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01/03/2019

SPACE SNAIL APOCALYPSE



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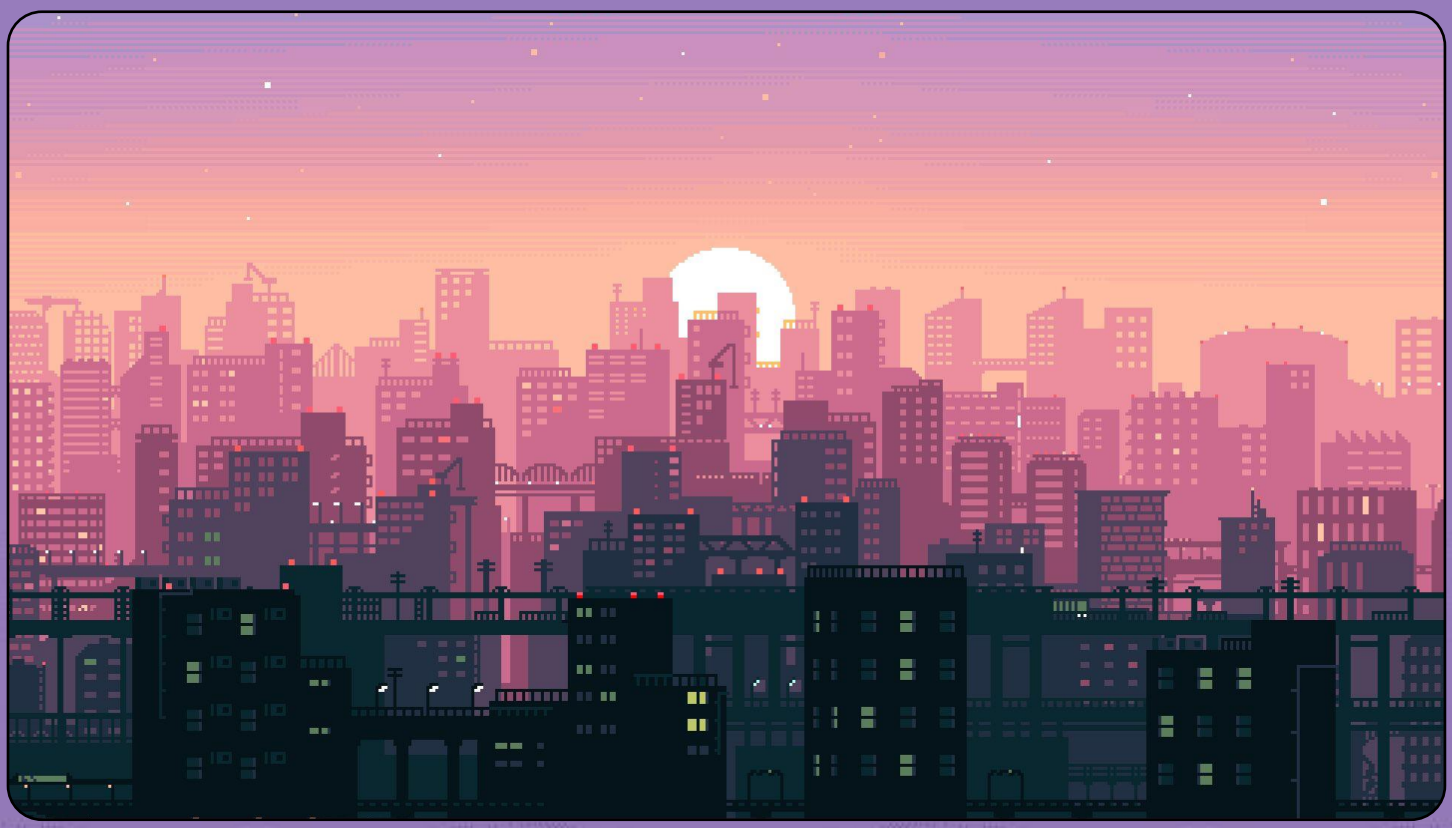
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PREFACE

As part of my personal project of end of third year during my Game Design studies at Aries school, I had the task of imagining a game of my choice, describing its universe, writing its scenario, explaining its game mechanics as well as shaping some examples of Level Design, and all this was to be written down on a text document.

