

GAME DESIGN DOCUMENT FOR:

Bloodseeker

When doing the honorable makes money - nothing can stop him ...



NHTV UNIVERSITY OF APPLIED SCIENCE – BREDA (NL)

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Version 1.7

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1 – DESIGN HISTORY

12-03-2008

We initially intended the game to be a very basic 2D shoot'em up. However when the initial prototype was functioning a lot of variations were created, these are listed below.

02-04-2008

Our game's first level is nearing completion, however the teachers noted that the game play is still quite dull and straight forward (literally). To this end we are now focusing our resources on creating nicer looking animations, explosions, adding more chaos to the game and starting to implement new features unique to our game.

20-05-2008

Our teamlead left the team so we had to get structure back into the team. This took a while and due to that we have decided to focus only on the first level. The 2nd level has been cancelled due to the tight deathline and cause we think the game is more fun if we finish one complete level. Besides that we cut a few features that we found less important then the main issues.

* * *

PROTOTYPE

The prototype was designed for two basic purposes - to get a green light from the client and to have a basic engine to construct the game upon. Both purposes have been successful.

In the prototype we had the following functions:

- Ship strafe moments to left and right.
- Ship shoot function.
- Enemy ships shooting at the player's ship.
- Destructible enemy ships.
- Health bar indicating how much hit's the player's ship could take.
- A Game Over function when the health bar is empty.
- Terrain background.
- Two types of weapons.

VERSION 1.0

The first version contained a first playable level with interface and sounds effects as well as all the in the prototype present functions. Many features were artistically improved, such as the terrain and a higher variety of ships and weapons.

Functions present in the first version:

- Ship strafe moments to left and right.
- Ship shoot function.
- Enemy ships shooting at the player's ship.
- Destructible enemy ships.
- Health bar indicating how much hit's the player's ship could take.
- A Game Over function when the health bar is empty.

-Terrain background.

VERSION 1.1

- Ship strafe moments to left and right.
- Ship machinegun shoot and lightning gun shoot.
- Ship fast forward.
- Interface with collision so you don't fly below or above it.
- Enemy ships shooting at the player's ship, showing various recognizable patterns.
- Destructible enemy ships that show an explosion when they are destroyed or rammed.
- Full interface with credits, armor and fuel.
- A Game Over function when the armor bar is empty.
- Fully rendered 3d terrain background.
- Original soundtrack.
- Sounds for explosions and projectiles.
- Various enemy spaceships that each show typical behaviour.
- A boss at the end, with 1 unique attack (described more closely in chapter 6)

2 – GAME OVERVIEW

2.1 – APPROACH:

Here under a general overview of the game 'Bloodseeker' will be given. This chapter contains all information needed to understand the general feeling of the game and its contents.

This game will contain the original art of our team and an original storyline. The main goal is to make the game entertaining once we have a base. We will be achieving this by supplying the player with a variety of different weapons and their upgrades which allow the player to shoot in many different directions, a high difficulty level which requires the player to pay close attention to the game and move around, rewards in the shape of exploding enemies and enemies crashing down, predictable patterns for the enemies and finally a boss with a predictable trajectory.

Our team objective is to learn from the project - make a working basic game and start constructing from this base. It's not specifically to set a new artistic or programming boundary, but more to learn how to work efficiently in a team and create something that works and is fun to play. We create this game because it allows us to start off with something small and basic from which we can 'grow the tree' without getting lost in all the information.

2.2 – GENERAL INFORMATION:

2.2.1 - GENRE: The game will be played from a top view. The spaceship controlled by the player will move at a standard speed in one direction, but is strafe-able and can accelerate and break to change location on the screen. The player will be able to

choose from a variety of weapons and earn credits for defeating alien invader ships. We are not planning to put in a multiplayer mode until the second block.

2.2.2 - GAME WORLD: The game world will consist of one planet on which the player will perform missions. This level has a start, a set of enemies of it's own, a unique environment, a boss and a way to upgrade and repair your ship (afterwards).

2.2.3 - GAME CHARACTERS: The player will be controlling a spaceship that will be used to perform missions. The ship will be controlled from a top view. The player will control only one ship. The player takes the role of mercenary who is willing to help his specie in exchange for big money.

2.2.4 - GAME VISUALISATION: The game will always be viewed from the top, giving flat view to the player, this is not the final decision. We will most likely render images into perspective a bit - to give a sense of depth to the game.

2.2.5 - GAME OBJECTIVE: The focus of the game is to successfully fight your way through 1 level, upgrade your ship and fight a boss at the end of the level. The core achievement the player is supposed to get is to reach and beat the end boss. To keep the player moving the player will have to pick up fuel cells and weapon(upgrades) to stay in the air. These are dropped randomly by enemies.

2.2.6 - GAMEPLAY: The player should be enjoying our game. There is one level and this level has progress from start to end where you will be beating a boss. The fun in the game will be gathering and using an increasingly larger amount of weapons that will make your life in the game easier. After all, what's more fun than killing people. The challenge of the game can be increased by turning of the health pickups. End game scores should function to increase player competition to play the game. The story of the game, to add the necessary spice - is notated here below.

2.2.7 - STORY:

As originally intended:

2188, The world population has reached its pinnacle and the revolutionary technological progress has brought not only a prosperous economy, but also increased the rate of water- and air pollution. Toxic fumes are constantly spat out by giant industrial corporations. The Earth has turned into a desolate planet, dried out of all its natural resources. Survivability on Earth has decreased to a minimum. To overcome the lack of space and a healthy environment to live, the humans have colonized the other planets in the solar system. The humans established themselves into large city-stations foreseen with an artificial atmosphere. The construction of space stations, which could house thousands to millions of people, also began. The few denizens that remain on Earth find themselves in a planet-size ruined industrial city. Soon, the planets were overpopulated and the expansion to other solar systems began. On one of those colonial journeys a scout ship encountered an unknown spacecraft. The unknown vessel seized the humans' ship and was never heard of again...

