B'lerrg

10.30.2019

Jonathan Davis
11441766

Skylar Cruz
11619299

Alex Sloan
11651363

Game Overview

B'lerrg is a *GoldenEye 007* inspired scrolling, top-down, multiplayer shooter where the goal of the game is to be the first player in the game to achieve the preset number of eliminations (kills). Players achieve eliminations by killing other players in the game.

Players start with a basic pistol that has a finite clip size and must be reloaded after a certain amount of shots, but the pistol will have an infinite amount of remaining ammunition. Players are able to pick up a variety of different weapons as well as health packs at specific spawn points around the map. These weapons will include submachine guns, assault rifles, etc. These picked up guns will have a finite amount of remaining ammunition, and once you reach 0, the gun will no longer be usable.

Visual entities of the game will include the players themselves, the map which will have a variety of different objects, gun models, and item pickup models. As the players move around the map, the players screen will be opaque except for what is in the players 'Line of sight'. This will allow for more competitive and fun gameplay instead of being able to see over walls in the map.

B'lerrg's normal mode will be a 4-player FFA style deathmatch where all the players are fighting each other. High bar, we would love to introduce new game modes such as 2v2 or Juggernaut as these would add new dynamics to the game. Players will also be able to choose between multiple maps and multiple character models.

We believe this idea will be a lot of fun because competitive shooter games are already tried and true to be a very fun game genre. Having a line of sight dynamic will also make the gameplay feel more like a first person shooter.

Development Strategy

1. Main gameplay development. (Movement, guns, power-ups, scrolling, collision detection) **(Jonathan)**
2. Build maps for players to move around. We will be hardcoding these maps as we will likely only have a few maps to choose from. Other art assets.. **(Blaine)**
3. Implement some sort of player-side 'Line of Sight' mechanic. **(Alex)**
4. Implement server-side code that allows players to connect to a single game, and the server keeps track of the current game scoreboard, checks for win conditions, and spawns items to pick-up. **(Sky)**

High Bar

1. Different Game Modes
2. AI Enemies to fill in players if less than 4 human players
3. Explosives as an item pick-up
4. Complex Power Ups (Move Through Obstacles)
5. Interactable Environment (Breakable Walls, movable objects, etc)

Complexity Argument (From Rubric)

- Scrolling World: As players move around the map, the camera will scroll with them.
- Realtime Game: Gameplay and gameplay updates will be realtime for the players
- Multiplayer: The gameplay design ensures only 2-4 players can play
- Networking: Multiplayer is supported by networking
- Power-Ups: As shown in low bar checklist
- Art: Relevant artwork to the game
- Rich Behavior (Simple): Different guns and power-ups
- Other: Line of Sight using ray tracing (replaces AI)

Low Bar Checklist

1. Multiplayer (up to 4 players)
2. Multiple guns to pick up
3. Scrolling screen & WASD movement around map
4. Multiple maps to choose from
5. Multiple characters to choose from
6. Simple Power-Ups (Armor, Adrenaline, Gamma Vision)
7. Collision detection with walls, projectiles, other players, spawn objects
8. More advanced 'Line of Sight' using Ray Tracing