Moreover, I had to develop a prototype of this imagined game, as well as a market study on how this game would work out if I were to publish it, and finally also a production management sheet, explaining in detail the different resources needed to develop such a game and their cost.

INFORMATION SHEET



Title:	Space Snail Apocalypse
Genre:	Shoot'Em Up
Theme:	Space Snail, Invasion, Apocalypse
View:	Side-view
Platforms:	PC
Players:	1
Public:	Teenagers and Adults
Anticipated PEGI:	12+
Target:	Retro Gamers who like old classic Shoot'Em Ups

PROLOGUE

In the year 2127, 100 years after the terrible cheese invasion that nearly brought humanity to extinction, the world had just finished recovering from it, the cities were finally rebuilt and functional once again, people's fear of cheese was slowly disappearing, hope was back.

But as the world was celebrating the 100th anniversary of the cheeses' annihilation, a new terrible event was about to begin...

From the sky started raining down meteoroids, at first it was a pretty sight, but soon hundreds were pouring down, shattering buildings, cars and everyday objects, a general panic awoke, and people were running all over the place, shouting and trying to find a place to hide themselves and their children.

But the meteoroid rain suddenly stopped, people started wandering outside, curious of what these spatial objects were, and as they approached them, they discovered that these projectiles were in fact... haystacks.

Where did they come from, and how did they survive burning up through the Earth's atmosphere people were thinking, but they were soon to know how....

Suddenly the haystacks started moving, like if they were waking up, their eyes opened, looking at the humans around them, and the earth shook, and in the middle of them, a huge hay golem stood up and started talking:

"We are here, humans, to finally take revenge on what you have done to us so many years ago, we have finished with the Sbirians, and now it is your turn.

We are the ancestors of... The Sacred Hay"





Thanks to the prologue, we now Know the background of the story-telling for this game.

The summary is that the ancestors of the Sacred Hay have come back down to Earth to finally take revenge on the humans, who have, during the Middle-Ages, used up the powers of the Sacred Hay for their own needs and greed.

The humans didn't Know back then that the Sacred Haystacks were in fact living organisms, and now are going to regret ever having used them.

The goal of the player, as this game is a Shoot'Em Up, will to advance throughout different levels, and fight his way through different hay-based enemies.



INTENTIONS

SPACE SNAIL APOCALYPSE started from the intention to create an old-style retro pixel art game, in which the universe would be the same one as in my previous Game Concepts (cf. Aliens Versus Peasants and Too Cheesy For Me) so that I could implement references from each game.

Also, even if these Hay Monsters are linked to the Sacred Hay from my previous Game Concept, I created from the memories I have from when I was small.

My dad used to make me believe that the haystacks that were sitting on farmlands were Space Snails, intelligent entities who came from outer space to invade Earth, and that each haystack colour (plastic surrounding) showed what type of creature it was.



