

Documentation: Collateral

- I. Make the menus, backgrounds, buttons and screens in Photoshop.
- II. Make the sprites in Photoshop. The theme is simple geometric shapes. Include shadows and glow effects for aesthetic look.
- III. Create rooms for all the different screens. This includes the home screen, start screen, scoreboard, tutorial, credits and the arcade game mode.
- IV. Create objects for the various interface buttons. Group them according to room. Make separate objects for the tutorial.
- V. Add the sounds, backgrounds, sprites and fonts for use in the IDE.
- VI. Code the navigation commands and the single player/multiplayer selection.
- VII. Group all the arcade objects. Make objects for the ships, all the enemies and all particles/supplementary objects.
- VIII. Make one ship for each player and include mechanics to switch the entire game to adapt between 1 and 2 player.
- IX. Each enemy also needs a spawner, additional parts that it uses and its particles. Make objects for each one of them.
- X. Also include separate objects for the health bar and the score. The score object should handle the entire arcade game mode mechanics. This includes keeping time, showing scores, combos and messages.
- XI. Make a separate object called scoreboard that is persistent between rooms. (doesn't change from launch to end) The scoreboard keeps track of the score and names.
- XII. The scoreboard scores should not be wiped out between game launches. To achieve this, use .ini files to keep the scores saved outside the game. The scoreboard object should handle loading and saving to .ini files.
- XIII. Score adding should be handled by a script for ease of use. (Scripts are like functions) Whenever a block is smashed the score should be fed to the script which in turn adds the score.
- XIV. Particle generation for the player trail and the floating text for scores should also be in scripts.
- XV. Use two timelines. One for the arcade mode: Use it to control the timing of the game and the generation of blocks. The second timeline is for the tutorial: this is completely independent of the arcade mode and uses separate objects.
- XVI. Now code the behaviors of each object (the enemies, spaceship etc.) using a mix of written GML code and drag & drop snippets. (built into gamemaker)

- XVII. Code the scoreboard. The scoreboard should have an 'all-time highs' section and a default name and score table with atleast 15 scores.
- XVIII. The spawners should handle the background processes for the enemies, such as combo counting, for the various enemies.
- XIX. Add a timer and collateral system for the arcade mode.
- XX. Make other quality of life improvements and thoroughly comment and test the program.
- XXI. Make sure to save the executable and .ini files together, or the scoreboard will not work.