

Game idea

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Game Description

- 2D rogue-like with the player controlling a space elevator and transporting cargo up and down to space stations
- enemies attack depending on cargo
- mechanical arms as defense
- general loop:



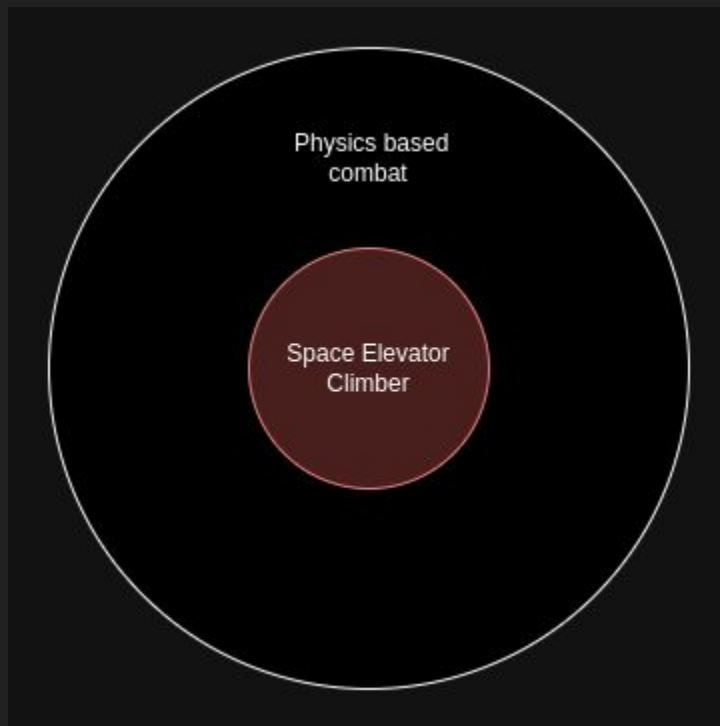
Story and Setting

- Goal of the player: earn funds to attempt final climb to livable space station
- Earth is a wasteland, rich people escaped to space stations
- Multiple cables accessible, each leading to a different height
- Final climb as the most dangerous
- Upgrades necessary (additional defenses/ weapons, fuel to keep elevator running)