GAMEPLAY

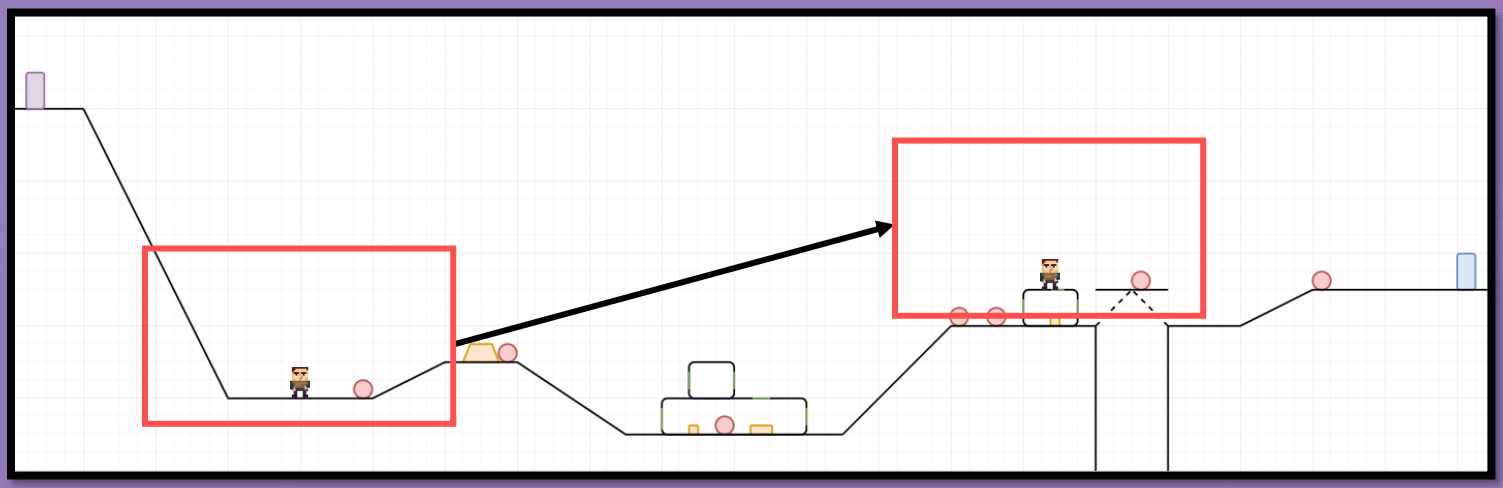
CAMERA

SPACE SNAIL APOCALYPSE is a 2D game with a Side-view.

The game's camera in the demo is static, due to it being a prototype dedicated to testing out the game's mechanics.



But if the game was developed apart if the player is in a locked zone, the camera would always follow him, with the character always in the middle of the screen, width wise, and a quarter of the screen's height below, height wise, , like the old-style games this one is inspired by.



