Arcade Invasion: Future Shock - Game Documentation

# Introduction

Arcade Invasion: Future Shock is an intense shoot 'em up experience where players defend a singular iconic retro game against waves of futuristic invaders. The game blends nostalgia with modern gameplay, featuring a classic 8-bit or 16-bit visual style contrasted with high-resolution futuristic enemies, set to a dynamic synthwave soundtrack.

# Gameplay Mechanics

Players control their character using the mouse, navigating through increasingly challenging waves of invaders. The primary mechanic for attacking is shooting, which is performed with the mouse left click. Strategic positioning and quick reflexes are key to success, as players must avoid obstacles and engage in combat with enemies.

# Waves and Difficulty

The game progresses through 5 waves, each with increasing difficulty. Futuristic invaders are introduced in each wave, including unique boss battle that test the player's adaptability and skill. The escalating challenge ensures that players must continually refine their strategy to preserve the core of the retro realm against futuristic aggression. The 5th wave, which is last wave is boss level with powerful enemies’ boss.

# Enemy Mechanics

Futuristic enemies in the game are designed to cast a beam of light targeting the player, signaling an impending attack. Players must quickly move away from the targeted area to avoid damage. This mechanic adds an extra layer of challenge and requires players to be vigilant and responsive to the dynamic threats posed by the invaders.

# Narrative and Theme

The narrative of Arcade Invasion: Future Shock revolves around the player, representing a retro champion, defending their world from futuristic invaders. The game's theme contrasts the simplicity and nostalgia of retro gaming with the complex and sleek designs of futuristic technology, embodying a battle between past and future gaming cultures.

# Team Credits

This game was developed by Team Xenzia, consisting of Muhammad Ahmad Farooq and Sijjal Shahid. Their combined efforts in design, development, and creative direction have brought Arcade Invasion: Future Shock to life.

# Game Concept

Arcade Invasion: Future Shock is designed to be an intense shoot 'em up experience where players defend a singular iconic retro game against waves of futuristic invaders. The game combines the nostalgia of classic arcade games with modern gameplay mechanics and high-resolution visuals to create a unique retro-futuristic theme.

# Art and Visual Style

The game maintains a classic 8-bit or 16-bit visual style for the game environment, sharply contrasted with high-resolution futuristic enemy designs. This distinct visual approach aims to merge retro aesthetics with modern flair, creating a vivid and immersive game world.

# Game World Narrative

In Arcade Invasion: Future Shock, classic arcade game is portal to alternate dimension. Player take on the role of defender of this realm, protecting it from futuristic invaders who threaten to disrupt the nostalgia and essence of classic gaming.

# Core Loops

Players navigate through increasingly challenging waves of futuristic invaders, utilizing its pwer, strategic positioning, and quick reflexes. Success in the game is measured by the player's ability to adapt and overcome intensifying threats, ensuring the survival of the retro realm against futuristic aggression.

# Objectives and Progression

The game progresses through waves of escalating difficulty. Player aims to achieve high scores and preserve the core of the retro game against a backdrop of futuristic aggression, with each level offering challenges.

# Game Systems and Interactivity

Arcade Invasion: Future Shock features a comprehensive scoring system, and a progression model that rewards skill and perseverance. Players control their character using keyboard or gamepad inputs, navigating through levels, avoiding obstacles, and engaging in combat with enemies using their power.

# Assets Links

Enemy spaceship:

<https://assetstore.unity.com/packages/3d/vehicles/space/low-poly-spaceships-set-209758>

Player spaceship:

<https://assetstore.unity.com/packages/3d/vehicles/space/3d-voxel-cube-spaceships-sampler-65910>

Fire:

<https://assetstore.unity.com/packages/vfx/particles/fire-explosions/procedural-fire-141496>

Retro Font:

<https://assetstore.unity.com/packages/2d/fonts/free-pixel-font-thaleah-140059>

Shooting Sound:

https://assetstore.unity.com/packages/audio/sound-fx/shooting-sound-177096

# Video

https://drive.google.com/file/d/1lCNuBIdqjRfnF3HEtRndMpF5JVVE7\_Pp/view?usp=sharing