

# One Page Proposal

<http://www.gamedesigncenter.org/one-page-proposal>

## Lunar something or other:

## The movie: The game

Genre: 2D Side Scrolling Platformer Sci-fi Shooter

Platform: Windows (Controller Support)

**Summary:** In a relatively feasible future, the only home humanity has ever known is running low on resources and is becoming less hospitable. Nations have joined together on a mission to explore outward into the cosmos in search of more resources or a more hospitable planet. After years of exploration and no viable planet sourced, {insert name here} discovers a particularly promising moon orbiting a planet and decides to land to find its resources to continue {his/her} search. The moon contains useful materials that can be refined to refuel the space vessel. However, this moon contains many cavernous paths that appear to be dug out by some kind of organic being. The moon is home to life forms the likes of which have never been seen before. These extremely territorial organisms have evolved to live in the vacuum of space and have thrived on this moon for thousands of years. The goal of the game is to explore these caves for valuable resources while avoiding or fighting off foreign, extremely-territorial hyper-beasts. A possible end-goal is to collect enough resources to refuel an otherwise out-of-fuel space vessel to leave the moon. (escape to win) The game will be mainly developed for gamepad use and twin-stick style controls.

### Features

- **2D Side Scroller:** The gameplay will be designed around the limitation of only being able to move along the x/y axes. Environments may appear to be 3D, but the core game mechanics will not include the Z axis.
- **Twin-Stick Shooting Controls:** Programming with gamepad controls in mind, one of the analog sticks will be used to aim tools/weapons along the x/y plane at any angle.
- **Collect items/ resources:** Items can be found and resources can be mined from the environment. These items and resources can be used or exchanged for craftable items or weapons.
- **Craftable Weapons:** When the player collects the required items and or a required amount of resources, they can craft different weapons at a location where they can craft (Possibly restrict crafting to base camps or back on a ship). Once a weapon/ tool is crafted, they will have access to it throughout the game from then on. Weapon wheel at the press of a button to select weapons/tools. Total of 8 tools and weapons (weapon-wheel friendly)
- **Overworld Map:** Levels will be split up with transitions in between. The use of an overworld map will allow the player to choose where they want to go next.
- **Smart Enemies:** Enemies will be scary. Enemies are difficult to defeat, however similarly difficult to bypass. A large majority of platforming puzzles will involve deciding whether or not it's better to stealth past enemies or try to kill them all. Enemies will have simple vision cones, audible sensory, and some logic to make them cunning hunters.
- **Creative Level Design:** Levels and rooms are designed to be puzzling. The exit path may appear vague or require something to be solved. Simple, arbitrary puzzles that don't fit in or don't make sense will not be included (math puzzles, "pipe/gear" "puzzles"). Rather, the whole area might be a puzzle that requires the player to think differently to proceed. Levels/ rooms may have multiple paths (entrances and exits) to allow the player to take different paths.
- **Currency:** Previously mentioned "Resources" will be unified as some kind of {Enter Name Here} points. A certain amount of these points is required to craft different items and or eventually leave the moon (escape).