Assignment 3

Group 13

2D Platform Shooter

**Concept Document**

**The idea**

The core gameplay of the game is a 2D sidescrolling shooter, moving from one room to the next, combining puzzle platforming with intense shooting. While the early stages of the game will play like a standard platformer, we wish to later introduce the player to new mechanics that spice up the game, like changing your gravity from down to up, and a jetpack booster.

By allowing the player to use a jetpack boost, and later on change the gravity, we allow for more freedom in the y-axis. This freedom will be necessary to avoid incoming bullets, and to get from left to right by avoiding static hazards like spikes.

**Genre**

2D Platform Shooter, with a focus on fast paced challenges both in reaction and precision.

We decided to go for a 2D Platform Shooter, going for fast paced gameplay. We want to go easy on the player at the start, then introduce more fast paced elements, and later on levels with a style that more closely would resemble a “Bullet Hell” type of game.

**Similar games**

The Metroid games and the “run & gun” levels in Cuphead are very similar to our game. Metroid is similar both in theme and gameplay, while Cuphead has similar mechanics. Some parts of the game are inspired by other games aswell. Some story elements are inspired by halo,

Halo: Reach - Final Stand level

**Why we are different**

Merge this section with the previous one?

We’re different because of our y-axis mechanic (jetpack, gravity change, mag-boots). This mechanic will allow for a skilled player to be all over the place and pull of all sorts of cool moves. (At least in my head)

We have a jet-pack mechanic that changes in some environments.

Gravity changes depending on the circomstance

**What the game should look like**

**Design Document**

**Technology Description**

Tools needed to construct the game

Game engine: Unity

* Unity is a well documented and programmed engine that will be optimal because of the likely usefulness of experience with using this engine will offer us.

Image editors: Paint.net

* Paint.net is a useful and free image editing tool with great functionality

Programming software: Microsoft visual studio

* We have free access to this programming tool, and it comes with much functionality that will help us in programming our game.

**Flow of the Game**

I can imagine this taking up about 1-2 pages. Maybe even more.

**Gameplay Description**

The gameplay starts off as a pretty standard side scrolling shooter. You are limited to walking left and right and have a medium sized jump. The game later gives you access to a jetpack that functions similar to a double-jump. This allows for

**Balancing Discussion**

This one will build on the previous one. Not much to talk about with scores, if we add the bonus game (final stand) there can be scores in that. Balancing mechanics relative to difficulty is more relevant.

**Assets**

**Analysis**

**Lenses**

**Story**

**Lectures**

Members:

* Martin Kolloen:      24%
* Sondre Ropstad:   23%
* Andrius Jagminas 22%
* Eivind Lindstad:     18%
* Martin Larsen:       13%

Engine: Unity, possibly gamemaker

Type: 2D(possibly(not probable) 3D)

Theme: Demons and angels/space marine vs aliens

* A map of three worlds(hell, overworld, heaven)
* Caves at side 2D
* Map from top
* Gravity manipulation
* Maybe magnet boots and jetpack

Item use

* Unlock abilities as we find them

Items

* Demonic portalificator
* Laser beam weapon
* Fast weak shot
* Slow powerful shot
* Chargeup beam
* Possession tool

Death messages

* You flew up in the sky and hit a cloud. Apparently, they are made of daggers, who knew!?

Magboots

* Can move on ground
* Can move on the roof when standing there
* Can potentially move downwards

Guns

* Control possibilities
* Shoot with mouse
* Shoot with arrows

Controls

* Wasd + space
  + W: Gravity(?) / Stuck to roof(?)
  + A: Left
  + S: Crouch
  + D: Right
  + Space: Jump & jetpack

Needed assets

* Avatar textures
  + Standing1
  + Standing2
  + Standing3
  + WalkRight1
  + WalkRight2
  + WalkLeft1
  + WalkLeft2
* Jetpack
  + Jetpack\_boost1
  + Jetpack\_boost2
  + Jetpack\_boost3
* Backgrounds
  + Background\_1
  + Background\_2
  + Background\_3
  + Background\_4
  + Background\_5
  + Background\_6
* Mob\_Textures
  + Mob1
  + Mob2
  + Mob3
  + Mob4
  + Mob5
* World\_Textures
  + Dirt\_1
  + Dirt\_2
  + Dirt\_3
  + Dirt\_4
  + Dirt\_5
  + Ground\_1
  + Ground\_2
  + Ground\_3
  + Wall\_1
  + Wall\_2
  + Wall\_3
  + Wall\_4
  + Wall\_5
  + Platform\_1
  + Platform\_2
  + Platform\_3
  + Platform\_4
* Shot\_textures

2. Concept Document ( about 2 page )

a. The idea of the game: two to three paragraphs selling the idea of the game

b. The genre/type of game

c. Other similar games: noting which parts are similar.

d. What makes this game interesting/different

e. Some images giving a feel for what the game should look like (these can be grabbed from anywhere on the internet as this document is not being “published”)

3. Design Document (Medium version, about 5-10 pages)

a. Technology description – tools required for construction e.g. graphics editors,

b. Flow of the game, flowcharts of states of the game

c. Game play description – game mechanics

d. Discussion on balance of scoring and mechanics

e. Assets used – description of graphics and audio files that would be needed 4. Analysis a. Which lenses that you used while designing the game from “The Art of Game Design” book. b. If you use story elements where are they used in your design. c. Connection to lecture content