Until recently...

An unknown alien fleet entered system ZX09017, a system colonised by the humans, farthest away from Earth. The fleet completely overrun the defenses of the planet Echo04. The human ships were no match for the devastating power of the aliens' spacecraft. They captured the inhabitants and established an outpost base on Echo04 for their operations. The aliens soon expanded to nearby planets, depleting their resources and capturing the inhabitants. Many assaults against the aliens proved to be fruitless and the destruction continued. The fear for these "Exorcists of Humanity" rose with each planet's destruction. The aliens' thirst for energy and resources could not be stilled. In a desperate move, the humans called upon their most fearsome mercenaries, the "Bloodseekers". Their most powerful fighters are put into position...

[*At the Space Cruiser Gaia*]

A screen comes to life with a lot of static - (yet to be made)

"Welcome soldier to the *Gaia*. From now on this ship will be the fallout base from which you'll operate...[*static*] Your first mission is to put a hold to the assault on Neptune [*other options also possible*]. Off course you'll be handsomely rewarded for the alien scum you take down...[*static*] When you've completed your mission, you can return here to repair and upgrade your ship. Good luck soldier. Dismissed! [*static*]"

[*Game starts, possible start*]

The player starts with attacking Neptune [*other options also possible*]. Making his way through as many enemies as he can. To end the assault on the colony the player has to destroy the alien mother ship.

From that point the player makes his way through the planets captured by the aliens and later on through the planets of the system where the origin of the aliens lies.

After each mission the player automatically makes a pit stop at the Space Cruiser *Gaia*.

-We are planning to put this into the game in the second block, it will definitely be in the game manual.

This was the original intention of the story. However due to time constraints and advice from the client we decided to simplify the story and take out the Space Cruiser *Gaia*. Improving the gameplay was our main focus.

The new story:

The player is a bounty hunter and has to defeat the boss on the planet

3 – THE GAME WORLD

3.1 – OVERVIEW

Bloodseeker will contain one planet. This planet's environment is properly researched and constructed by three of our members. Rendered villages and large structures as well as the natural terrain are separately created before they are combined and implemented in the game.

The planet will be based around an elemental theme, with a sand world as first example. The level will start off easy and increases the difficulty as the player progresses, with more enemy ships and more collision objects, as well as denser and more impressive looking terrain.

Level 1: Gowu III:

Gowu III is the world nearest to the enemy frontlines, it is here that a mothership of the aliens has recently descended to annihilate the inhabitants. The density of the population and the damage inflicted upon them is low. There will be several villages as well as enemy gun stations. The difficulty will keep rising as the level progresses into industrial territory. The mothership (boss) of this level has a theme involved sand burry function.

Level structure:

The player approaches the city from the sea. The player will pass small settlements, sheep, boats and other life on islands. From the city the player will enter the industrial portion of the level and end up at a big sand waste were he/she will fight the end boss.

Level2: Wash VII: Wash VII is a water world deeper into conquered territory. The lush ocean life and countless islands make this world a perfect outpost for the enemy. There is quite a high density of population that has been enslaved by the invaders. This level contains spaceship enemies as well as enemies that travel over the water.

// This level was cancelled due to nearing deadline.

3.2 – WORLD DETAILS

3.2.1 - SPATIAL REPRESENTATION: The screen will represent a large piece of the territory the player's ship is flying over. The player's own ship and the enemy ships will both be visible from the top layer. The layer under them contains the terrain and will move slowly downward. Enemy ships arrive from the top of the screen and if not destroyed by the player - will exit on either the sides of bottom of the screen. There will be no radar function. The right side screen will contain weapons, health, credit, score and maybe fuel information.

3.2.2 - GAME TIME: Roughly - each level will last 3.5 minutes. There is no change in time during this. (No day/lighting change, perhaps weather)

Changed:

We combined the 2nd level with the first. Due to that the game time has increased. The game time depends on the amount of time it takes the player to defeat the boss. A rough estimate is that this is done between 10 to 15 minutes. The scrolling section of the level takes about ... ?

3.2.3 - TRAVELING: The player has no choice in the direction of movement, merely in the dodging and thrusting forward within the permitted screen area. The speed can not be changed.

3.2.4 - ATMOSPHERIC EVENTS:

We planned to implement weather effects but didn't due to time constraints.

3.2.5 - OBJECTS: Objects that can be picked up are powerups like Fuel charges, Health charges, Weapon upgrades.



4. PLAYER/GAME INTERACTION (control system)

4.1 PRE-GAME INTERACTION

The game starts with the logo of the team > The name of the game > then moves to the main menu screen. On this screen the player can select if he/she wants to start a new game, load a game, change the options, watch the credits or exit the game. This menu screen is also the pause menu screen.

More detailed information about the menu is given in chapter 9.

After the menu screen the player advances to the game when start or continue game is clicked.

4.2 IN-GAME INTERACTION

4.2.1 – ACTIVITY 3 (MOVE PLAYER SHIP)

The player control the ship by pressing the arrow keys on the keyboard.

Arrow up/down : Move main ship up or down on Y axis

Arrow left/right: Move main ship left or right(Sprites of ship will change to suggest a rotation). Ship speeds up a bit when held for a longer time.

Double tap left or right arrow keys: Main ship performs a barrel roll in the direction of the key pressed. The ship moves to the direction of the key pressed for a short period of time. Can be used for quick evades.

The sprites change so the ship looks like it's rolling.

4.2.2 – ACTIVITY 1 (SHOOT MACHINE GUN):

The player is able to fire his spaceship's primary weapon by pressing default "D". He/she may continue to shoot by holding this button pressed. This weapon will have a short interval between it's projectiles.

4.2.3 – ACTIVITY 2 (SHOOT SECONDARY WEAPONS)

The player is able to fire his/her spaceship's secondary weapons by pressing the default "A,W,S". He may continue to shoot by holding this button pressed. This weapon will have a long interval between it's projectiles.

