# Game Design and Programming

## Team Details

* Neil Gannon

## Game Name

* Space Escape

## Game Idea

### Genre

* Platformer
* Action
* RPG

### Story (Setting, Characters, General Story Arc)

#### Story

* Abducted by aliens
* Placed in an ever shifting prison complex
* Player is trying to escape
* Upon escaping the player realises the entire experience is an experiment
* Memory wiped before next run
* Each run starts with the player waking up with a headache

#### Characters

* Player (User can enter a custom name)
  + Silent protagonist
* Alien prison guards (enemy)
  + Taunt and make fun of the player
  + Attack the player
* Modified human prisoners (enemy)
  + Escaped from their cells
  + Ranting, Crazy talk
* Normal human prisoners (friendly NPC)
  + Give hints to the player about the endless loop they are stuck in
* Alien prison warden
  + Bullet sponge at the end of each level

#### Levels

* Randomly generated for each run
* Space age prison complex aesthetic (industrial)

### Gameplay

#### General Player Mechanics

* Levelling system (player gains XP from killing enemies, XP required to level up)
* Permadeath (restart from beginning on death, keep XP gain between runs )
* Dash (dash on cool down after use)
* Multiple Weapons (can be picked up, only one at a time)
* Health, Armour and Damage attributes (will scale with player Level)

#### Weapons

* Teleportation Weapon (teleport enemies to a chosen location)
* Dimension Shifter (push enemies into another dimension for a short period of time, enemies go semi -transparent)
* Assault Rifle
* Pistol
* Grenades
* Grenade Launcher
* Enemies drop universal ammo (can be used with all weapons)

#### Enemies

* Alien Sniper
  + Can attack the player at a distance
  + Must have line of sight with the player in order to attack
  + Cooldown between shots
  + Low health / High damage
* Mutant Brute
  + Close range attack
  + Will charge player and knock them back
  + High health / Low damage
  + Breaks out of random prison cells
* Alien Janitor
  + Low health / Low damage
  + Close range attack (mop as weapon)
* Alien Warden
  + Very High Damage / Very High Health
  + Close and Ranged attacks

#### Unique WORLD Mechanics

* Destructible elements in the level
* Modify level gravity
* Interactive objects (buttons, switches) that control other objects

# Reference Games