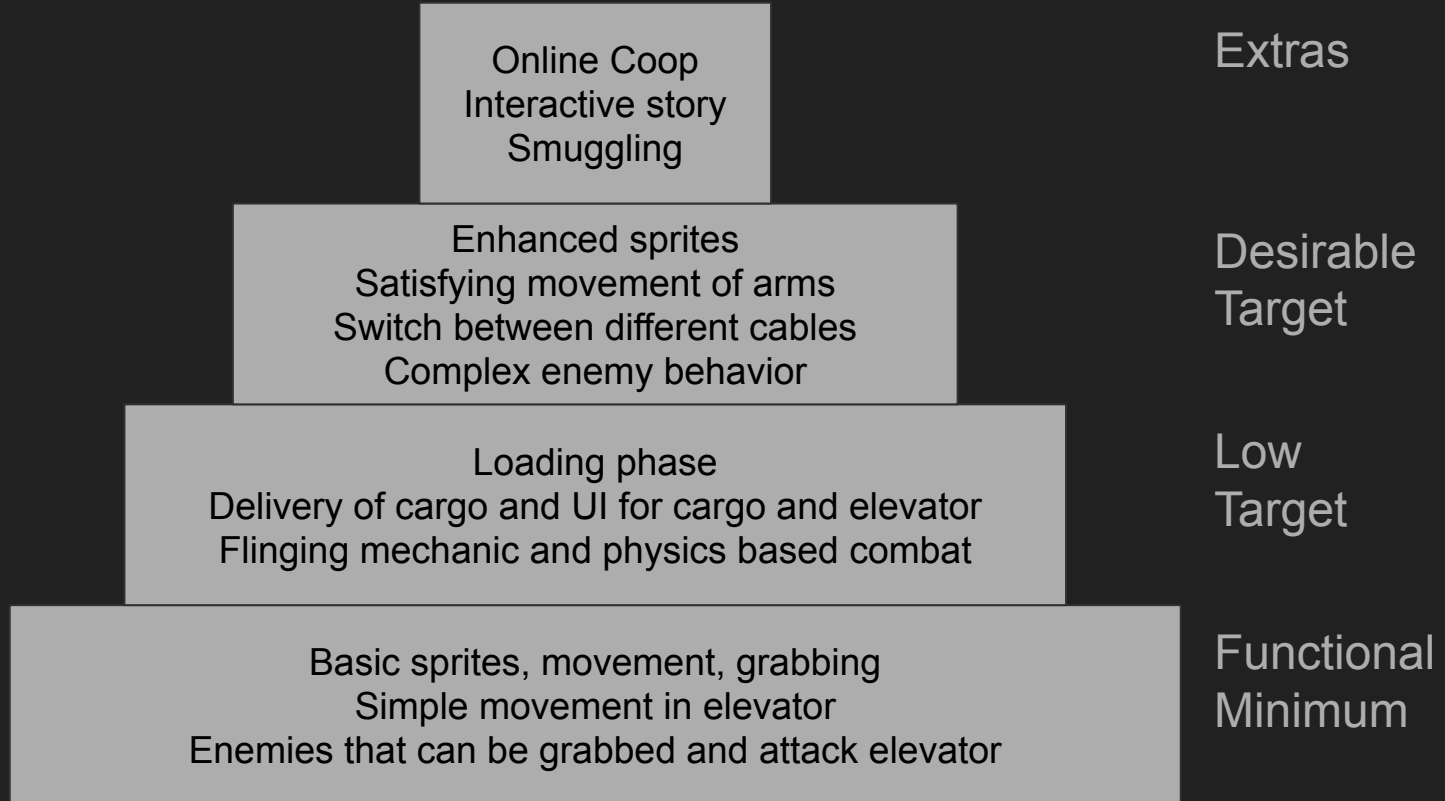
Technical Achievements

- Arms as main defense mechanic of space elevator
- Physics based combat
- Flinging mechanic and shield functionality
- Inverse Kinematics for the arms and claws

Big Idea Bullseye



Development Schedule



Timeline

Working				
Interims demo	8.11.-14.11.	15.11.-21.11	22.11.-28.11	29.11.-5.12.
1. Elevator sprites				
2. Elevator and claw code				
3. Interior code				
4. Interior interactables				
5. Interior sprites				
6. Environment sprites				
7. Enemy sprites				
8. Enemy code				
9. UI graphics				
10. UI code				
11. Code/Asset tuning				
12. Presentation				

Working		
Playtest release	10.1.-16.1.	17.1.-23.1.
1. Equipment modules code		
2. Eq. Mod. sprites		
3. Eq. Mod. UI		
4. Enemy part physics		
5. Sound effects		
6. Extra sprites		
7. Questionnaire preparation		
8. Presentation		

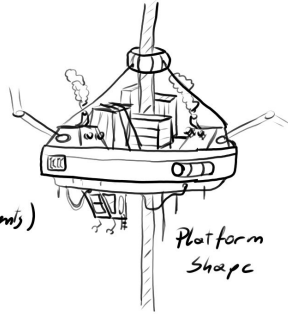
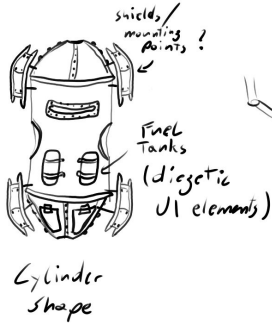
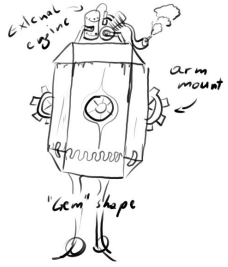
Working					
Alpha release	6.12.-12.12.	13.12.-19.12.	20.12.-26.12.	27.12.-2.1.	3.1.-9.1.
1. Enemy AI					
2. Enemy dismemberment					
3. Claw physics improvement					
4. Base station sprites					
5. Loading phase code					
6. Mission generation					
7. Adaptive environment					
8. Mission abort					
9. Physics fine tuning					
10. Extra sprites					
11. Cable switching					
12. Presentation					

Working		
Final release	24.1.-30.1.	31.1.-6.2.
1. Better mission generation		
2. Complex enemy AI		
3. Movement outside elevator		
4. Presentation		

