2D Game Pitch

CIS 487

 Imminent Invasion

By: Andrew Beattie and William Parker

The Story:

 The planet is under attack by an alien invasion and you alone are the one who can stop them. Waves of alien ships are dropping their mind control probes all over the planet in preparation for their landing. You find yourself in a commandeered alien ship but soon realize that the ships are impervious to their own weapons and only a direct collision with an object made of the same material with bring them down. With this new found knowledge you use their mind control probes against them making your way through the invading army. The farther you get from your planet the more your enemies numbers seem to grow no doubt protecting something of utmost importance.

The Appearance:

 This game will be similar to Breakout or Brick Breaker. It will host a space alien theme where the bricks will be invading alien space ships. Instead of a simple paddle the player will control a space ship of their own equipped with a lazer. Each level while maintaining the overall theme will have it's own design to aid in the advancement of the player through the story.

Player Role:

 The player will be in control of the commandeered alien space ship with the mission of saving the planet. The player must the lazer on the space ship to fight their way through the invading alien army destroying all enemies in their path. Once the player has made their way through the army they must take on the alien mothership for it's destruction alone will bring an end to the invasion.

Strategies:

 The player's strategy will be to use their lazer to shoot the the falling probes deflecting them back at the invading alien ships. Once a probe has destroyed an enemy ship it will lose all of it's momentum and become a falling hazard which the player must avoid so they won't take any damage. In order to send the probe straight up the player must hit the probe with a shot near it's center. If the player wishes to deflect the probe in a different direction they must land a shot on one of the corners for the probe to send it spiraling in a new direction.

Motivations:

 The player should be motivated to progress through each level to get to the mothership and save the planet. The player should be attempting to destroy all enemy ship because only by clearing the scrren of enemies will they advance to the next level. As the player moves to knew levels they will be moving farther from the planet and out into space where the mothership awaits. Once the player reaches the alien mothership they should focus on it's destruction for once the mothership is destroyed they will win the game.

Level Summary:

 Level 1:

 In level one the player will be flying the ship over the cities fending off a small wave of alien ships. These ship will be weak and large in size making for easy targets for the player allowing an easy way onto the next level.

 Level 2:

 In level two you will be flying in the upper atmosphere fighting through the second wave of alien invaders. The enemy ship have now shrunk in size but grew in numbers. It will take the player a little more patients to complete this level.

 Level 3:

 In level three you are now in the early reaches of space just outside the atmosphere. Once again the enemy ships are smaller in size and vast in numbers. In this level the player will not only need patients but a little more skills to land their attacks on the invading space craft.

 Level 4:

 It's level four you are now in outer space. At this point you've made it through all the enemy's forces and now it's time to take town the mothership. It's going to take patients, skill, and some luck to take down her defenses and end the **Imminent Invasion**.

Story Progression Summary:

 You start out flying high over the cities protecting them from the first wave of enemy forces. Once the people are safe from immediate danger you start your journey up further into the atmosphere taking on the next wave of aliens. Just outside of the atmosphere is the final wave of invaiding ship that stand between you and your target. Clearing that final wave put you face to face with the mothership lingering in outer space.

Hardware Specifications:

 This game will run on most PC's with it's low demand on memory and will not need much processing power.

Software Specifications:

 To develop this game we will use visual studio 2010 C++ with the DirectX SDK.

We will use Paint.Net for any of our self made art and Audacity for any of our sound effect needs.

Algorithm Style:

 We don't know the exact algorithms we will be using at this time but we do plan to keep them small and simple to prevent any difficulty during testing and gameplay.

