Team Argle-Bargle

Game Title: Neon Hell

Neon Hell is a Third person sci-fi shoot ‘em up mixed with a racing game. The main goal of the game is to complete a certain number of laps on a track. What makes the game difficult is the environment, there will be many obstacles and enemies that will try to get in your way or destroy your ship as you are racing. Some of these objects can be destroyed using the gun that is mounted to your ship. Certain objects will also only do minimal damage to you while others, like a laser wall, will destroy your ship immediately. This will all be set in a futuristic environment, the player’s vehicle for example will be ship that is hovering just off the ground at all times. There will also be multiplayer in this game so that you can challenge your friends to see who can survive the longest in Neon Hell.

**Rules and Mechanics**

* The player wins the game when they finish a certain number of laps, they lose if their health is reduced to 0.
* The player has a certain amount of health going into the start of each game and can lose it be being hit by objects thrown at them, or running into walls.
* The player can use the controls to turn left, right or jump.
* When airborne, the player can still move left or right.
* If the player leaves the track they are destroyed and lose the game.
* Obstacles will be placed on the track that block the player’s movement or attempt to do damage to the player. The obstacles are as follows:
  + Walls – Obstacles placed directly on the track that the player can run into.
  + Turrets – Turrets have 1 of 2 behaviors, either they lead the player and try to shoot ahead of them, or they continuously fire in a set direction. Turrets can be placed on either side of the track and can be destroyed by the player if the player shoots them.
  + Bomber – A Large ship that appears periodically and drops explosive bombs onto the track that the player must avoid. Bomber moves in the opposite direction around the track that the player does.
  + Enemy ship – A ship much like the players that is moving in the opposite direction around the track then the player. The enemy ship attempts to fire large bullets at the player in an attempt to destroy him.
  + Laser wall – Stationary obstacle that the player must avoid or be destroyed. The laser wall has ‘nodes’ at the endpoints of the laser that can be destroyed to remove the laser.
  + Guard rail – An object on either side of the track that can help the player from leaving the track. The player will still be able to jump over the guard rail if they really desire, thus being destroyed. Otherwise the player simply slides along the guard rail.
* There is no scoring in Neon Hell. Players simply win or lose.

**Levels**

At the moment there are only plans for 3 levels. Possibly other levels time permitting.

**Purpose**

The purpose of this game is to give the player a sense of racing through a track at high speeds while evading many types of obstacles. This will give the player the sensation of going fast along with avoiding gun fire and being destroyed. In essence, the game mixed the sensation of speed and survival together.

