

Name:

Space Shooter 3000 Deluxe

Brief Description:

Space Shooter 3000 Deluxe will be a shoot 'em up in which short randomly generated waves of enemies and the occasional boss will attack the player. In between these levels will be hectic mini-games similar to those in Nintendo's WarioWare series to throw off the game's sense of pacing. Successful completion of these tasks will increase your ship's abilities which will stay through the progression of the game.

Detailed Description

The main game is a twin stick shooter similar to Geometry Wars or Everyday Shooter. The interesting twist on this is adding progression. Typically games of this genre feature power ups that are held only until you die. We want to add the ability to level up different aspects of your ship as you play the game. The level ups are persistent, giving the player more to be invested in as well as creating meaningful choices in how you upgrade your ship.

Each level breaks down into a short wave based set of enemy encounters followed by a mini game that allows you to level up aspects of your ship. These mini games will be hectic and fast similar to the minigames found in wario-ware. This will create an interesting contrast to the main game as well as offering a new way to pace the game.

The look and feel of this game is up to the developers. The only goal being that there is a consistent feel to the shooter aspects, and a very hectic non-sense feel to the level up mini-games. Ideally, at some point you would invert the styles for the effect of challenging the player's perspective on which part of the game is actually the "main" game.

Scalability Plan

In its simplest form, Space Shooter 3000 Deluxe will just cycle between a single mini-game and the main game, with larger and larger waves of a single enemy type attack the player. Once this is accomplished, additional features which could be added with extra time include:

- different mini-games
- multiple enemy types
- more complex artificial intelligence
- different ship characteristics which can be leveled up

Game Principles Discussion

As is true with most independent game, we plan on exploiting a single aspect of our game, in this case pacing and progression. Even though five weeks is the longest development period we have been given, it is still a limited time frame. The games we create will not be hours long epics. Without some great promise to look forward to, final products much be attention grabbing for the very start. A non-traditional pacing will help with this. At the same time however, players must feel that they are making progress towards something. This is why ship attributes will carry on, so there is a sense of

continuity to the cycles of tension and release. There will be a focus on giving positive reinforcement, but at differing scales, as to make the player question his or her actions.

Design Challenges

The biggest design challenge will be balancing the core game and the mini-games, as this combination is what is meant to evoke reaction and feelings. The mini-games could easily just become an annoyance that drives players to stop playing.

Technical Overview

This game would be built very iteratively (like most games). It would start with prototyping and building a mouse and keyboard shoot em up (similar to a twin stick shooter). The goal here is to create a good responsive feeling shooter with simple enemies. After this is in a good spot the team would break up, with one team working to extend the engine to handle leveling up, progression, and the level up mini-games. The other team would focus on enriching the shooter, creating different weapon, enemy, and level types. The focus of this game is to flesh out over time two simple game mechanics.

Technical Challenges

The technical challenges in this game come from later iterations. At its heart the game is very simple, which is intentional to allow the members of the group to make it complex in ways that they desire. If someone is interested in 3d they can create complex shaders to render an interesting style. The enemies could be given complex AIs. The amount of enemies can be cranked up using complex algorithms. In the same regard, time can be spent on making cool art assets or designing interesting mini-games or encounters. The focus of this game concept is to be flexible in how it is developed.