

ASSIGNMENT 2 – GAME PITCH DOCUMENT

USG

UNTITLED SPACE GAME

BY: 'GROUP 24' | LAB: TUESDAY 11:30 AM

Trent Euman: Project Manager / Programmer / Artist

Aaron Pullia: Programmer / Repository Organiser

Lachlan Meens: Main Artist / UI Designer

Matthew Catalfamo: Programmer / Sound Designer

SECTION 1: WRITTEN OUTLINE

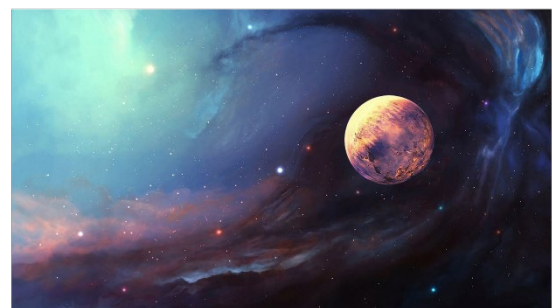
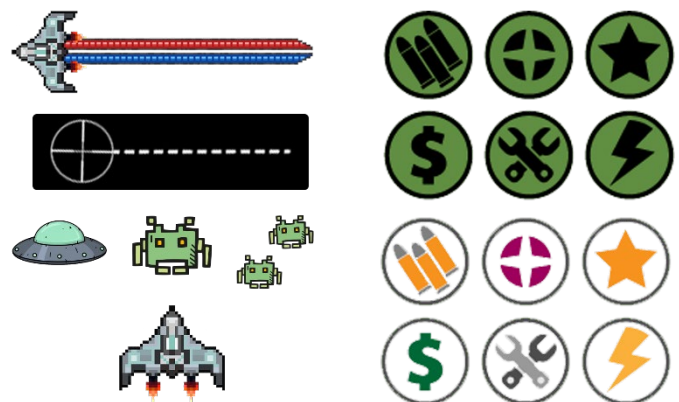
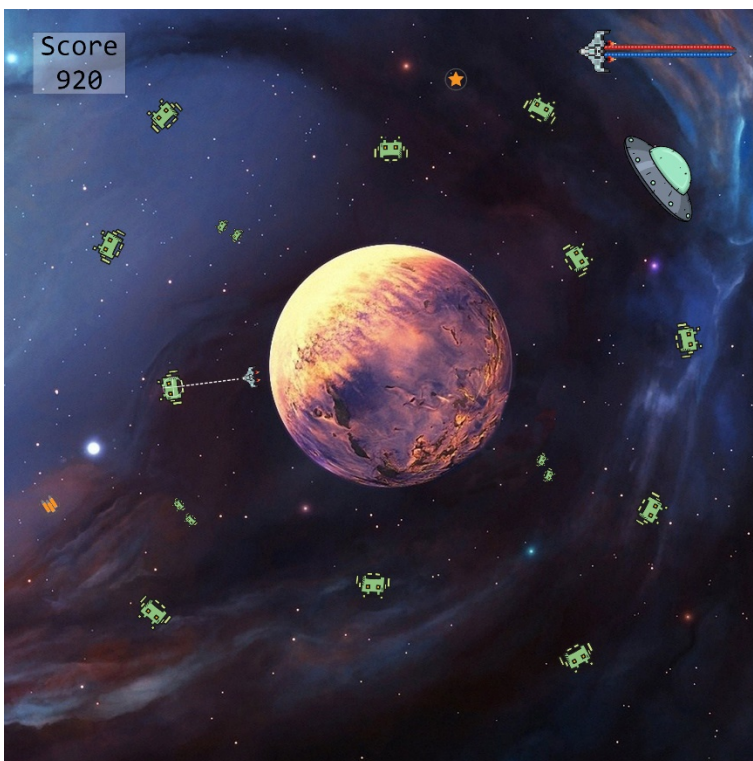
The games we have chosen to re-imagine are 'Space Invaders' (Taito, 1978) and 'Asteroids' (Atari, Inc, 1979), with the intention of merging mechanics from both into a single project. Our game project is called USG: (Untitled Space Game), a planet defence game where you protect the Earth from alien entities with weapons and power-ups.