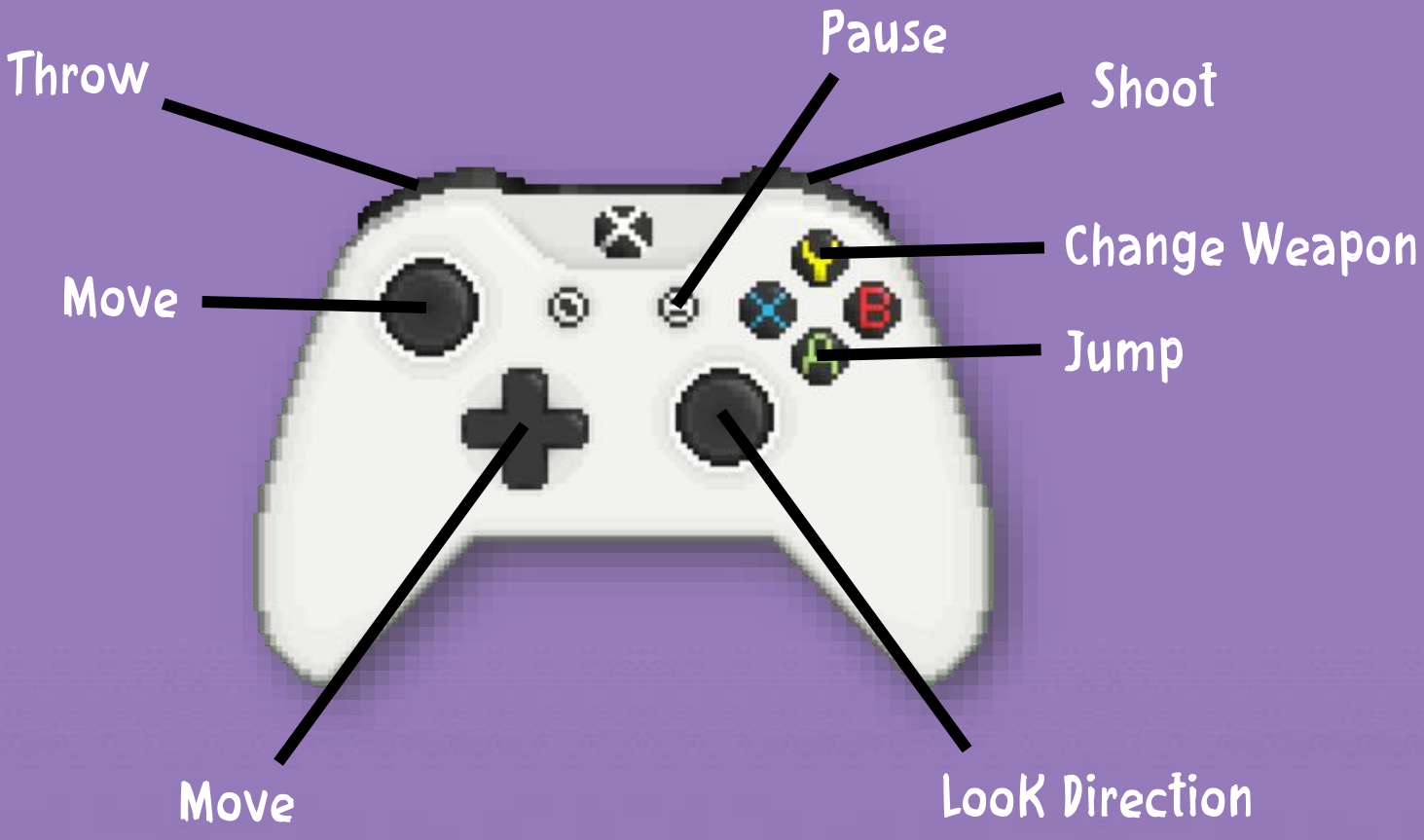
CONTROLS



OR



This game can be played with a controller or a Keyboard and mouse, it's as the player prefers.



CHARACTER

Here is the character that will be played by the player, he does not have a name, so let's call him Bob, the Hay Slayer.



He's quite a basic character, but he can do quite a bit:

- Basic Mechanics:
  - Run
  - Jump
  - LooK Around
- Special Mechanics:
  - Shoot
  - Throw
  - Change Weapon
  - Wall Grab
  - Wall Jump



And he possesses a series of animations for most of these mechanics:

WEAPONS



The player, by Killing enemies, will be able to picK up different weapons, with different firing rates and damaging power.



PISTOL

Six Bullets, maybe one Kill, if you're lucKy



MACHINE GUN

Lots of bullets, and you feel liKe you're part of the mafia



SHOTGUN

Great for close ups,
if you don't have hay fever



BOMB

For crowd control,
but don't be part of the crowd

ENEMIES

All enemies are based of hay, or more precisely haystacks, and each type has a different amount of health and inflicts a different amount of damage.

Here are three different enemies that would be present in the game, but not the only ones.



