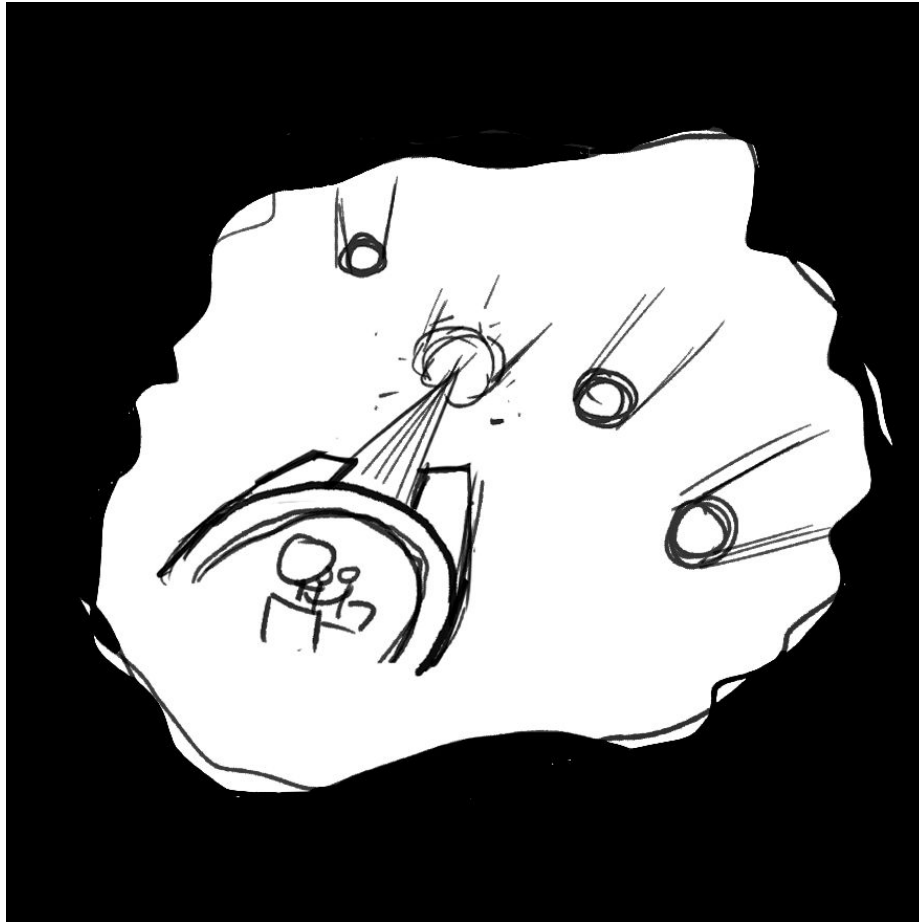# Game Concept RISC

ALICORN 2019

SeungGeon Kim

Created 12.13.2019
GAM 100 Prototype 2

Dank : An Experimental Arcade Shooter Game

Inspirations

Area 88, SFML's Sound Library, Ace Combat 7…

The High Concept

You are inside some random turret in some random battlefield.

There's lots of enemies surrounding you and is closing in.

*You now should **Hear, See,** THEN **Shoot.***

Summary

1. The **Seeing part** and the **Hearing part** are separated.

2. **Seeing** enables you to **aim precisely,** and **Hearing** lets you know **who** are the enemies, and **where** they are. The audio is ***spatialized.***

3. You now should **switch** between the two parts properly, and try to **repel** all those enemies without dying.

Main Game Mechanics

1. Controls

A and D will each rotate your turret counterclockwise and clockwise, and the keyboard **R key** will let you switch between the **1st Person View** and the **3rd Person View.**

Hold space to charge the cannon and release it to fire it.

Numpad 5 will let you reverse the stereo audio's orientation just in case you are wearing your headset in the wrong direction.

2. 1st Person View - Hearing gets weaker, but you can 'See'

Pros:

You can **see** things that's **right in front of you** (within a short distance), and can **aim precisely** then **fire the cannon** at the enemy.

Cons:

Your **hearing** gets worse, and you are vulnerable to **attacks from behind.**

3. 3rd Person View - You cannot 'See', but you can Hear better.

Pros:

You can **hear the enemies** better, and there will be a **graphical representation** of **where the enemies are...** Only in a set time interval.

Cons:

You **cannot see** things that's even right in front of you, and you **won't be able to fire the cannon.**

4. The Player

It's basically **you.** Try to repel them all before they reach you.

5. P.S

Three days prior to the presentation, David walked past me and told me to try out the 2.5D thing. It took a day to do it since the base algorithm was pretty much the same. The prototype became super cool thanks to it.