

What do I want to learn/improve this semester?

I want to improve my script writing ability by trying out new methods of scripting. For example working with Interface scripts. By improving my script writing I want to make better constructed and cleaner written code. For example everything that has to do with the player should be located in a player script and everything the player can interact with should also happen from the players side and not the object it's interacting with. I want to learn how to make different enemy types while not having to make a lot of different scripts for each type of enemy. For example if I have two enemy types that have similar behaviour but different attack patterns I should have to adjust the attack pattern of those enemy types without creating a separate scripts for just that one single change.

Inspiration

Ratchet and Clank:

I've picked this game mainly as inspiration for the type of bolts and screws I want to make for my own game. Since my character is going to be a robot it only makes more sense and a much more fitting style to go for the game. The reasoning behind this I want to use these as a collectable the player can pick-up and when enough collected, the player can get an extra life out of it.



Crash Bandicoot:

The reason I pick Crash Bandicoot is for the simple movement design of Crash and the way the collectables work in these games. Controlling the character felt good and collecting all the wumpa fruit, crystals and gems in these games felt rewarding. Collecting enough wumpa fruit granted you an extra life, the crystals gave you a goal to keep on collecting because without you couldn't proceed further and the gems were bonus collectables that were optional but, once you've collected them all, rewarded you with a secret ending.



Crash Bandicoot 4: It's About Time

What I like about these enemies is the way they are setup. Technically they are all the same but each enemy type has its own behaviour and vulnerabilities. For example the octopus cannot be attack from the sides and can only be killed by jumping on its head. The rats on their barrel going back and forth can't be killed at all.



Game idea

I want to make a semi-robotic/nature world that looks abandoned for years, maybe even centuries and the character needs to find out what happened to this place and what his place was in this world.

His goal is collecting power nodes that can help him restore power to this ancient city so everything can restore back to how it once was before. When collecting enough power nodes in certain sections of the area he's currently in he can open up a pathway to the next section of the city.

Each section is made out of different parts that all connect to one master node that is being used to power that particular section. When collecting enough power nodes in a certain section the player can then use these power nodes to power up the master node in order to unlock the next section.

In each part of a section the player can find ancient artifacts as a collectable but they are locked away behind a shield and the only way to get them is by destroying all the different type of power containers in that particular part. These ancient artifacts can be used to unlock secret areas in other parts of a section in either the same or different area.

He can collect bolts and gears and his head he can collect as lives. When he collects enough bolts he can create himself an extra head (aka live).

His body structure is weak, so when he falls in the water he dies. When he gets hit by an electric shock, he will short-circuit causing him to die. If he falls into lava he will melt away because his body structure can't resist that much heat. When he dies from an explosion, he explodes into pieces as well.

The remaining robots in the area that are still active are no longer friendly, due to their code being corrupted, and are extremely hostile against you. When he gets hit by an enemy he falls apart due to his weak body structure.

During his adventure he can find upgrades that can temporarily boost up his body resistance, making him withstand any fatal hits. Should he find enough upgrades he becomes temporarily invulnerable until an upgrade becomes too overheated and detaches itself from him before it gets destroyed making him vulnerable again.

The Character:



([Mix and Jam](#))

Collectables:

- General collection items the player can pick up and with enough collected grants an extra life ([Ratchet and Clank](#))



- The player's head is an item the player can pick to grant an extra life ([Mix and Jam](#))



- Power nodes that the player needs to collect in order to proceed ([Kraag power cell](#), [Teenage Mutant Ninja Turtles](#))



- Artifacts that the player can collect as an additional objective ([Robot parts Kitbash pack](#))



Mechanics

For this game I want to use a gamepad controller.

Character:

- Joystick to move the player around
- Button South to make the player jump
- Button West to make the player attack
- Left shoulder to make the player run
- Button North to make the player interact

The reasoning behind this I want it to make it as simple as possible for the player so they can quickly understand what the controls are and can focus more on the gameplay instead of how to play the game.

Enemies:

For the enemies I've created an Excel sheet that shows what the name of the enemy is, what its abilities are, how you can kill and how you are able to get killed by. To view the Excel sheet, click [here](#).