Cancelled

4.2.4 – ACTIVITY 4 (DEPLOY SUPERWEAPON)

When attained - the player will have the ability to deploy a super weapon - which is dropped by a strong enemy in the middle of the 1st level. This weapon will have a global effect upon enemy ships or a very positive effect on the player's own ship. This weapon can be activated by pressing the default Enter key.

Activate: Press enter key.

4.2.5 – ACTIVITY 4 (PAUSE/MENU)

Hit the Escape key to open the main menu and simultaneously pause the game.

Cancelled

5 – THE NPC AVATARS

There will be only a few characters to spice the game interface.

A - Admiral Makyhn: Dry, straight to the point - heartless. Gives the player his missions in the form of text format. (will be made in second block)

B - Madgineer Copperthrust: Character selling new weapons in the hangar and managing your repairs. He appears pretty insane. (will be made in the second block)

6 – THE CONFLICTS (enemies and obstacles)

In this chapter all enemy ships, their movements, their attacks and their hit points will be described in detail. For the first test versions, the damage and hit points are variables that will be changed and do not reflect the end result. Due to the small changes made to these variables even near the delivery date these variables in the document might not be exactly accurate.

6.1 - OBSTACLES:

-Collision: Enemy ships and boss ships will have a collision, causing an amount of damage when ramming your spaceship into one of theirs. This damage should be avoided to be able to complete the level.

6.2 – GENERIC ENEMIES:

-Level 1 (Desert World Gowu III) enemy ships:



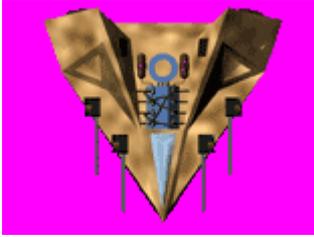
Sardin

Three plasma guns from front.

Low damage.

Slow attack speed.

Zig-zag pattern of flight.



Mandrake

Machineguns.

Mediocre damage.

Fast attack speed.

Left-Right Right-Left flight path.



Lizzard

2 Front laser beams.

Low damage.

Fast attack speed.

Flies in on the top left or right corner, goes to the middle, and leaves at the bottom right/left corner.



Avenger

2 flank laser beams to the right and left of the ship's position.

Slow attack speed.

High damage.

Flies straight down.



Vorpon

Two lasers from the front and a missile randomly to the side.

Slow attack speed.

Mediocre damage.

Diagonal flight path.



Skyreaper

Single missile to the front.

Mediocre attack speed.

High damage.

90 degree parabolic flight path.



: Desolator

Massive blue beams from the side tubes.

Very slow attack speed.

High damage.

Parabolic flight path.

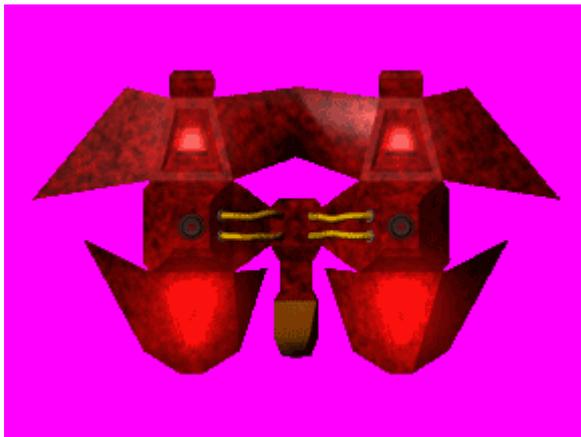


: Hornet

Green blobs that are very slow.
Slow attack speed.
High damage.
Wave pattern flight path

6.3 – “BOSS” ENEMIES:

Boss of Level 1 - Gowu III:



: Sand Boss

Appears at the end of the level. The boss consists of 2 phases. The boss switches between these.

Boss starts in the 1st phase.

1st phase: Above the ground.

Cancelled

-Slow sand beams forward - medium intervals

-Small cluster of rockets forwards - slow intervals

-Hovers slowly in the top of the screen to the left and right.

2nd phase: Digs in ground

- Lands into the sand every "... " seconds. Sand dust appears when the boss starts digging.

- While in sand he shoots big rockets from tubes, these deal high damage but are slow.

- Player can not harm the boss in this mode.

7 – THE WEAPONS

Each weapon in Bloodseeker has been carefully designed and each upgrade of these weapons proportionally increased over the game.

Weapons and weapon upgrades are one of the main attributes of fun in Bloodseeker. The Bloodseeker spaceship can carry up to a maximum of four different weapons.

Upgrades

Each weapon can be upgraded three times.

The upgrade is dropped by the enemy ships randomly. The upgrades fall in order so a type 3 upgrade can't drop when a type 2 upgrade isn't acquired by the player.

Each of the four weapon slots allows the emitting of a unique type of projectile path. From straight forward to spread or cluster bomb mode.

Besides the machinegun weapon each weapon has a certain amount of ammunition. This is displayed by a bar next to the icon at the right side of the screen.

Cancelled:

In the Hangar Menu - each weapon has a tooltip to add some flair. This tooltip is displayed below the weapon. The weapon damage, attack speed and price are currently uncertain variables that will be specified through testing and tuning of the game. Numbers displayed in this version are fictional and may not represent the current version of the game.

7.1 – PC WEAPONS

Also see Chapter 13 for concept art.

MachineGun:

Key: "D"

Machine Gun (Lvl 1 machine gun)

Damage per projectile: 5 Fire rate when key is held down: 150ms (delay)

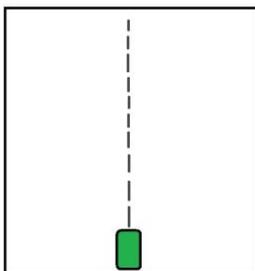
Ammo: Unlimited

Key pressed: Fires 1 line of shots in the center which repeats

Player starts with this weapon.

The standard Machine Gun, most often used by small criminals and starting mercenaries. Loved because of it's high availability and low costs. The best starting equipment for causing mayhem!

