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P2 – Anything, Proposal

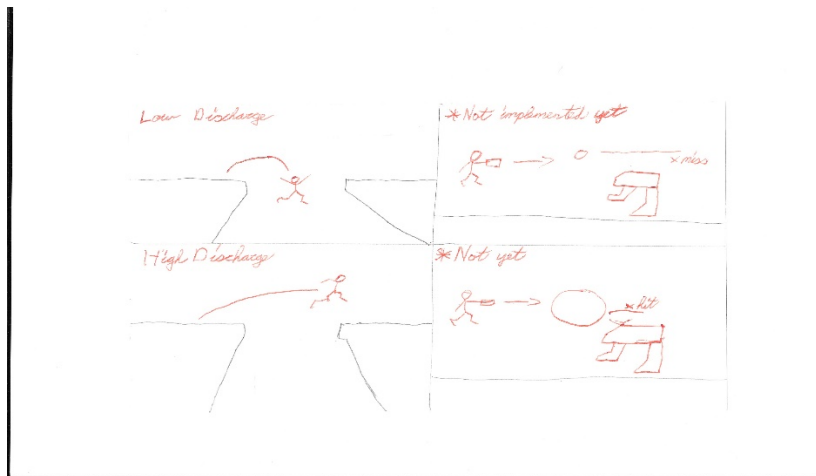
The Work for Prototype and Future:

- I am going to make a side-shooter game, like something similar to the classic “Mega-Man” games or “Metroid”.
- I am going to make it revolve around the use of a mechanic that will be necessary to do good at the game.
- The game will be themed around robotics and such, so the art will reflect a “cyber”/” techno” theme(s).
- All barebone things so far, but it seems like I will have the rhythm of things soon enough.

The Rough:

- Has player character, with the start of said mechanic charging up and the health.
- Has basic player movement, walking and jumping.
- Has death and Game Over working.

Example sketch of the mechanic I’ve been working on:



The Ideas (while working):

Basic (Higher chance of being implemented):

- Implement “camera/zoom”, since I will use a program to make level maps, and have the player have a focused look on their location and its surroundings.
- Challenge/Obstacles, things that makes the player think or actively avoid, enemies and hazards, provide challenge.
- Few levels to have fun with, a nice experience.
- Have maps that will complement the mechanic I am working (that allow you to move around a lot and the space to do so).

Complex (Lower chance of being implemented):

- Trying to make complex stuff for player, ranging from dashing, walkjumping, like more elaborate mechanics or things in general.
- Look into more technical things, like rendering and optimization (?).
- Boss enemy (?).

At Hand:

- Very basic foundation to develop upon.
- Set up p5.js in a “libraries” folder, so that I can potentially use p5.gibber to make sounds and music.
- Installed “Tiled”, a level/tilemap editor that will help in designing levels for the game, Pippin has mentioned that he has decent experience with it and can provide help with it (two great games used this program, Shovel Knight and Carrion, it makes me excited to utilize it).
- Learning to use “Aseprite”, it is a solid pixel art program I bought, I looked a quick tutorial I looked at and go at making a sprite. Seems it will be more efficient than using the online editor I had been, “Piskel” (feels familiar).
- I looked through Phaser, and found out they had a Discord, and joined, another form of assistance.

Challenges I am facing right now:

- Rushed through Phaser and did the work for the prototype a bit late, and it seems more different than how I was programming on my previous games (might seem like little right now, but I don’t want it to be TOO late at this point).
- How to emulate what it shown in the examples and have them working properly.
- Coding efficiently in Phaser, like the blocks and their collision is an example of me not know how to code things in a more proper fashion.
- Motivation in general, although I gotten hold of help outside of Concordia from McKay (help with my left deaf ear), and it is a workshop about learning skills in these difficult times.

To Do (the Definites):

- Develop the enemies and obstacles.
- Learn how to set up “groups” in Phaser, so I can make things that might require them or profit from, like projectiles, enemies, pick-ups.
- Look at map designs and ask people around on what they find ideal when they think of maps from whatever game they play.
- Basically, make some more art for game, more sprite and splash screens (like for title and game over).
- Research tutorials and look more into library scripts, see what more can be utilized with Phaser.
- Maybe look at “under the hood” stuff for Phaser.