HAY BALE

Specialised in jumping, actually, that's the only thing it can do



HAY SNAIL

Specialised in rolling, but learnt how to jump from its friend HayBale



HAY GOLEM

The Hay Boss, specialised in smashing until dead, it loves what it does

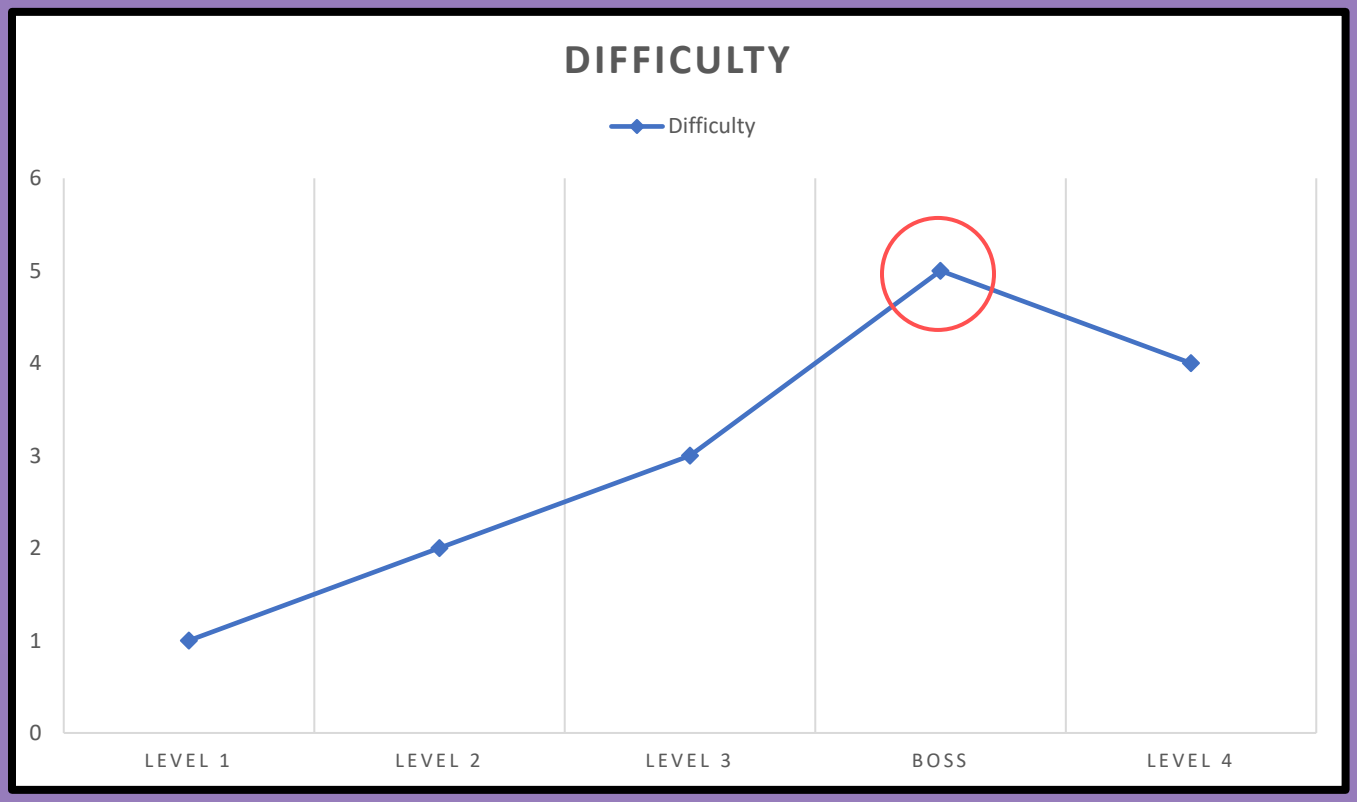


DIFFICULTY

Like in most old retro Shoot'Em Up games, the difficulty is constantly increasing the more levels the player completes.

The exception is where, for each certain number of levels, a Boss Level appears, that's where the difficulty ramps up suddenly.

Once the Boss is defeated and the player passes onto the next level, the difficulty falls back down a bit.

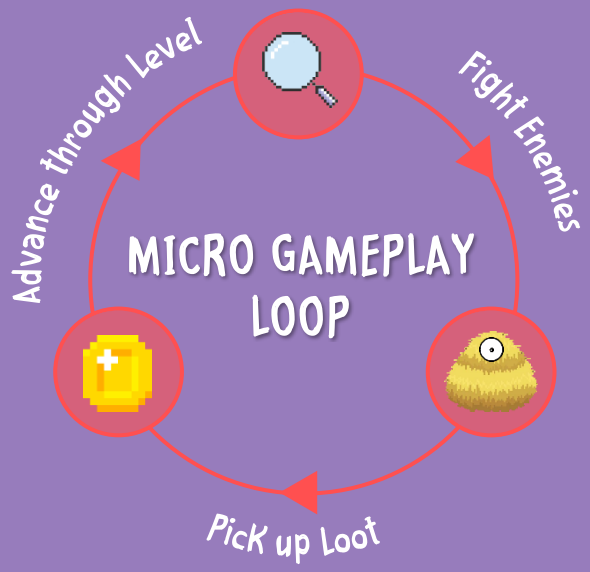


This way, the player can get use to the difficulty rising level, and anticipate what the next level's difficulty is going to be like.

GAMEPLAY LOOP

A Gameplay Loop is a game design term that is used to describe the repetitive activities that a player will take while playing a game.

This game's gameplay loop can be divided into two, a micro and macro loop:





SIGNS & FEEDBACKS

In the demo, all the Signs and FeedbacKs are visual, having not enough experience in Sound Design, to implement One Shots or Ambiances, or Programming, to implement controller vibrations.

But in the developed game, there would be all that of course, but for now let me show you the visual Signs and FeedbacKs I have implemented in the demo:

- Player:
  - Spawn: A Ray of light, to indicate that the Player has spawned or respawned



  - Hit: A gush of blood, to indicate that the Player has been damage by an enemy



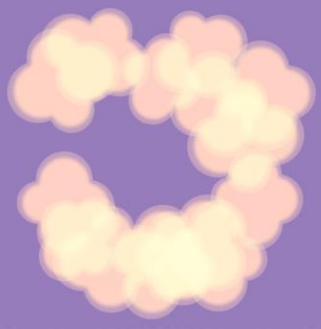
- Death: A puff of smoke, to indicate that the Player has died (plus the fact that the Player vanishes)