Trajectory image:



Chain Gun (Lvl 2 machine gun)

Damage per projectile: 5 Fire rate when key is held down: 150ms (delay)

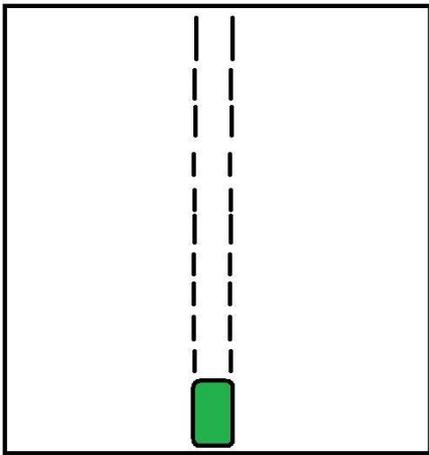
Ammo: Unlimited

Keypressed: Fires 2 projectiles at each interval

Fires 2 lines of shots.

The Chain Gun is less common as it's smaller brother. The first version of the Chain Gun was made by a thug, who managed to bypass the safety circuit. Because of the fact that the company fabricating the Machine Gun had nothing to do with the "home-made" upgrades, the enhanced version is considered illegal in many systems. But still, the upgrade increases the amount of bullets fired at once.

Trajectory Image:



Gatling Gun (Lvl 3 machine gun)

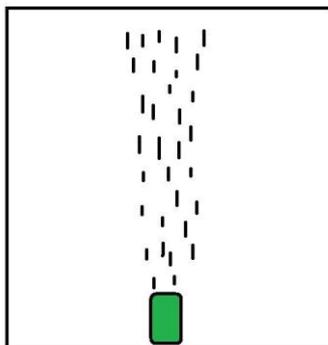
Damage per projectile: 5 Fire rate when key is held down: 150ms (delay)

Ammo: Unlimited

Key pressed: Fires 2 lines which have a random offset so the player covers more area.

The last unofficial upgrade is highly prized by thugs and mercenaries. Because of its high fire rate, it is certain to take down many enemies. But it is very hard to find someone who is crazy or skilled enough to install the upgrade. The upgrade has certain "risks" when being installed...

Trajectory Image:



Missiles:

Key:

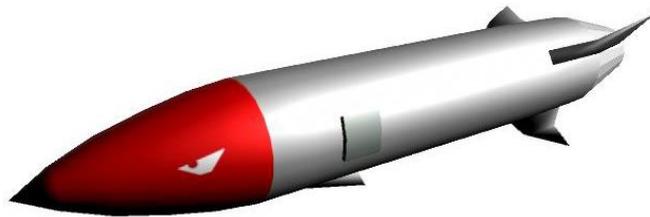
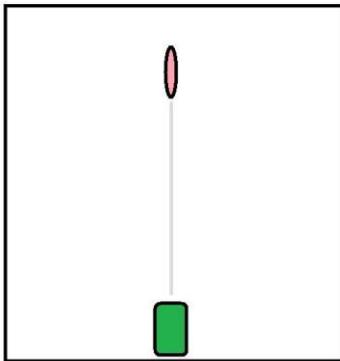
Standard Armor Missile (level 1 missile)

Key pressed: Fires 1 missile from the center and travels in a straight vertical line to the top.

Damage per projectile: 40 Fire rate when key is held down: 800 ms (delay) Ammo: 20

You're average missile set. Pierces enemy ship shielding and armor then detonates within them for maximum effect. Reload time of this weapon is not very fast.

Trajectory Image:



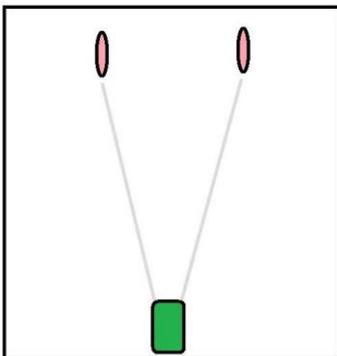
Hornet Eater Mk. 7 Hydro Missile (level 2 missile)

Key pressed: Fires 2 missiles in a v-shape towards the top.

Damage per projectile: 40 Fire rate when key is held down: 800 ms (delay) Ammo: 20

Specifically for the second invasion of Gowu Prime, the enemy used ships that made Hornet sounds. These ships proved extremely vulnerable to fire produced by hydrogen explosives. Later on, these hydrogen missiles were spread over the market to arm humanity against the alien invaders.

Trajectory Image:



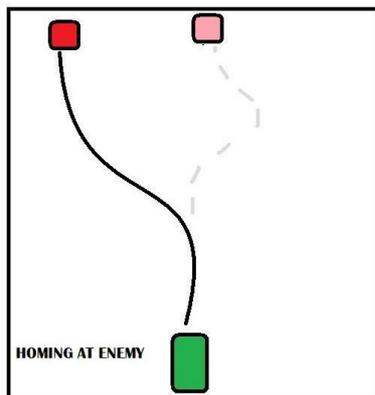
Soul-Seeking Missiles (level 3 missile)

Key pressed: Fires 1 missile which homes in on a nearby enemy.

Damage per projectile: 40 Fire rate when key is held down: 800 ms (delay) Ammo: 20

The prototype psycho-technology Soul Seeking missiles were used to attempt to disable motherships of the alien invaders. Instead of seeking ships that can be cloaked and hidden, these missiles seek the essence of life within a ship. For standard robot controlled ships, they also have heat seeking functions. The reload time of this weapon is very fast.

Trajectory Image:



Biochemical Explosives:

Describe a circular explosion shape.

