

## **CONCEPT:**

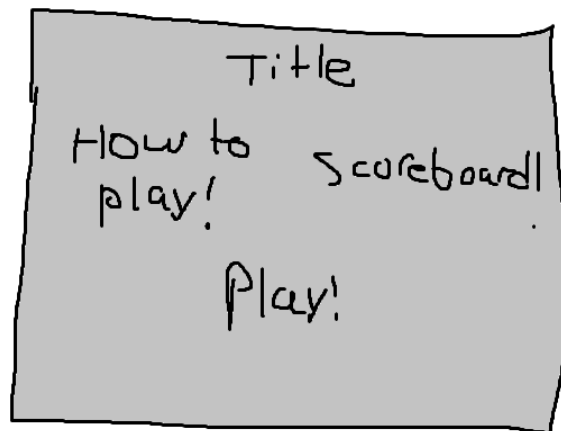
You are lost in space, and a star has blown up and is showering its debris 5000km from its location and unfortunately, you and your fellow astronauts got caught in the aftermath of the explosion. You know that your crew is somewhere in the blast zone. Your goal is to cross the debris fields and retrieve your entire crew who are knocked out from the explosion without being squished by the oncoming debris of the star. There will be many levels offering different layouts and new challenges that you will need to face. There will be powerups that influence different game mechanics, while providing difficulty along the way. The pickups in the game will have life to them and be easily viewable from the start of the level. Sounds will be implemented for different inputs and objects in the game, such as but not limited to; space, rocks, being squished, pickups, ambience. The background will take place obviously in space but there will be planets visible in the distance. The Game will be provided with a title screen, that goes over how the game is played, and the back story. There will be another screen that offers a tutorial if needed. An end screen that provides how long you've been alive for and how much of your crew you managed to save, which will be calculated into a high score. The menu screens will all have the ability to use a mouse visible by the mouse cursor. Easter eggs involving a secret ending. Each level will provide its own challenge be it with more debris, or space alien trying to eat you. The game will be heavily dependent on your physical skills, as well as your mental skills.

## **TECHNICAL CHALLENGES:**

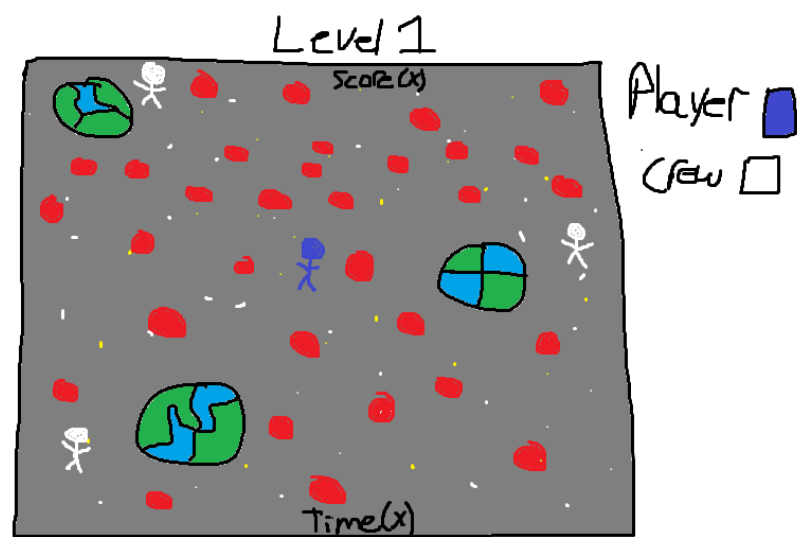
Challenges that I will face during the process of coding this game will be finding the sounds that fit the scene, as well as images of the different objects, pickups, player. Finding images for each astronaut, the spaceship, different rocks and planets that will be seen in the distance will be tough because I am rather picky, as well as coding the actual project itself. Being creative can sometimes be a challenge for me and as well as creating or finding the different sounds. Implementing a total player score at the ending screen will be a challenge, as I need to implement a way for time alive and crew saved to equal the total score and display that score on the ending screen. Everything else in the game will be doable as we've seen it throughout the course.

**WARNING:** The sketches drawn below are not Picasso type paintings, as I am no artist, they do the best job at portraying my idea of this game.

This is a rough concept of what the title screen will be. It's all subject to change. Nothing is final.



This is a rough concept of what one of the levels will be. It's all subject to change. Nothing is final.



This is a rough concept of what the ending screen will be. It's all subject to change. Nothing is final.