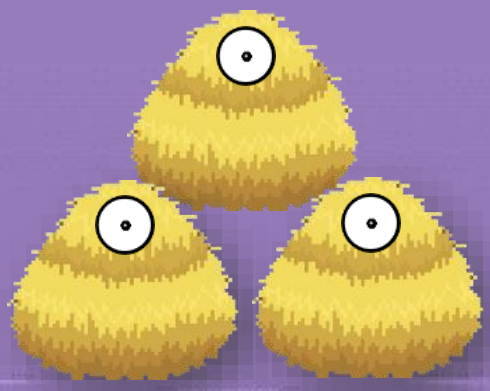


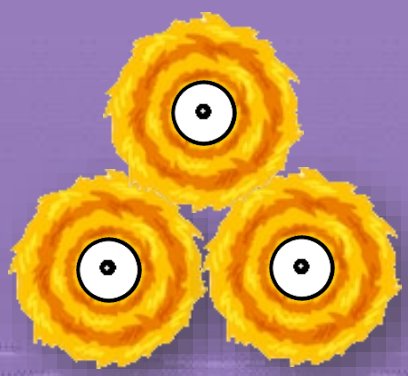
- Enemy:
  - Hit: A splash of hay, to indicate that the enemy has been damaged



  - Death: A puff of hay, to indicate that the enemy has died (plus the fact that the enemy vanishes)







- Weapon:
    - Shoot: A colored line, to indicate where the Player has shot and in which direction the bullet went



    - Hit: A surge of wind, to indicate that the weapon's bullet has hit something (and the fact that the shoot FX vanishes)



- Camera:
    - Camera Shake: When the Player dies or an enemy, the camera (screen) shakes a certain amount, to amplify the feedback

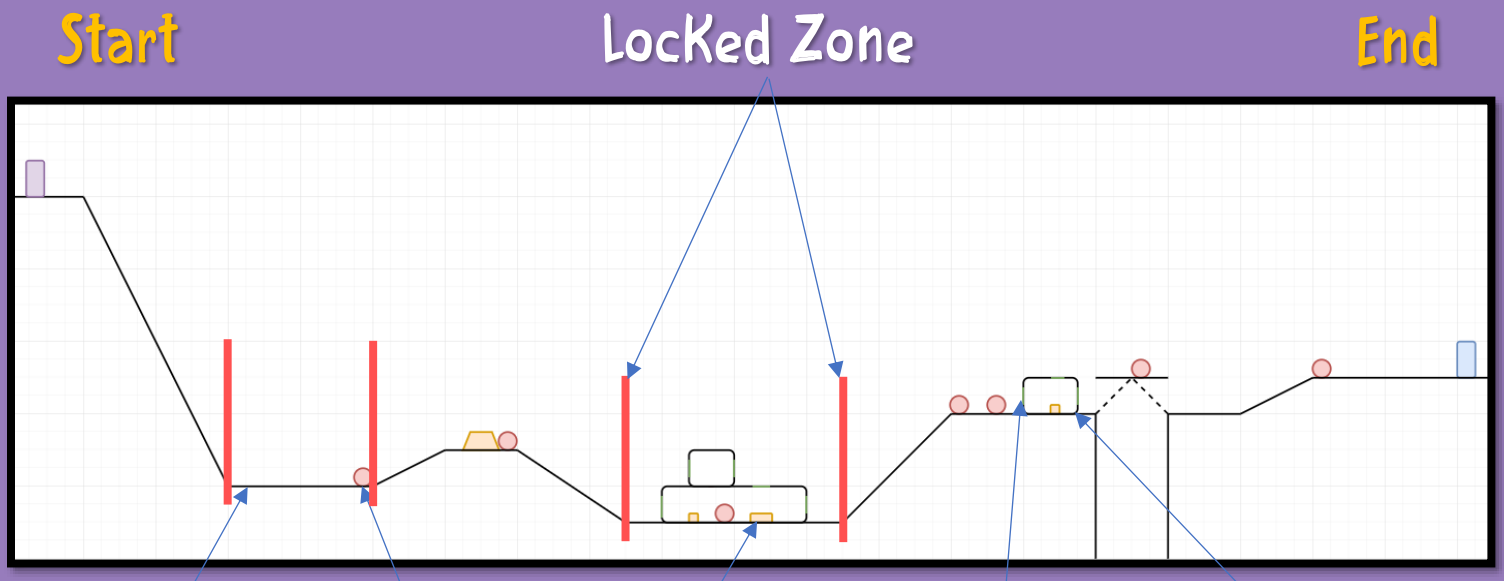
Some other visual feedbacks not present above are the enemies' animations (moving):