Key: "W"

Bio acidic Orb Generator (level 1 Biochemical explosive)

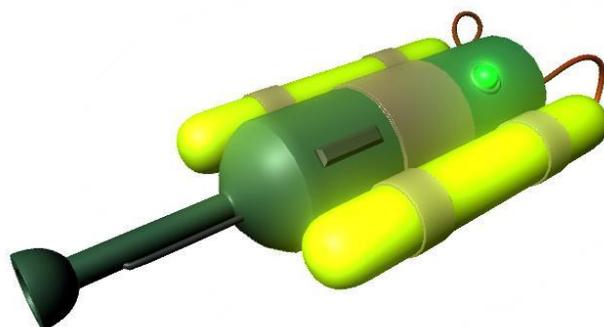
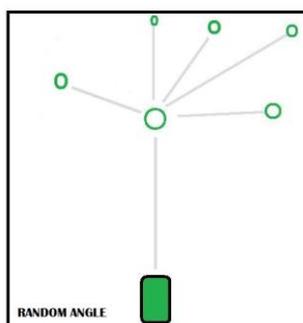
-Each orb detonates into five projectiles.

Damage per projectile: 20 Fire rate when key is held down: 400ms (delay) Ammo: 40

Damage per Cluster: 10

Many volatile concoctions have been created by mankind, but using them in combat was always a difficult feat. With a relative new system, it became possible to handle any type of biochemical substance without damaging the wielder. Encased in orbs by the system, Bioacidic concoctions are hurled at the enemy to detonate near them, spreading the weapon's deadly effect.

Trajectory Image:



Crystal Acid Orb Generator (level 2 biochemical explosive)

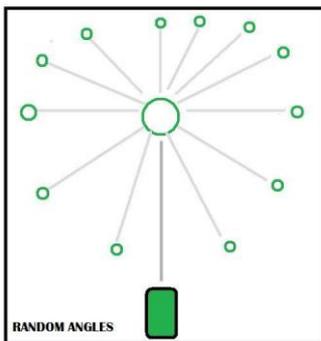
-Each orb detonates into ten projectiles.

Damage per projectile: 20 Fire rate when key is held down: 400ms (delay) Ammo: 40

Damage per Cluster: 10

In an attempt to produce an endless supply of projectiles, a scientist tried to crystalize certain types of acid at such a rapid rate, that a weapon could theoretically continue to fire endlessly. The scientist died, and the crystallizing acid is now used as a power reagent for the biochemical weapon launching system.

Trajectory Image:



Pyroplastic Orb Generator (level 3 biochemical weapon)

-Each orb detonates into fifteen projectiles.

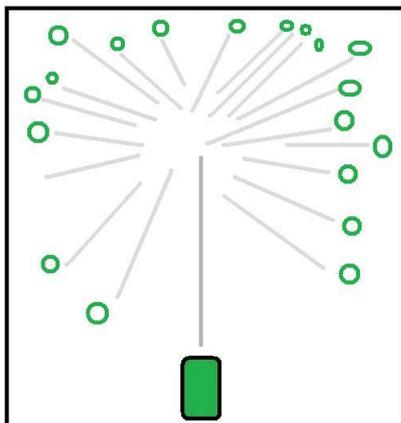
Damage per projectile: 20 Fire rate when key is held down: 400ms (delay) Ammo: 40

Damage per Cluster: 20

Damage per Cluster Cluster: 10

A plastic substance that never stops burning. Perfect, but how do you handle it without damaging yourself? The biochemical weapon launching system seemed perfect for this goal. And it was. Pyroplastic orbs are considered the most dangerous, but also most slow weapon in the game.

Trajectory Image:



Laser Turret:

Key: "S"

AALT v1 [Laser Turret] (level 1 laser turret)

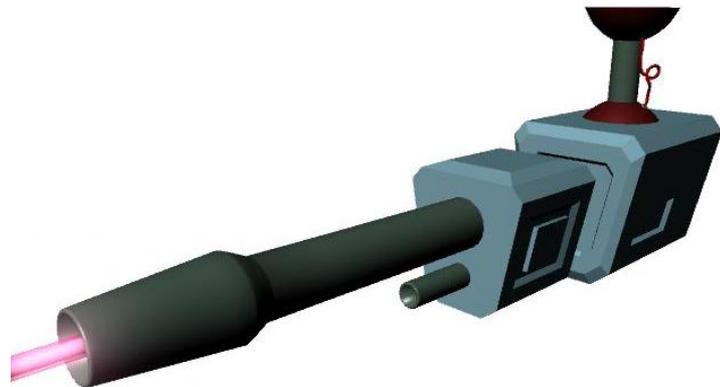
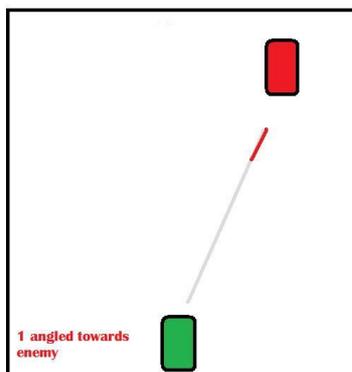
Damage per projectile: 5 Fire rate when key is held down: 200ms (delay) Ammo: 20

When fired the projectile travels in a direction of a enemy. It doesn't home on the enemy but the enemy does determine the angle when fired off.

Projectiles: 1 per shot

It started with a joke. A weapon expert made a small auto-aiming laser turret, so he could lay back during the hunting season. It was so successful he made an operational version for ships. The first version of the AALT comes with a build-in targeting computer, which allows it to automatically target enemy ships. The technology is out of date, causing the targeting computer to acquire new targets at a slow rate.

Trajectory Image:



AALT v2 [Auto-Aiming Laser Turret] (level 2 laser turret)

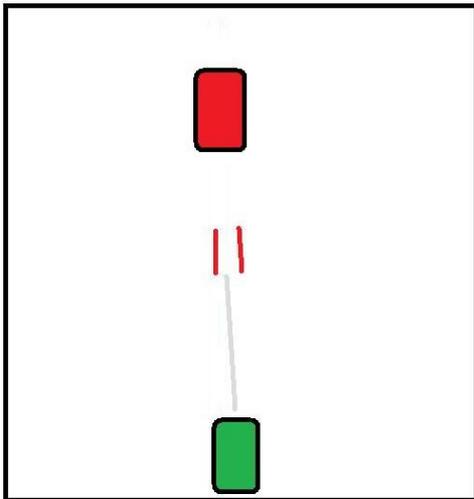
Damage per projectile: 5 Fire rate when key is held down: 200ms (delay) Ammo: 20

Trajectory: Straight Angle: Diagonal

Same as the "AALT v1" but fires of 2 shots at each press. One projectile is send off to a enemy on the right and one on the left.