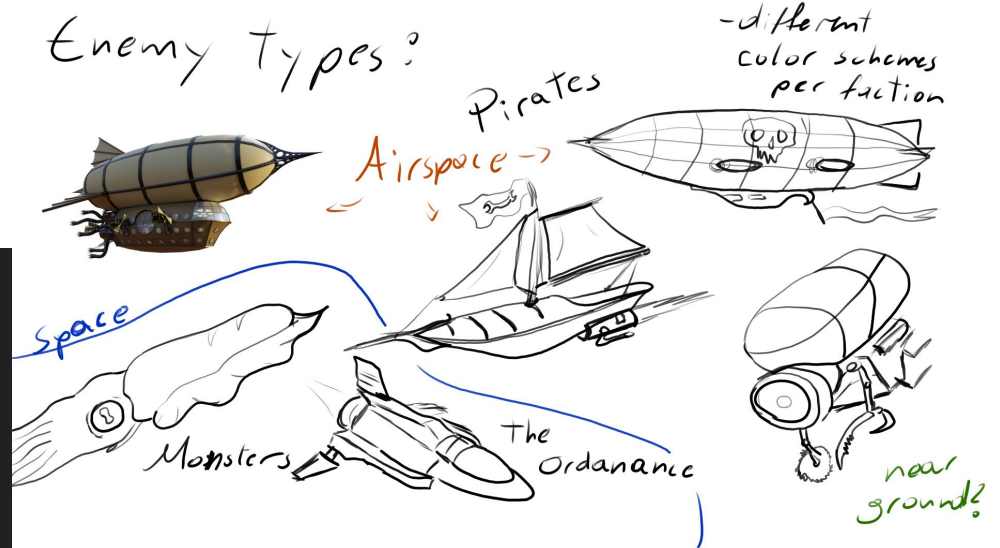
Sketches

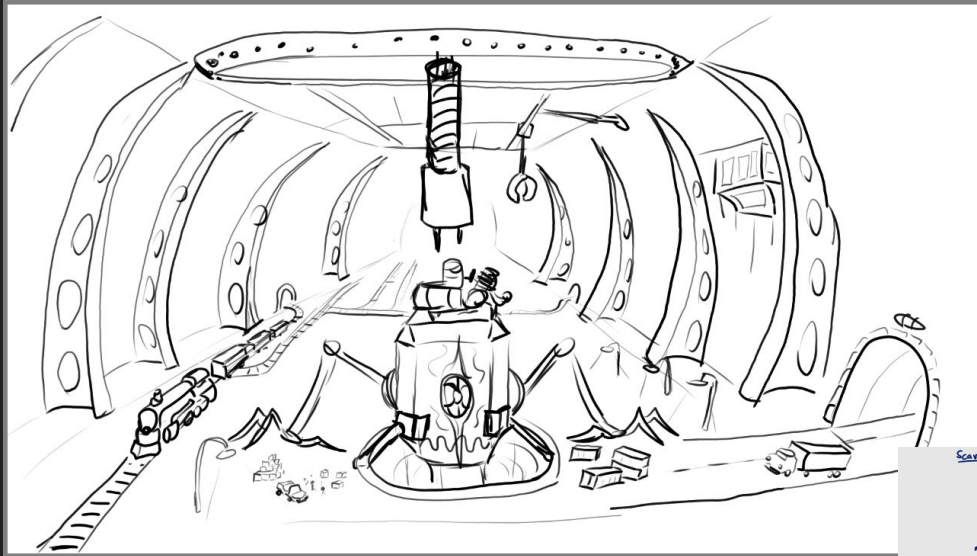
Elevator Designs: (to be realized in 2D Pixel Art!)

Body:

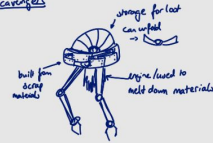


Enemy types:

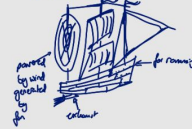




Scavengers



frigate scavenger



space bodyguards / called seagull because of wings



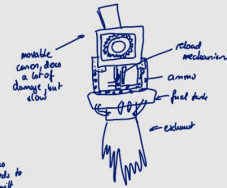
relying in atmosphere
 → defend against certain cargo / pollution



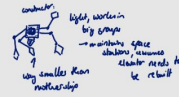
Eyes
 → for take a look



Stingers
 → known for immobilizing their opponents



Conductors



Atmosphere

Space bodyguards
 Conductors

Stingers

Scavengers

relying frigate scavengers

Scavengers

Earth