While we are implementing mechanics from both our chosen games, the gameplay will be drastically different. Instead of moving in a linear motion, like in Space Invaders, the player moves in a circular motion around the Earth and can shoot in any direction with their mouse. Also, the player has to defend a planet rather than 'bunkers' like in the original. Additionally, the enemies and obstacles work similarly to Asteroids, except they can duplicate into smaller enemies when defeated, providing a sense of tension for players.

In terms of power-ups, we hope to have a shield (which goes around the player and protect them from three hits), rapid-fire, a spread shot, invincibility, and also a nuke (a destroy all) ability. These power-ups will move towards the Earth, where the player needs to shoot them to enable it. They will give players a variety of ways to approach our game, much like it does for games like Contra (Konami, 1987) and Super Mario Bros (Nintendo, 1985).

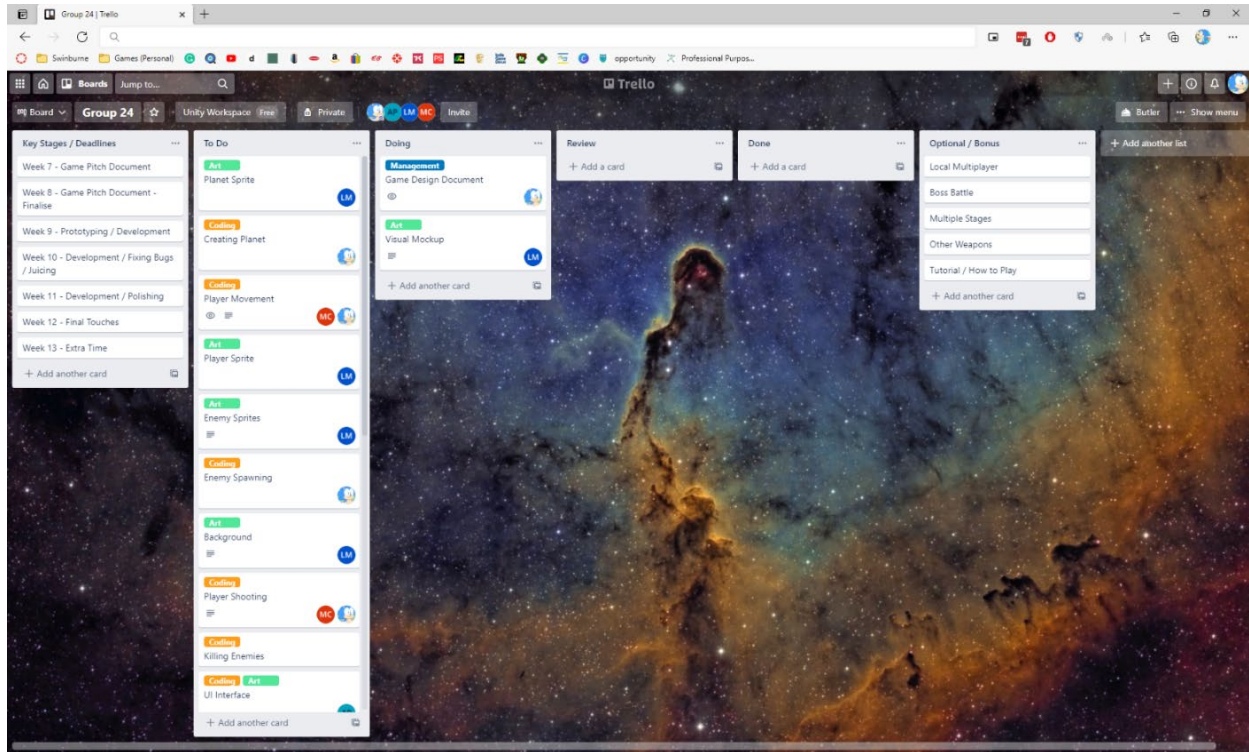
With 'USG', we hope to provide a unique approach to the 'shoot em up' genre while trying to make something that feels faithful to the arcade games that inspired it.