Because of the great success of the first version of the AALT a new version was produced very soon. Not much was changed, but the out of date targeting system was replaced by a new one. With the new programming the laser turret is able to acquire new targets more rapidly. The price is fairly high, considering the upgrade consists of just a software patch.

Trajectory Image:



AAHLT Beta [Auto-Aiming Heavy Laser Turret] (level 3 laser turret)

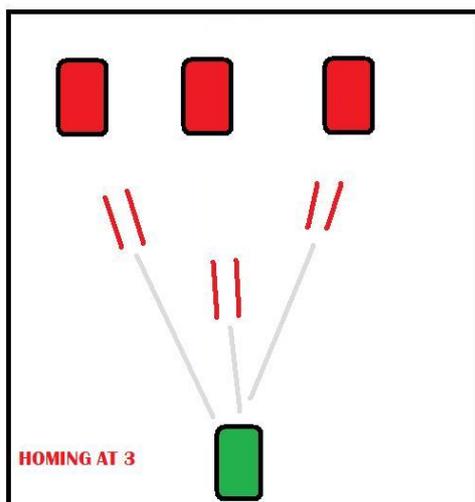
Damage per projectile: 5 Fire rate when key is held down: 200ms (delay) Ammo: 20

Trajectory:

Same as "AALT v1" but fires off 3 shots. The middle is angled at a enemy in front of the players ship. .

The last version of the laser turret is a beta version. It has been made in just a small number, therefore it is very hard to come by. Potential buyers should not be surprised to spend a fortune for this weapon. It is a beta version but it is still very powerful. How destructive would the alpha version be...

Trajectory Image:



7.2 – GENERIC ENEMY WEAPONS

Enemy space ships use the same projectile files as the player's space ship.

These are: Machinegun, Missile1, Missile2, Missile3, ChemicalBlob1, ChemicalBlob2, ChemicalBlob3, Laser, BigLaser.

See 6.2 too see which enemy fires which weapon.

7.3 – “BOSS” ENEMY WEAPONS

The boss will shoot rockets projectiles as mentioned in 7.2

8 – THE USER INTERFACE

We decided to create a simple menu interface for the game startup, containing general features. The In-Game UI is more specified for our game, and contains some unique features.

8.1 – IN-GAME USER INTERFACE

In the fights against enemy space ships, the player is provided with a clear UI. This UI contains the following:

- Armor bar: colored green, this bar will turn red from the top down to indicate damage absorbed by the armor of your spaceship. When the green bar has turned completely red, your spaceship is destroyed and you fail the mission.

- Fuel bar: colored blue, this bar is drained over time, indicating howmuch fuel you have left by slowly turning black. By picking up fuel cells that can be recovered from destroyed enemy vessels, you are able to regain fuel. If your fuel bar becomes fully black you have run out of fuel and will crash. In this case you have failed the mission. It is possible to upgrade this bar into a larger capacity, requiring you to pickup less fuel beacons.

- Score bar: This bar indicates the total amount of credits you have earned from destroying enemy ships. After you have completed the game, you can compare this score with other players to see who has performed the best.

- Credit bar: This bar indicates the amount of credits earned in a level. Credits can be spent on purchasing new weapons.

- Four weapon slots: Four square boxes will indicate weapon slots of your spaceship. A maximum of four weapons and two upgrades of each weapon can be purchased. Each new weapon slot is expensive, as it will give you a new way of damaging enemy ships. Upgrading and existing weapon will increase the damage the weapon deals, but does not affect the amount of projectiles launched or their pattern.

9 – THE MENU STRUCTURE

Menu Controls:

Player selects the option with the mouse.

Left mouse button selects a option when the mouse is over the button.

Enter key: starts a new game.

The menu screen:

The menu screen contains the following 5 options. These are placed above each other and will be ordered from top to down.

- New Game

New game allows the player to start a new game. When this option is clicked the player advances to a screen displaying the controls then starts at the start of the level.

- Continue Game

This option will start a new game when the player first starts the game. But when the player enters the menu screen when pressing the pause button the player can press this button to continue his/her play session.

- Ranking

When this option is clicked the player advances to a new screen with a sheet for the rankings.

- Options

When pressed the player advances to the option screen.

- Credits

Starts the credits movie. The player can exit this movie by pressing the enter key.

- Exit game

When pressed the game is closed.

Ranking screen:

This sheet will contain the top 10 scores achieved in the game. These will be entered on this sheet. The sheet consists of a background image with space for the 10 scores. These will be entered automatically after a player has achieved the score.

On the bottom will be a button with a arrow pointing to the left. When this button is pressed the player returns to the main menu screen.

Option screen:

Contains a background image and buttons. At the bottom of the screen is a button of a arrow pointing to the left. When pressed the player returns to the main menu screen.

The player can change the following options of the game in this screen:

High quality Shadows:

With 1 square in front of it to turn on or off. When on the square is filled with a cross. When off there is just a square. Turning these on can impact the performance of the game.

Background music volume:

This contains either a slider or 5 different options : 0%, 20%, 40%, 80%, 100%.. Only one option can be chosen at a time. Each has a square next to them which will be filled with a cross when clicked once. If it's clicked again the cross disappears.

Hearts:

With a square next to it which is filled with a cross when the player clicks it. Turns of the hearts in the game to increase the difficulty.

