"Project One: Kirby"

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Focus Sentence

This is a 2D game that sets in space and player can upgrade by absorbing elements until it can beat the boss. The main character is a spacecraft called "Kirby", developed by the United Nations and NASA for space resources mining and discovering. The main purpose of "Kirby" is to collect space resources and bring back to the Earth for the new energy. The enemies are aliens that detect the "Kirby" ship and wants to stop "Kirby" bring the resources back to the Earth. The unique and compelling of the game are player can switch "Kirby" ship to three different versions and player have to collect enough resources then beat the final boss in order to get back to the Earth.

Gameplay Overview

The final goal of the game is straight forward, bring enough resources back to the Earth. Player need to survival from enemies attack as a short-term goal, then collect enough resources as the medium-term goal, then beat the enemy's mother-ship as the long-term goal.

Destroy the enemy's mother-ship without carrying enough resources will cause a mission failure. The player only allows to attacking the enemy's mother-ship in "Attacker" mode. once the player runs out of bullet, the player can switch to "Loader" mode to reload the bullet. The player carrying five bullets maximum each time and bullets can be charge in "Loader" mode. For the resources collecting, "Kirby" ship has a third mode which is called "Miner" mode. In "Miner" mode, the player can attract objects in the space, including resources and asteroids. Resources will be collected by the "Kirby" in "Miner" mode, but asteroids will cause damage to the "Kirby". The player is except to has a health bar and a bullets info on the top-left side.

The player needs to choose the mode of "Kirby" for different situations, like attack enemy's ship by switching to "Attacker" mode, load bullets by switching to "Loader" mode and collect resources by switching to "Miner" mode. Player also can choose to dodge the enemy's ship, but use bullets to destroy the enemy's ship could earn more game points.

For the fiction, the background story is set in future, scientists have discovered a new substance on a meteorite that has multiple radioactive elements, and some unknown element which never seen on the Earth and contains huge energy. The United Nations decided to send the world best engineers to assist NASA to build an advanced spacecraft named "Kirby". "Kirby" has three modes that designed for different situations. The mission of "Kirby" is to discover where the new substance comes from and bring more back to the Earth.

Fun

Since the game was settled in space, the game screen should show a background that simulates the space battlefield, and audio for during the combat, and visual rewards for the victory.

By the background story, "Kirby" is the hope of all human on the Earth, bring back the new substance will gain a huge benefit on the energy technology, and the "Kirby" was detected by aliens that mission failure could cause a disaster to the Earth. The player is saving the world and will be treated as the hero if mission success so that rising the player's tension and will enjoy the honor on his victory.

The game will get more challenge as the player survival more times. For example, more enemy ships appear and fewer resources to collect in the later game, add more challenges to the game make the game more playable.

The player can custom the captain's name of "Kirby", the player is also able to develop "Kirby" by ability points. For example, increase the bullet's damage or increase the ship speed. Ability points can be found by destroying enemies ship.

The last point is the discovery of the game. Once the player passes the game and wise to play again, he can challenge the master mode that shares the same storyline but with more powerful enemies. Also, there are multiple ending of the game include the mission failure one, the victory ending is defect enemy's mother-ship with enough amount of resources, but there are some hidden pieces during the game and the perfect ending required player find all hidden pieces then achieve then victory ending.