

Backfire Design Document

Introduction:

Backfire is a space shooter in a confined region that rewards precision shooting. Stress on determining shot placement gives a puzzle feel, while the game can still reach the chaos of a normal shooter.

Game Components:

Player's ship:

- Can move in four directions.

- Shoots lasers forward.

Charge Shot:

- Shot continues after hitting enemy (Allows combos)

- Upgrade gotten automatically after x levels (x = 25?)

Enemy ships:

- Crate: Used for intro levels (target practice). Does not shoot or move.

- Forward Shooter: One laser shot from front. Both moving and stationary varieties.

- Duel Shooter: Shot comes out of each side. Both moving and stationary varieties.

- Mortar Turret: Shoots blast which can travel over walls. Does not move.

Walls: Obstructions off of which lasers bounce.

Confined Zone: Box in each stage that the player's ship cannot leave.

Gameplay:

Each stage is a single computer screen. All enemy ships on the screen must be defeated to move to the next level. To accomplish this, the player has to bounce lasers off of the walls while avoiding all lasers (both from enemies and the player's ship). Enemy AI is very basic. Enemies just move in set paths.

Limited number # of lasers for player; first one dissipates when new shot over limit is fired

Enemy ships cannot kill themselves

When two enemy lasers collide, they both dissipate

Combo System/Store:

- Get Awesome Point for scoring a combo

Spend Awesome Points on:

- Lives

- Skipping hard level

- Taking special path

- Frivolous color changes?

Game Progression:

Multiple paths. Choose your own path for now. Possibly in level path changers.

Programming:

C++

SDL: for graphics

If you need to learn: http://lazyfoo.net/SDL_tutorials/index.php

Art:

Basic stylized shapes

Reach Goals:

Bosses:

Have limited weak spots

Shoot many lasers at once

Possibly better AI

Splitter: One laser goes in, two lasers come out.

Weapon upgrades for player:

A mortar shot that can shoot over walls, but player cannot move ship while aiming.

Buy at store

Ability to shoot in different directions.

Charge weapon by absorbing own shots?

Ghost Ships:

Can't kill with your lasers

Bounce their lasers off your lasers

Dynamic walls: have different positions

Switches

Puppies-mode (Easter Egg). Credits (as level)?

Time Table:

Pre-Spring Break:

Programmers: Program game elements.

Designers: Work on level design.

Artists: Design basic components of game like ships and walls.

Around Spring Break: Have a rough prototype of the game.

Post Spring Break:

Programmers: Work on making level building easy (level editor perhaps). Fix bugs.

Designers: Build levels into game.

Artists: Design menus and game interface.