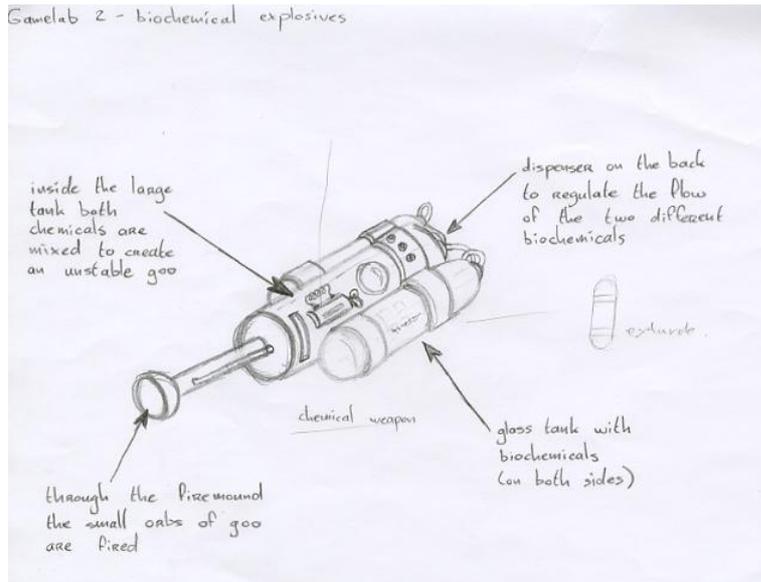


13 – OBJECTS APPENDIX

Concept drawings:

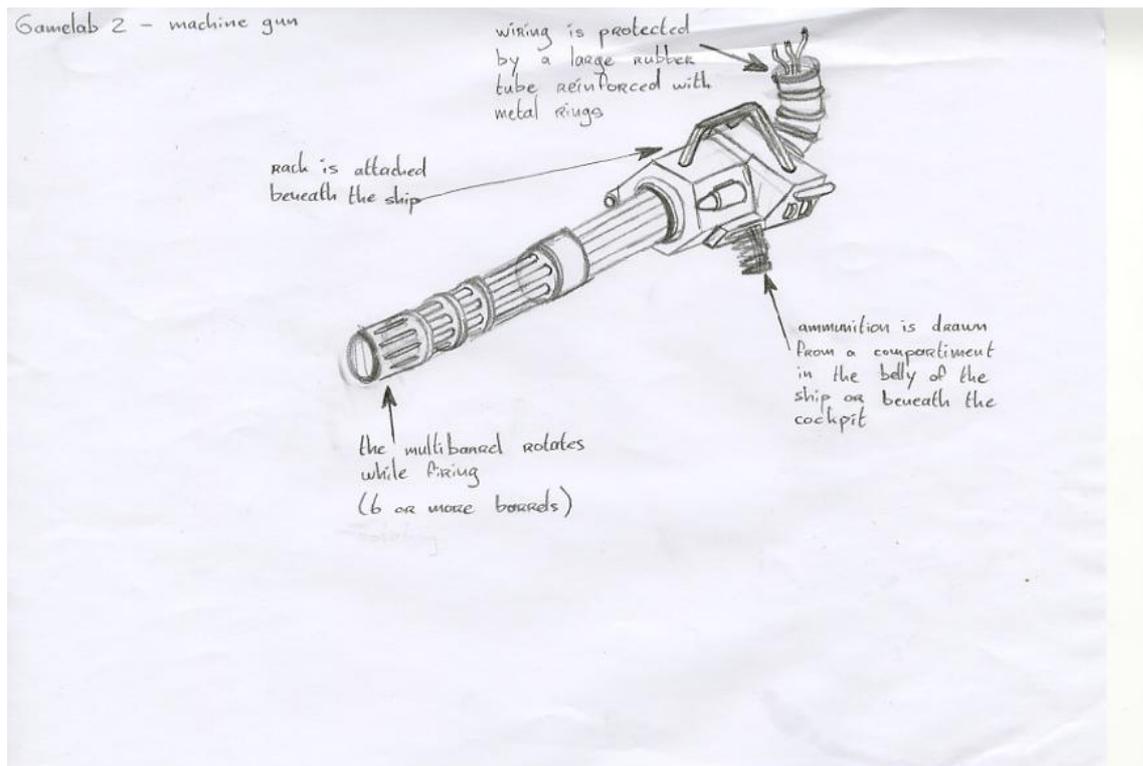
13.1 Bioweapon Concept drawing.

by Jordi Donders



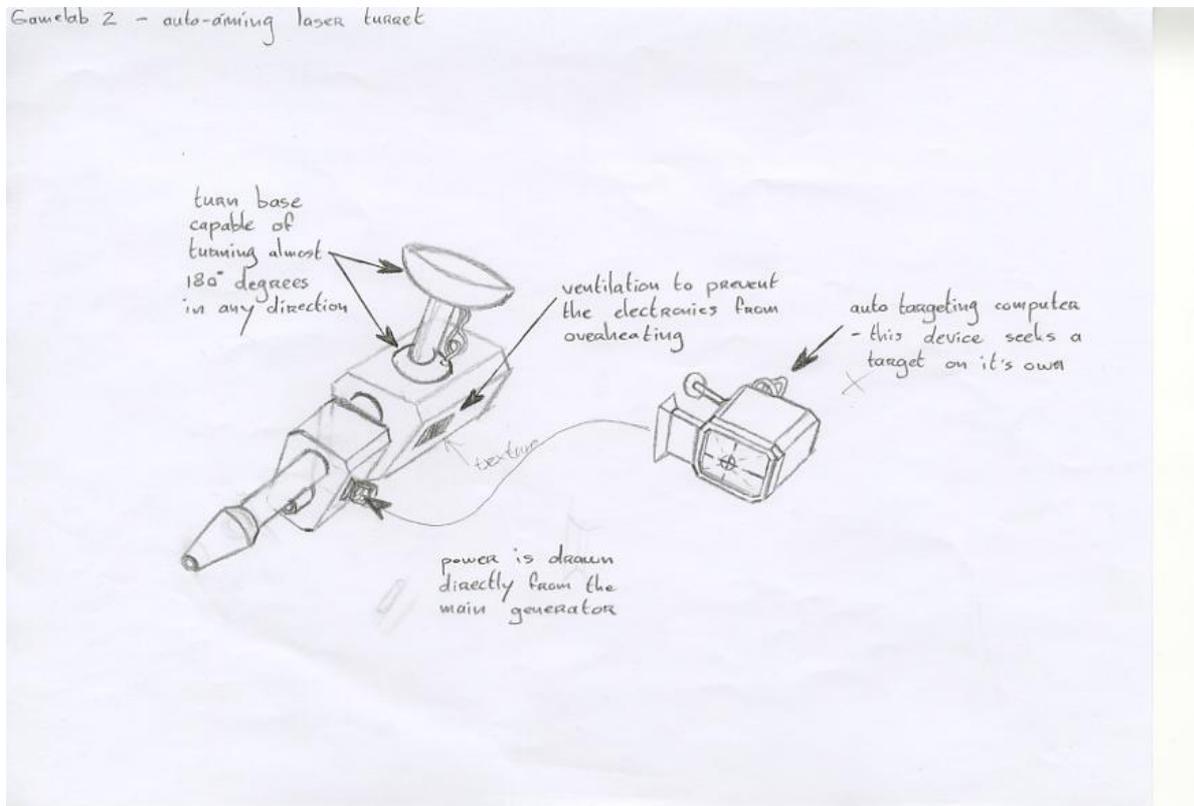
13.2 Machinegun Concept drawing:

