Stephen Berry

NAME: Altered Object

GENRE: 2D Side Scrolling Sci-fi Shooter

STATUS: In Development as of 10/19/2025

Schedule: Started 9/20/2025

Main Concern: Are the transformations currently out of the scope of my abilities? Am I just making a game I only want to play?

Main Goal: I want to make a simple video game that people enjoy playing.

Inspirations:, Lifeforce (NES), R-type, Super Mario Bros 3

Concept Paragraph and Unique Selling Point:

I want to make a single player 2d scroller. It’s one of my favorite game types. I really love SHUMPs and Platformers and want to combine the two experiences in a way that is fun for the player.

The goal is to give the Player gets two game types in one, a Shmup when you are in the Flying Sphere mode and a platform/ beat ‘em up when you are in the Sphere Mode.

Player Experience:

Players control a ship and fire projectiles at enemies. Object is to stay alive.

Key Moments:

Getting new modes.

Target Audience:

People who enjoy side scrollers.

Current Target Platform:

This will be a lightweight game, resource wise. I’d like it to be playable in browser and maybe STEAM.

Competition:

I can’t think of any SHMUP/Platformer hybrids out there. LIFEFORCE (NES) is probably the closest I can recall. There is camera shift between Level 1 and 2. It goes from side view to overhead. These shifts in view make the game more interesting. That is why I want to make the SHUMP Platformer hybrid.

Art, sound and music:

Repurposed assets from previous games or made assets in Photoshop.

Player objectives and progression:

The player is the Ship. The player knows nothing when the game starts. The game is linear. The player’s objective is to live and learn new modes.

Game world:

Currently Game World is a Flying section.

User Interface:

Players will use WASD and SPACE to control the ship and shoot.

No game options currently.

* + Main Menu
    - Start
    - Quit
  + Game Over
    - Restart
    - Quit

MVP Systems and Features:

No plan to monetize the game.

Game Objects:

* + Player Ship
  + Enemy Ships
  + Health Item
  + Player Projectile
  + Backgrounds
  + Healthbar

Tools:

* + GODOT
  + Photoshop

Ideas and Expansions:

I have ideas for alternative modes of movement.

* + 1)Sphere
    - Loses the ability to fly and Player ship converts to Sphere mode
      * Actions- Roll, Jump, Stomp
      * Physics - Gravity On
  + 2)Sphere + Accretion Disc visual
    - Actions – Same as Ball //Options: Larger reach, guns
    - Physics - Same as Ball //Options: Hover or Dash
  + 3)Drill
    - Play in the bottom ½ of the screen. Underground
    - Dash Ability

Unresolved Questions:

Do I need to add a scoring system to make it more interesting?

How do I stop the side scrolling for a Boss Battle?