Name	Abilities
The guard	Patrols around in a set pattern, passive attack stands
The shooter	Goes to set markers and fires weapon, then repeat
Thornguard	Patrols around in a set pattern, when walking to next position the thorguard will put out it spikes. Apon reaching the position it retracts them, repositions itself to go to the next position and repeats the pattern
The bouncer	Has a shield that blocks you from moving forward and moves along with you. When reaching the same position as you he will swing his sword/mace to you to kill you When the player walks against his shield he pushes away the player
The Bomber	Throws explosives to the player when he's in range. Gets frightened when the player is too close

How to kill	How to be killed
Jump on his head or attack it	Walk against him (non-attack)
Jump on his head or attack it	Walk against him (non-attack) or gets hit by its bullet
Jump on his head or attack it (when spikes are retracted)	Walk against him (non-attack) or walk against him while spikes are out
Avoid his attack then jump on him	Get hit by his sword/mace or when walking against him while sword/mace is stuck
Jump on his head or attack it	Walk against him (non-attack) or get hit by its bomb

The reasoning behind this I want the player to give the player a challenge to overcome an obstacle that isn't too difficult to overcome, but still give the player the feeling that it won't be as easy as expected.

Traps

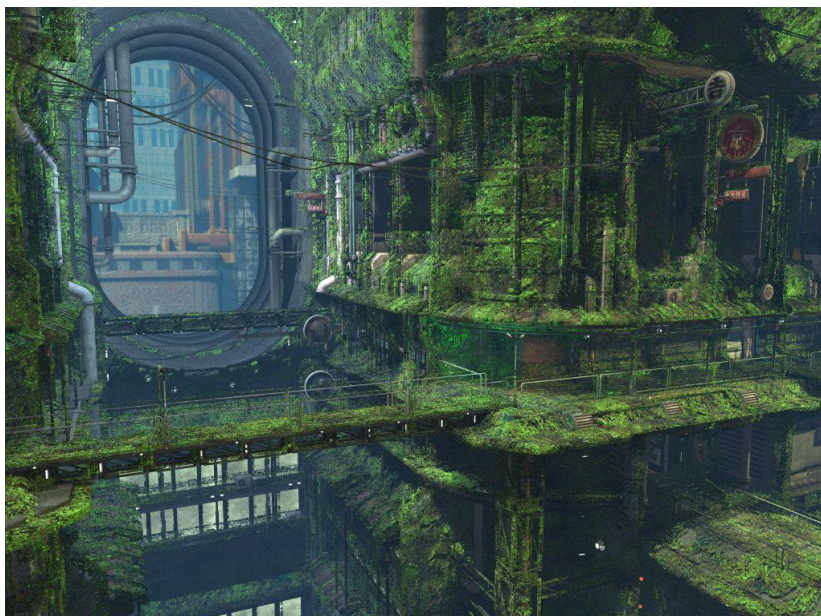
The traps will be functioning on either there own or when the player is triggering them. When they function on their own there are in a constant loop and won't stop. When they need to be triggered by the player they only activate when the player triggers them. When the player does this the player will get a few seconds to react to try and dodge the trap before getting hit by it.

What I want to achieve

My goal with this prototype is to have a working level that has the before mentioned idea elements in them. The level should have a main objective the player needs to collect, an optional goal the player could collect but is not required, at least two or three different enemy types that stands between the player and the goal and at least one trap type the player needs to avoid. Furthermore, I want the player to be immersed and that the player can recognize the type of environment I was going for.