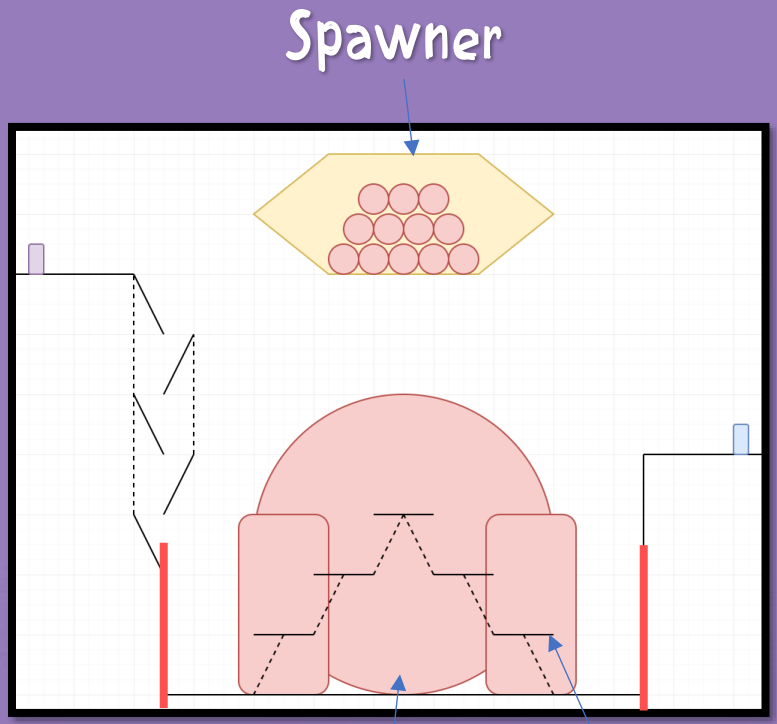
- The Hay Snail visual turns in the direction it is moving in
- The Hay Golem has an animation sheet for when he's walking



And those are all the feedbacks I haven't written about earlier in this document
(ie. Player animations (running, jumping etc...).

LEVEL DESIGN







Here above are two Level Design illustrations:

One of a generic level, which relies on:

- Ground variations, such as slopes, which the player can slide down or climb up, or holes, in which he can fall in and die or lure enemies into

- Scenery blocks, with which he can get to higher grounds, or fool enemies

- Destroyed buildings, that can hide enemies, or can be used to escape them

- Locked zones, areas in which, once the player enters one, the camera locks its position and then enemy waves start, they unlock after all the waves are defeated.

One of a Boss level, which relies on:

- A Boss (obviously), in this interpretation it is an out of bounds giant Hay Golem, composed of multiples hay entities attached to one another

- Platforms, here for the player to use to escape the attacks of the Boss, who destroys them when he hits one, and to get higher to attack the boss in the right place

- An enemy spawner, here to make the battle more difficult for the player, making him have to look out for the Boss' attacks and the basic enemies' at the same time





CONCLUSION

SPACE SNAIL APOCALYPSE is an old-style retro pixel art Shoot'Em Up, not a GOTY of course, but a simple game, with a splash of comedy, original with that, not many developers have used haystacks as enemies in a game.

It follows the same feelings and emotions as my previous Game Concept was supposed to communicate to the player (cf. Too Cheesy For Me), like a spiritual follow up.

I like developing the type of games that players can play whilst chilling, relaxed, no need for stress or any other strong emotions, apart from laughing, which I find essential in the games I think of.

Comedy is a great way to communicate to the player and make him like what you like about your game, plus even if it's only single player, due to it being funny, friends watching the player whilst he's playing can laugh too, which leads to them talking and having fun together, and that strengthens their friendship, which is an important part that I want to relay.

Also the good thing about these type of games, they don't take up much storage place, so it's a small game, installed in a few minutes and uninstalled in a few seconds.

This perfectly fits with what I think of this game, a simple, small game, just here to entertain the player and his friends, especially if they're into old retro style games, if they want to play it, it's quickly installed, and takes up hardly any space on their massive hard drives, so no need to uninstall it really.

