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IGME 671

Game: **Technical Support**

Technical Support is a 2D tower defense game created for IGME 450 Casual Game Development. In the game, the player takes the role of a truck that is deploying turrets in order to destroy the incoming robots. The player can move around the entire screen and place turrets wherever they can, as long as they have the Z-Bucks to do so. Currency, or Z-Bucks, can be obtained by killing the robots, after which Z-Bucks are dropped where they were killed. The game ends after the player’s health reaches zero, with the goal of getting the most points possible before losing all of the health.

Technical Support has a sci-fi aesthetic as well as a 16-bit style to the art assets. Sound effects can be pretty light, as there aren’t many different assets in the game. Player movement will be a bit-crushed, metallic engine sound, since the player is driving a truck. Other sound effects will include things like tower attacks, enemy destruction, and the player taking damage, most of which will be made using randomized sound selection as well as parameter randomization. The game’s music can be made using randomized sound selection with multiple techno beat loops. The game only has the enemy vocalizations as dialog, which will be randomized sound selection of generic robot sounds: beep boop, exterminate, statics sounds, etc. Interface audio can use sci-fi style button press sounds, in the vein of Star Trek and the likes. As for the ambience, I’m not sure there is room for it to fit amidst the background music and other sound effects.

Asset List

* <https://docs.google.com/spreadsheets/d/1VZj_SsHVY0Vj_hmtKkHtbvdyd4iaPV2fUnsPYGmBiXY/edit?usp=sharing>