Ideas

* Platformer
* Binding of Isaac(top-down shooter)
* Match three
* Racing
* The impossible game
* The cave story
* Dungeon crawlers
* Ability to possess enemies
* Random, item or skill-based
* Runes
  + The ability to use runic abilities
* Cookie clicker
* Coffe
* Flying potato monsters
* Flying cellphones
* Flying spaghetti monster
* Flying sharks
* Pariah surfing
* Dimension hopping
* Blood cutting
* Beast transformations
* Evil computer screens
* Four dimensional dwarves
* Flying carpet
* Winged daggers
* Vile potatoes
* Abstract concepts
* Cyborg wars
* Giant robot nukes
* Orange war
* Nut tracker
* Mouse help service
* Speaker-town
* Six horned demons
* Purple beasts
* Firework god
* Toilet paper village
* Energy waves
* Light conversion
* Darkness erasure
* Flying pyramids
* Pyramid creation
* Aliens
* Three eyed alien demon beasts
* Sjokolade krig
* Water beasts
* Glass demons
* Valkyries
* Seven eyed angel vikings
* Pyromatic fish
* Dragon mirrors
* Lightning light
* Thunderdrums
* Eternity
* Infinity
* Reality
* Dream
* False worlds
* Imagination
* Swearing
* Holy potatoes
* Purple swords
* One eyed sentient pancakes
* Living rocks
* Two dimensional fish
* Walking helmets
* Portals
* Singularity
* Stars
* Black holes
* Youtube
* Hell
* Heaven
* Poison
* Poisonous dagger clouds
* Hourglasses
* Vampire hunter
* Portals
* World with good-guy demons and bad-guy angels
* Run from death
* Reality warping
* Gravity manipulation
* Scissor

Ideas

* Top down dungeon crawler
  + Combat oriented
    - Melee oriented
* View: side, tries not to fall down, trying to come to a boss and defeat angels/demons
* 2d shooter spaceship game beginning as a normal space invader clone, but evolved into a survival game when being attacked from all directions
* Real Time strategy game
  + Warcraft-esk
* Strategy tower destruction and defense time period increasement game
  + Can control an individual avatar

Programming

- Eivin

- Sondre

Art

- Matin(1)

Sound

- Martin(2)

- Eivin

Documentation

- All()

Level design

- Andrius

- Martin(1)

Lore

- Sondre

Why is the marine you play as crazy?

1.      The AI goes rogue, and injects you with something that changes you.

a.      You are tasked to find a computer uplink, and download the files from the ship you discovered.

b.      You will make your way to the uplink, on the way you will find warnings on the wall, blood, dead marines. The door into uplink is closed, another marine runs out. Marine: «Die alien scum!». You need to kill the marine, or he will kill you.

c.      Once the download starts, the alarms go off, the room turns red. After a short download period, the AI glitches for a brief moment, turning red, then back to blue. Most, if not all, players will notice this. The AI will then inform you that you are stressed, and that it will inject helpful medicine to calm you down. Nothing needs to happen here, but the AI can glitch again to provide more hints that something is horribly wrong. The AI will reasure you that everything is fine.

d.      When you return to the uplink entrance, to find the marine you were forced to kill, that body is not there. All corpses are now alien corpses.

                                                                       i. Or they stay as marine corpses, making it harder to understand what’s going on right of the bat. All marines you encounter from this point on however, are «aliens».

                                                                      ii. Or the corpses are completely gone, your mind does not see them, recognize them, so everything seems just fine.

e.  This solution also allows for a healing mechanic. Instead of healing over time, or

2.      You inhale a toxic gas that changes you.

a.      The way I see it, it plays out much the same as number 1. With one key difference. The AI is not actually rogue. In reality, the AI must simply follow your orders, and while it will attempt to stop you much like the other marines, you won’t let it, and you will have very selective hearing.

b.      Sometimes it your mind glitches, the screen flickers a bit, and we can sort of see what the AI is trying to say. But then it flickers back, and goes back to your crazy thoughts.

c.      In other words, the AI is not really on your side, but your mind makes you think that it is, it fabricates dialogue as well as images.

3.      You start crazy, we dont get to know why.

Cool surprise elements that affects both Gameplay and Story:

1.      In a level, for the remainder of that level/region, the gravity generator shuts off, and you have to use the jet instead of the boost. This changes gameplay quite a bit.

2.      Walking down a hallway, glass ceiling, something hits the ceiling and breaches it, sucking everything and everyone into space. Similar to the «no gravity» stage, but now there’s little to no sound. After fighting the aliens that were pulled into space with you, jet your way back into the ship and make your way to a part of the ship that has pressure, repressurize (sound and everything else goes back to normal, jet switches back to boost).

3.      The screen will flash/glitch sometimes, showing for a brief moment that something is not quite as it seems. (Scripted)

4.      The big reveal at the end (if you didnt figure it out already), you’re actually killing fellow marines. The aliens were only part of your crazy/corrupted mind.

5.      Before the gravity engine shuts off, it starts acting up, switching gravity from down to up (maybe even to the sides) at set intervals. Your job is to fix it by going there and letting the AI hack it. This is where it should go back to normal, but instead it shuts off completely (see point 1).

*a.*   *AI hack the gravity manipulator*

*b.*   AI: «Here it goes!»

*c.*   *Brief moment of suspense, a few machine noices*

*d.*   *‘shut down sound’, and you and evreything else starts to float up into the air, the gravity is gone*

*e.*   AI: «That’s…well...it didn’t explode. That’s good.»

*f.*    AI: “For your own safety, Booster has been replaced by Jet. Please run a test on your new booster”