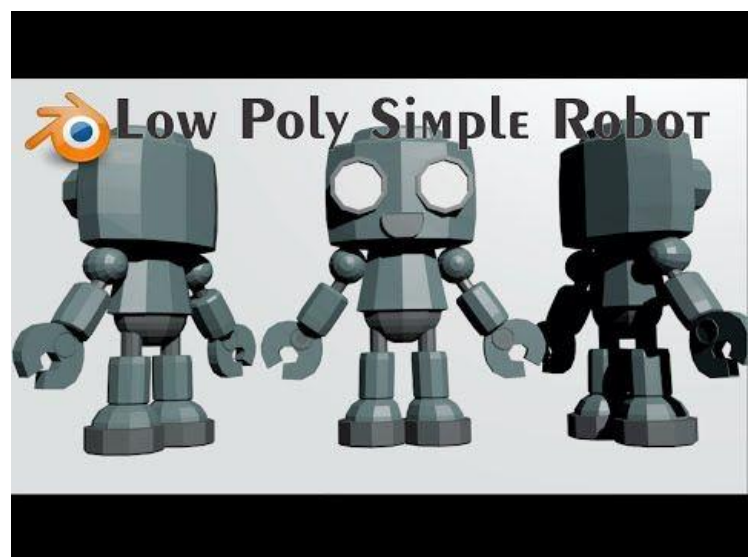
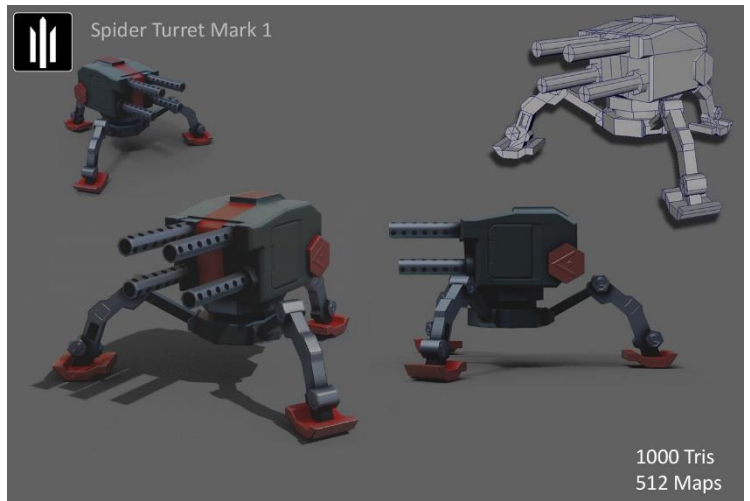
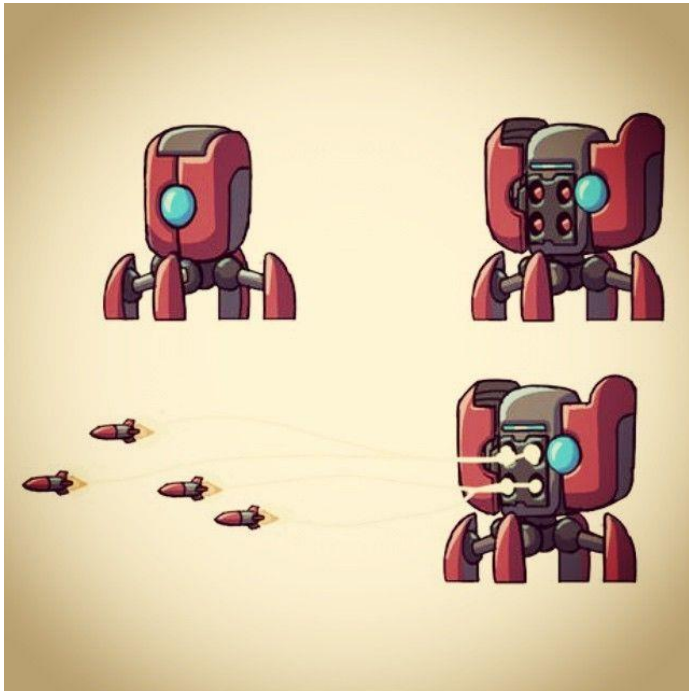
Environment

For the environment I went looking online for inspiration of how I wanted my ancient robotic world to look like. I've found some great examples that I want to use as inspiration for my main game. I was looking for cities and robots that look like they were abandoned for years to get an idea and feeling of how I want my world to look like.



Enemies:

For the enemies I was looking for inspiration that resembled my enemy type ideas. I went online looking for some robots that fit these types of robots.



Traps

I wanted to look for traps that seems fitting with the environment and is easy to understand for the player and are also common known for people that are new to video games in general.