by Jordi Donders



13.3 Laser Concept Drawing

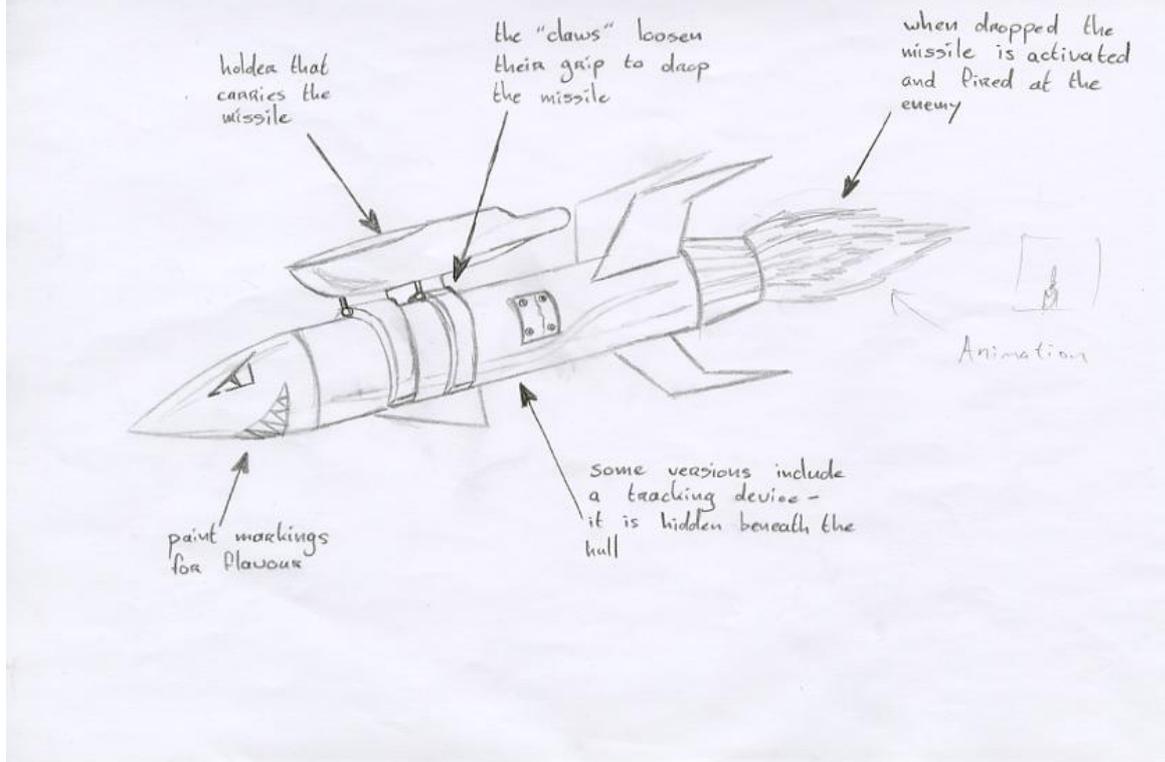
by Jordi Donders



13.4 Missile Concept Drawing

by Jordi Donders

Gamelab 2 - missile



(Images in the document are from the 2008 PC game Bloodseeker)

Style overview:

Author: Robin de Kreek

Gamelab2: Shooter game

Game-style:

- Comical cartoony. Not realistic but still looks serious and more near realism than a cartoon.
- Sci-fi but not a boring typical space design with the same type of ships with the same colors and shapes throughout the game.

Level style:

-The level will have a desert-like terrain with a city in it, throughout the terrain you can see artefacts from previous wars, like destroyed buildings and craters.
The level will also have some foliage which could be commonly found in a desert.
There is a city somewhere in the middle with a road that will basically go through the entire level. Possible there may be a river/lake added in the level.

How:

The level will be created in Maya so the environment is consistent with the models which are created in the same program. We also want to have the level slightly tilted, this can easily be achieved with Maya. The level and structures will be textured in Maya as well.

Ship-style:

The plan is to make the ships fitting to the level, so futuristic, but focussing on industrial-like design, so lots of corners and rough edges, though it is the future, so they might have weird shapes and there might be weird things attached to them.

The colouring will be cartoony, so not a lot of detail and mostly bright colours.

Projectiles:

The projectiles will mostly be simple, since it is impossible to make detailed projectiles with the style we're working with. They are going to look like little light beam/bolt-thingies. Gatling gun-like weapons will have simple looking projectiles.

Lastly there are also rockets, these look like small little...rockets. They will have a smoke-trails!!!!