SECTION 2: VISUAL MOCKUP

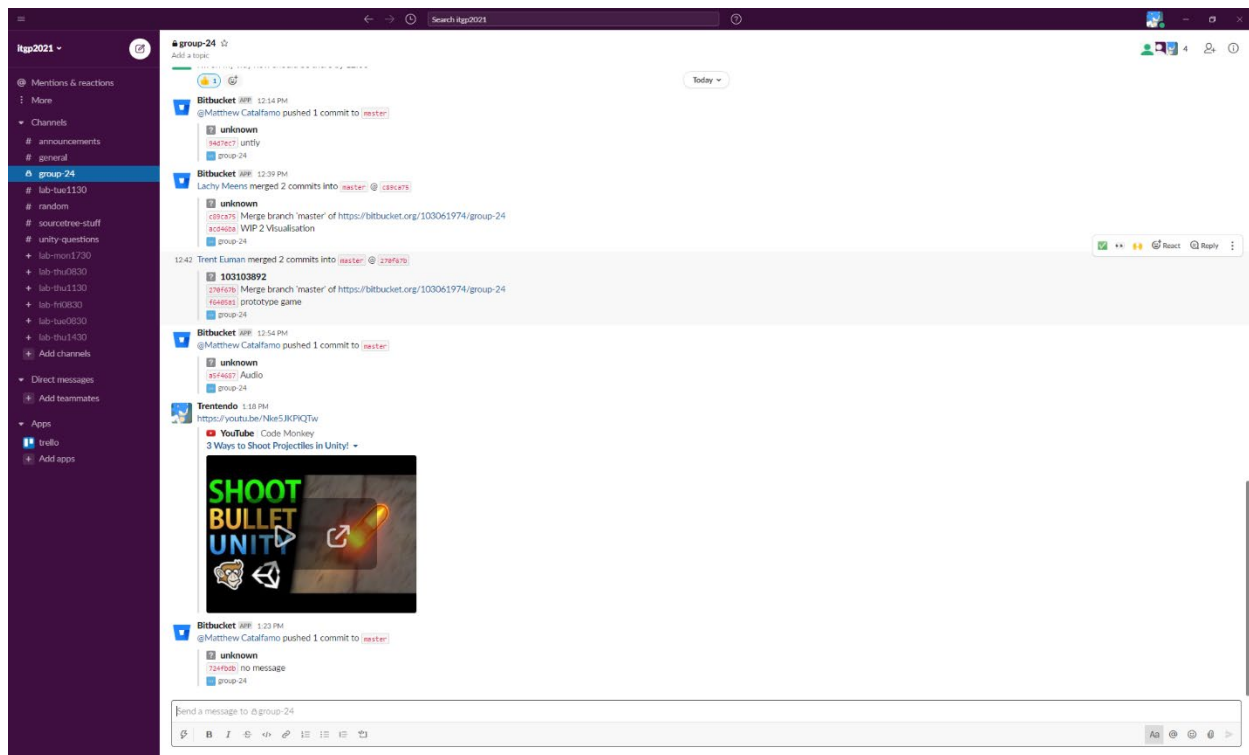


SECTION 3: TRELLO BOARD

<https://trello.com/b/4vjN1aqV/group-24>



SECTION 3-1: SLACK CHANNEL USAGE



EXTRA SECTION: REFERENCES

Taito. (1978). Space Invaders. [Computer video game]. Tokyo, Japan: Taito

**Atari, Inc. (1979). Asteroids. [Computer video game]. California, United States:
Atari, Inc**

**Nintendo EAD. (1985). Super Mario Bros. [Computer video game]. Kyoto, Japan:
Nintendo**

Konami. (1987). Contra. [Computer video game]. Tokyo, Japan: Konami