

MEGA MAN

MEGA FORCE

Description	2
Features.....	2
Game Play.....	4
List of Objects/Sprites	5
Artificial Intelligence	7
User Interface	8
Story	9
Objective	10
Difficulty Graph	10

Description

Genre: The classic Mega Man series is a long line of platforming games that are noted for their difficulty and unique stage progression. This fan game will mimic the game play style of the original games, but include entirely new villains, enemies, gimmicks, and stages.

Target Audience: This game is meant to appeal to those who still appreciate old school, 8-bit platforming titles. Usually this demographic tends to be older, but Mega Man's friendly graphics makes it accessible to all ages.

Features

Enemies:

Sir Cut – This unique scissor enemy travels along the floors. If Mega Man steps into their view, they will speed toward him and cut him down to size.

Soldering Eyeron – This enemy floats above the ground, delivering intermittent laser blasts to the ground below.

Chip Charger – Usually while navigating narrow platforms, Chip Charger will fall from the ceiling in an attempt to crush you. It detonates shortly after it lands.

Power-Ups:

1-UP – These power-ups, shaped like Mega Man's face, will provide the blue bomber with an extra life.

Energy Tank – Energy Tanks can be accessed from the pause menu. If you find yourself at dangerously low health, you can use these items to refill your life bar completely.

Energy Pellet – Energy pellets come in both large and small forms. The larger one will fill up a sizeable portion of your life bar, the smaller one will fill up only a small bit. Smaller pellets appear more frequently, however.

Weapon Pellet – Like energy pellets, weapon pellets come in large and small varieties. Both are used to recharge your special weapon bar.

Robot Master Weapon – Robot Master Weapons are only gained once Mega Man has defeated a specific Robot Master. Since Circuit Man is the only accessible boss at this point, Mega will only be able to utilize Circuit Man's power.

Resources:

Mega Buster – This is Mega Man's default weapon and his only means of attack. This weapon is effective against most enemies and can be used to hit switches and destroy certain objects.

Robot Master Weapon – Circuit Man's power has limited ammunition, therefore it should only be used in specific areas. Weapon Pellets will recharge a small portion of the weapon's energy, but there is no guarantee these items will appear.

Lives and Health – Mega Man has a finite number of lives and health. He will initially begin with two lives, but more lives can be gained if he manages to collect 1Ups. If Mega Man loses all of his lives, this will result in a game over screen. Mega Man sustains his lives by keeping his health above zero. Health diminishes as Mega Man comes into contact with enemies, enemy projectiles, or other hazards. If Mega Man should contact spikes or fall into a bottomless pit, he will lose a life regardless of how much energy he has. Life energy can be maintained by gathering energy pellets. It should be noted that the strength of an enemy relates to the amount of damage it can inflict upon Mega Man.

Hazards:

Conveyor Belts – These obstacles, usually located over bottomless pits, will force Mega Man to keep moving if he wishes to stay upon them. Conveyor belts move in different directions, so players must pay close attention to the belt animation. Some conveyor belts move blocks that Mega Man must jump over, and a few of those boxes contain deadly spikes.

Circuit Dispensers – Circuit Dispensers drop circuit blocks at a steady rate. These blocks will obstruct Mega Man's path if he does not get past them quickly enough. However, letting the blocks build up can be advantageous in certain areas.

Falling Platforms -- Some circuit blocks are suspended above bottomless pits. However, if Mega Man steps on these blocks, they will eventually fall into the pit below. These blocks are identified by the large downward arrow on the front.

Falling Blocks – These blocks are magnetically attached to a belt on the ceiling. However, once Mega Man passes below them they detach and fall. They do little damage, but if they contact him while he is over a pit they could knock him down to his death.

Circuit Jumpers – These strange blocks pop up from bottomless pits and will momentarily serve as a platform. Be warned, not all blocks that pop up from the depths are safe to walk on.

Game Play

Operational Rules: Mega Man is a side-scrolling platforming game and as such contains certain conventions. The objective of the game is to reach navigate through the level safely (usually from left to right) and face off with a boss character at the end.

Forms of Strategic Decision Making: Mega Man games aren't typically known for the puzzle elements, but that is not to say they are deprived of intuitive thinking. For example, in Mega Man 9, Mega Man could only navigate a bottomless pit by falling into transportation device. This device would teleport Mega Man to another device in the room; it was your objective as a player to memorize the sequence of transportation devices, while avoiding enemies, to successfully cross the pit. This particular fan game will contain a portion where Mega Man must shoot a switch on and off to make certain platforms appear and reappear; this requires the players to think through their actions and execute perfect timing in order to survive.

Balance Between Different Features: Each Robot Master level contains its own balance of game play elements. For example, above we talked about the switch that alternates certain platforms; this would more of a puzzle, precision challenge. However, earlier in the stage, Mega Man will have to fight through more enemy infested rooms. Each room will contain a challenge that makes it unique, and typically the room before the Robot Master battle contains an amalgamation of these elements.

Who is in Control: The classic Mega Man series is composed of entirely single player games. As such, this title will also be a single player game.

Long Lasting Appeal: Mega Man titles are addicting games; their lasting appeal comes from the level of challenge they present to the player (it will usually take several tries to complete a particular level) and the prospect of improvement that can be made. To boost the incentive to play the level again, I will add a point system reminiscent of the one that appeared in the very first Mega Man. Mega Man titles have not used a point system since the first title, but for this I will make an exception.

