

Notes

I'm doing some work to make sense of using Google Drive and Discord in unison. I think it would make sense to make this document more like a Design Document, with commenting and suggestions, while Discord can be for development discussion and sharing new ideas.

Link to Discord Server: <https://discord.gg/38VGNZA>

It's easier to use the dedicated program/ application rather than rely on the web interface.

Contact Information

Chris Hill (All around cool dude) ✓ Discord	S01888464	331 303 2521	Chris@chillstice.com
Adam Stambaugh (Sound Guy) ✓ Discord	S02115404	720 934 2897	evol.neverendingtheories@gmail.com Discord: KakofonousA.Discord#7252
Jared Reuther	S01890984	303 882 4095	jaredmreuther@gmail.com Skype: JaredReuther
Joshua Venable ✓ Discord	S01706482	304 751 0301	joshua.j.venable@gmail.com
Raea Glenn	S01213857	303 947 7721	raea.ess01@gmail.com
Ted Wilson ✓ Discord	S00880856	720 350 7066	trwilsoniii@gmail.com

Outline

2D Platformer

Melee/ Projectile System(Weapon pick ups?)

Sci-fi

Windows + **Xbox** controller support (Twin stick?)

ToDo

- ~~Decide Software to use~~ Unity
- ~~Sci-Fi or Fantasy?~~ Sci-Fi
- Pixel art or High-Fidelity?
- Create Theme
 - ⊖ Story
 - Characters - Names
 - ⊖ Location
 - ⊖ Time
- Write [One Page Proposal](#)
-

Story Brainstorm Session

Jared

Joshua

Chris

Adam

- A lone con man investigates the ruins of an old factory to only find that a cyber-pizza smuggling ring uses it as it's HQ. -1
- A soldier fights their way through a military base to only discover they were fighting their way out of a simulation. +1
- A quest for a hyperspace crystal goes downhill when our hero gets involved in the intergalactic mafia. +1+1
- A well armed civilian explores the cavern of a nearby moon cave only to have to fight her way back out. +1+1 +1 +1
- A Murderous Villain causes havoc in Space Prison during her escape. +1
- A member of a space pirate outfit scouts ahead for their crew's biggest plunder yet. +1
- A space demon decides to join the galactic space army, only to be attacked.

- A satellite repair robot defends its satellite from attacking dark matter creatures.
- What if..You play as the *evil character* trying to find aid to help conquer a planet
- A rogue AI realizes that the humans aboard a large space vessel are a detriment to the universe and kills them off using onboard systems. The main character has to survive and deactivate the AI. Later the player learns that the AI was trying to protect the rest of the universe from humans mining important elements or something like that. Self vs Machine+1
- One of many human space vessels is boarded by another species that has corrupt religious values that involve activating a super weapon. The humans are trying to prevent this super weapon from being activated. The main character is a super soldier that wakes from cryogenic sleep at the beginning of the game. Many different weapons can be picked up/swapped out. (see Halo)+1
- A robotic digitigrade armed with different types of lasers tries to escape a space station by solving puzzles and cutting through walls/objects in order to access one remaining escape pod. +1+1
- Through the use of non-euclidean and impossible space, the player solves challenging puzzles and travels through space and time to learn more about this mysterious world. (never ending hallways, rooms that are bigger on the inside, generally cool illusions (see Antichamber)) +1+1

Ted's Proposal
20170124

I would like to suggest as our class project a Decent style game, where we fly a ship through obstacles and destroy objects in our way. These objects can be other Ships, Stalagmites, Rubble, or whatever. One of the other components could be to rescue stranded or trapped miners/people. I also was thinking of using Cell shading or Fluorescence Colors as a way to stand out in this game. I have bought some colored paper and a small craft to demo this concept

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).

I made the text size smaller, but we're running out of space for "one page". Let's change/refine what we have so far instead of adding more.

Concept Ideas (Now In Discord)





Perhaps like this but more foreign, less furry, and more quadrupedal.

Adam Music Info (Now on Discord)

Heya Team, Adam here.

So I produce experimental music under the pseudonym Kakofonous A. Dischord. I generally make experimental music that doesn't really fall into a specific genre type, oftentimes with noise music influence. Listed below are some of my work that could be relevant to this project.

<https://raitosaikururecords.bandcamp.com/album/typographical-errors>

Relevant tracks: 1, 5, 6, 7, 12, 13, 16

<https://raitosaikururecords.bandcamp.com/album/back-from-earth>

This is an older album of mine that deals with space ideas. Sample based, but relevant.

<https://kakofonousadischord.bandcamp.com/album/back-to-the-moon>

A Spiritual sequel to the above album. Also very space themed and sampled based, and noisy.

<https://kakofonousadischord.bandcamp.com/album/arid>

Relevant tracks: 5, 20, 26, 27, 28

<https://vapourcity.bandcamp.com/album/the-death-of-evoline-theory>
My most cinematic/soundtrack-like album, Noir vibes throughout.

<https://vapourcity.bandcamp.com/track/sewerside>
A dark track I did recently.