely removing any bonuses if destroyed.

City: 2x

Slightly Damaged City: 3x

Almost Destroyed City: 4x

Rubble: 1x

The ship can absorb missiles and charge its weapons, burst weapons cost more power and rapid shots use tiny amounts of energy. When consuming energy the ship must remain still, meaning the player must prepare for the right moment to absorb and the right moment to attack.

The enemy ships will be quickly built, ramshackle and covered in various plate metals, the ships are built from whatever the enemy can find on their junk heap of a planet. As the game continues the ships become fewer but more and more powerful, being made of the scraps of previous vessels.

ENEMY SHIP TYPES

- Space station wagon, almost like a small family car from the 80s covered in weapons with a large thruster built on board.
- Manned missiles, small and fast popcorn enemies that dive into the planets surface.
- Blastership, large ship that takes multiple hits that fires bursts of laser pellets.
- Drill barge, takes huge amounts of damage, slowly moves towards a city.

PLAYER SHIP TYPES

- Vileys Goombuster, gooey, fast ship with average shield area and average weapons.
- Flims Deathaxe, heavy metal, small shield area, powerful lasers, slow.
- Puckers Martian Pucker, smooth average speed, large shield area, weak normal weapons powerful power weapons.

CHARACTERS

- Viley is the vile purple thing from the deep space lagoon planet, Smooshquon 5, he is a flexible and slimy character that takes great joy in smashing up other peoples merchandise, the controls of every ship he pilots instantly become covered in a thin film of slime.
- Flim is the heavy metal sloth like Ruggan from the extremely dense planet Roq, he wears his hair thick and all over, even in the eyes, often causing people to wonder how he is capable of navigating his extremely large ship.
- Pucker is the spritely squid like Quim from the depths of planet Mirnas, her many eyes and fantastic knowledge of technology means she knows exactly where she stands in a space shootout, 24/7.

Continued notes on Enemies and Players...



<http://raws.adc.rmit.edu.au/~s3330626/ShmupWeb>