List of Objects/Sprites

object_megaman

- sprite_mmwalkright
- sprite_mmwalkleft
- sprite_mmstandright
- sprite_mmstandleft
- sprite_mmslideright
- sprite_mmslideleft
- sprite_mmshootright
- sprite_mmshootleft
- sprite_mmdamageright
- sprite_mmdamageleft
- sprite_mmjumpright
- sprite_mmjumpleft
- sprite_mmjumpshootright
- sprite_mmjumpshootleft
- sprite_mmclimb
- sprite_mmclimbshootright
- sprite_mmclimbshootleft
- sprite_mmteleport
- sound_mmshoot
- sound_mmland
- sound_mmdamage
- sound_mmdeath

object_bustershot

- sprite_bustershot

object_circuitman

- sprite_cmwalkright
- sprite_cmwalkleft
- sprite_cmstandright
- sprite_cmstandleft
- sprite_cmshootright
- sprite_cmshootleft
- sprite_cmchuckright
- sprite_cmcheckleft
- sprite_cmjumpleft
- sprite_cmjumpright
- sound_cmland
- sound_cmdamage

object_sircut

sprite_scleft
sprite_scright
sound_sccut

object_eyeron

sprite_seidle
sprite_seshoot
sound_selaser

object_laser

sprite_laser

object_chipcharge

sprite_ccfalling
sprite_ccimplant
sprite_cctimer
sprite_ccdetonating
sound_ccimplant
sound_ccdetonating

object_fallingcircuit

sprite_fallingcircuit
sprite_fcfall

object_stackingcircuit

sprite_stackingcircuit

object_spike

sprite_spike

object_items

sprite_items
sound_pelletcollect
sound_1UPcollect

object_enemycollisionright

sprite_enemycollisionright

object_enemycollisionleft

sprite_enemycollisionleft

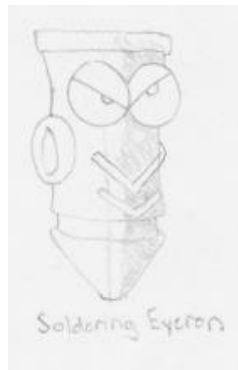
Artificial Intelligence

Enemies:

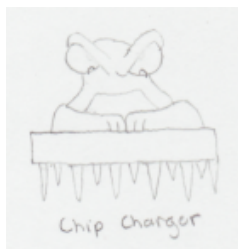
Sir Cut- Sir Cut simply travels back and forth within a designated amount of space; this space is assigned by the invisible **object_enemycollisionright/left**. If Mega Man happens to fall into Sir Cut's line of sight, Sir Cut will increase his speed temporarily.



Soldering Eyeron- Soldering Eyeron is another enemy that travels back and forth within a designated space. His speed never changes, but he will intermittently fire lasers at the ground in a predictable pattern.



Chip Charger- Chip Charger's movement will only activate once Mega Man is directly beneath it. It hides off screen and then falls onto the ground where Mega Man is standing. If Mega Man doesn't destroy it, it will eventually detonate itself.



Boss:

Circuit Man- Circuit Man has the most sophisticated AI of all the enemies. First, he will knock circuit blocks from the ceiling and collect one. Once he has one in his grasp, he will then either slide it along the ground toward Mega Man or throw it in an arch toward Mega Man's current position. If he throws it along the ground, he will either proceed with a different attack or gather more circuit blocks. If he throws the box in an arch at Mega Man, he will then lunge into the air and smash the circuit block into pieces; these pieces are harmful to Mega Man. Sometimes Circuit Man will spontaneously jump around the room and Mega Man must carefully avoid him.

User Interface

Start Screen- When the game starts, users will be treated to an introductory sequence laying out the plot of the game; however, all the player needs to do is press *Enter* to be taken to the Start Screen. If the player chooses to watch the full sequence or skip ahead to the Start Screen, he/she need only press the *Enter* key one more time for the game to start.

Pause Screen- Whenever the player presses *Enter* while the game is in progress, he/she will be taken to the Pause Screen. The Pause screen displays the amount of lives Mega Man has remaining, his life meter (which is also displayed during the level), the amount of Energy Tanks collected, and the weapons he has collected. In this Pause Screen, players are able to scroll through Mega Man's weapons using the arrow keys. Players can also select the Energy Tanks, press shift, and refill the energy bar if it is running particularly low. If one wants to exit the Pause Screen, he/she simply needs to press the *Enter* key once again.

Game Over Screen- This screen will appear once a player has lost all available lives. It provides the player the option to continue the level or quit the game.

Story

Mega Man was once an assistant robot to the brilliant scientist, Dr. Light, but was converted into a fighting robot in order to challenge the evil deeds of Dr. Albert Wily. So far, Mega Man has met the challenge of Dr. Wily alone, but now that the evil scientist has vanished, Mega Man has taken to training a new team of robots to help him defend the peace. Unfortunately, a new menace, Circuit Man, has appeared and captured one of Mega Man's recruits, Cut Man. Circuit Man then sends an invitation for Mega Man to come and challenge him in battle. Mega Man then takes it upon himself to travel to Circuit Man's layer and rescue his friend from the grasp of this new evil robot.

Once Mega Man traverses Circuit Man's level and defeats the evil Robot Master, he is able to successfully save his friend from a stasis tube and return home.



Objective

The objective of this game is relatively simple: survive Circuit Man's stage, defeat Circuit Man in battle, and rescue Cut Man from the stasis tube. However, accomplishing this objective is the difficult part, as Mega Man will be facing a nightmare of platforming challenges along the way.

Difficulty Graph

