**Game Title:** Pill Pushers

**Game Description:** It is a 2D Side scrolling-shooter game. The game’s setting mainly takes place in a gigantic laboratory, with a sci-fi feel and look to it. The story is a huge bacteria spread has invaded the laboratory, so the scientists have invented a fictional pill to kill off the bacteria that has gone loose. The game’s aim is to raise awareness on how antibiotic pills can’t fight viruses, but they can fight bacteria.

**Theme Explanation**: Because of the sci-fi futuristic look the game is going to have, the music is going to have very strange and sort of futuristic sound effects added to it. The weapons used will also look somewhat futuristic. However, it will mainly have pixel art depicting these sci-fi backgrounds and themes. The inspirations behind this theme are from these pictures below:

A video game screen of a room

AI-generated content may be incorrect.

A video game of a room

AI-generated content may be incorrect.

The game you see above in those images above is Portal (2006). Although the game is almost 20 years old, its storytelling and witty writing has definitely captivated me and my emotions. Not only that, but it also helps to fit in with my theme of developing a futuristic and sci-fi setting for my game that I’m choosing to develop in this project.

**Gameplay Explanation:** The main objective of the game is to shoot all the roaming bacteria with your weapon to eliminate them. You must eliminate all targets before you can move onto the next screen in the room. Once all targets have been eliminated and all rooms have been cleared, you win that stage. You also need to do some platforming to eliminate some of the targets, so the player will have to do parkour while shooting as well, bringing a fast paced and strategic shooter game. Once you have completed all of the stages, you win the game. At the end, there will be a news broadcast announcing of the success of the scientists who managed to stop the bacteria from taking over the town, and eventually the city. There is also a 3 live system that will be implemented in the game. Each time you die in one of the stages, you lose a life. If you lose all 3 lives in the game, you will have to restart from the beginning (A.K.A. the first stage of the game.)

A cartoon of a pill and a green virus

AI-generated content may be incorrect.

(A.I. concept art as a reference for what the game is going to be based on.)

**Core Functional Systems:** I want to mainly focus on the visual effects. Although the sounds and music can be somewhat futuristic and sci-fi, by enhancing the visual effects to make it feel technologically advanced and futuristic is important for the setting and the plot of the game, possibly with the help of the built-in Particle System as well as others in Unity. However it might be challenging because there will be a lot of these components and effects which might make it difficult to manage them all simultaneously. I will have to learn more about creating the right sort of lighting and appeal in the rooms so that the aesthetics are all there via tutorials of Unity online. A basic particle system tutorial made by Unity itself is where I can start first: <https://learn.unity.com/tutorial/introduction-to-particle-systems>

**Game Mechanics:** Two game mechanics I want for my game is the player movement, and weapon switching. Player movement is essential to the game, especially one where it requires precise movement and physics handling to parkour effectively and somewhat realistically, so I will have to brush up on my C# skills if I want the movement to be more streamlined. Weapon switching will be a core feature in the game, as throughout you will have the opportunity to switch between new weapons you’ve collected through the game. This might be another challenge due to the structuring of the weapons and the balancing of the weapons so as to make sure one is not too weak and one isn’t too strong.

**Reflection:** So far I have high faith and high hopes in this assignment. With the skills I have picked up so far in GADV class and the allocated time I have given myself to come up with this proposal, I have confidence in myself that I will be able to succeed in finishing this assignment. Although the journey has been quite tumultuous so far, I’ve been practicing my C# skills during my own time so I can get better at it, especially for applying them in this assignment. As for the use of AI, from what you’ve seen prior, I’ve used the concept art that was generated from ChatGPT using the prompts that I gave it. I made sure to be very clear and precise about the image that I wanted it to generate. So far I am satisfied with the concept art that it has given me, and I will be using it as a reference for the game that I will be working on in this assignment. I’ve been managing the time well juggling with the other subjects and their respective projects in school. Although some of this is because I have been working on other projects in different classes, I am still able to understand the concepts well, so this won’t be as disruptive of an action as I had initially thought. Overall I am satisfied with everything so far, including the challenges I’ve faces and the obstacles I’ve overcame. I’m still learning and improving, so hopefully this will be great for me and my confidence as an aspiring game developer, to make a game of my dreams in the not-so-distant future. It will also help to boost my ability and faith in myself to succeed in creating it as well, as before GADV, I was quite unconfident that anything I created would take off.

**Total Words: 964**