

GAME PLAN DOCUMENT

Naming

- Name for plant enemies (thorn, spike, wall, flower)
 - Flower is ~~"The Evil Rosy"~~
 - Thorn is ~~"Chaser Devil"~~
 - Spike is "
 - Wall is ~~"Velon trap"~~
 - Snake is ~~"Fiercy snakes"~~
- Name for each places (if needed)
 - Forest is ~~"Mossy Losty"~~ (temporary)
 - Cave is "
 - Another forest in level 5 is "

Website

- Some gif for the animations
 - Titan's lazer
 - Evil Rosy attack
 -

Background inspo:



Blackhole scene idea

Design ideas:



Spaceship



0+

LEVEL IDEAS

Sprite		Notes	First Se	Background Story	Questions
<ul style="list-style-type: none"> <input type="checkbox"/> Cat <input type="checkbox"/> Dog <input type="checkbox"/> Spaceship <input type="checkbox"/> 5 spaceship parts <input type="checkbox"/> Plants enemy (Rafflesia Giant flower, 		<ul style="list-style-type: none"> - Time limit because the dog battery will run out in level 5 - The battery DIE when the dog battery run out before they find the parts 		<ul style="list-style-type: none"> - Since the dog can fix and build things. The dog built metal detecting devices from the parts around the areas where the spaceship crashed. This happened before 	<ul style="list-style-type: none"> <input checked="" type="checkbox"/> Why can the cat only fix the spaceship? - We change it to both can but the cat is familiar with the spaceship parts more because it is from her

<p>Purple Devil)</p>				<p>the cat and the dog met. (Cat and dog should know some building basics)</p>	<p>planet.</p>
<p>Level 1 River/ cliff/ (cat > jump) Character setting first: nova Scene: Forest</p> <ul style="list-style-type: none"> <input type="checkbox"/> Find the first part <input type="checkbox"/> The cat has to jump up to the cliff to roll down the log to make the bridge. <input type="checkbox"/> Dog walks across the bridge and 	<p>Level 2 Flower enemy plant (dog > laser) (cat > go grabs the part) Scene: Forest Character setting first: Titan Dog scans area: senses part</p> <ul style="list-style-type: none"> <input type="checkbox"/> Fight the plants before the . <input type="checkbox"/> The evil plants surrounding the part and when they go 	<p>Level 3 Snake Scene: Cave (cat > invisible) (dog > metal detecting device)</p> <ul style="list-style-type: none"> <input type="checkbox"/> The snake is sleeping and it can jump and attack. <input type="checkbox"/> The cat and the dog are in the forest where there is a hidden snake hiding the part. <input type="checkbox"/> The cat just realized that this forest has a snake so the cat uses 	<p>Level 4 Plant enemy wall (cat > phase through) (dog > laser) Scene: Cave Shortcut, cat phases through a wall made out of rock and vines They walk until they sense a spaceship part.</p> <ul style="list-style-type: none"> • They walk until titan gets an alert sensing a spaceship part is nearby they continue walking until they see a hole in the ground • its too small to go down so the 	<p>Level 5: Last missing spaceship part Thorn enemy plant chasing</p> <ul style="list-style-type: none"> <input type="checkbox"/> Find charger <input type="checkbox"/> Spaceship <input type="checkbox"/> Use all powers (quicker, jump higher, laser, invisible, phase) <input type="checkbox"/> The dog is about to die, the cat uses its quicker power to find the last spaceship part which also contains the battery charger for the dog. 	<p>Level 6: Asteroids Spaceship fighting asteroids</p> <ul style="list-style-type: none"> • While nova and titan are heading back to earth • They come across A BLACKHOLE and get sucked in then it's an alternate universe. There are asteroids or another evil spaceship but this one is evil they immediately start defending,

grabs the FIRST piece!

- Dog has a compartment
- The dog has a metal detecting device.
- DIE when the dog battery run out before they find the parts
- Message bubble: saying

near the plants it attacks. The dog lasers the plants.

- The area is unstable so when the dog walks on it, the ground breaks.
- So the cat is lighter and jumps to get the part in the bush.
- Before the planet explodes.
- Every time they step the ground shakes so titan leaves

invisible to hide herself and the dog.

- The dog takes out his metal detecting devices to find the missing piece.
- The part is behind the snake.

01/13/22

////////////////////
//

cat phases through but it is very dark so the dog shines a light from his stomach downwards for the cat

- and the cat sees the spaceship part comes back up and they store it in the dog
- Abandoned
- Plant tower
- Venus fly trap?

The battery and the last piece are on the evil plant. When the cat jumps and grabs it, it wakes the evil plant up but the cat doesn't realize it.

- The cat goes charge the dog and the evil plant chasing both of them.
- The giant plant wall where the dog has to laser and the cat has to phase through

Evil monster plant chases while they complete the obstacles
Obstacles include:
Plants, logs, holes, rocks, snakes jumps out of the hole

Titan drives the ship and nova starts shooting them.

- Titan steers the ship while Nova defends with the ship's laser and shoots the asteroids or evil spaceship if the player cant shoot they die and restart level 6

Ending- cutscene of nova and titan going back to earth (YASSS)

12/16/21

Basically, nova and titan run into this huge evil monster plant that sees them and starts chasing them...nova and titan start running, on their little chase they run into some obstacles including, logs in the way-they have to jump over, holes they have to avoid, evil plants the dog has to laser off, and eventually a vine wall which the cat uses its "phase through walls" power to create a dome imagine violets powers from the incredibles... they quickly phase through while they are both under a glowing dome thingy... after they have settled they

				realize they are in a cave and titan senses a spaceship part nearby, so they start heading towards it and finally find it the and start building Note: nova phases through instead	
--	--	--	--	---	--

- EVIL PLANTS
- VINE WALL
- BRIDGE
- HOLE
- EVIL MONSTER PLANT
- ASTEROIDS

INSTRUCTION FOR TMP WEBSITE:

So...how to play the game <(`´)>

There are main keys that you need to know:

1. The left and right arrow keys are used for moving the characters left and right.
2. The space bar is for jumping and avoiding obstacles and enemies.
3. Special keys are up and down arrows, you can use the up arrow to change from Nova (alien cat) to Titan (robotic dog) to perform specific tasks!

* Nova and jump higher and avoid obstacles better than Titan, however, Titan is the only one who can collect the spaceship parts

Remember! After collecting the spaceship part in each level you need to go back to the starting point to add it to the ship. This means you must survive that level again...

Don't worry :) We have a help menu to guide you through the game! Enjoy! (๑_๑)๑♥

THURSDAY DECEMBER 09, 2021

Nutch, Dalilah, and Eric: work on story line and sprites.

Joshua and Nicha: starts sketching Nova and Titan.

Joshua and Nicha: also working on the design of the characters and sprites.

THURSDAY DECEMBER 16TH, 2021

The second half of class: all work on storyline

The first half of the class: group name

Level 1: just the basic

Level 2: the dog earned laser power and fight angry plants

Level 3: earned invisible power and fight snakes

Level 4: a huge wall where the cat phase through things

Level 5: fight with the asteroids HOWEVER there is a secret level to the real ending.

Level 6: To be continued...

THURSDAY JANUARY 13TH, 2022

Nicha and Joshua working on the sprites

- Drawing the cat and the dog into GameMaker.

Nutchta working on the storyline

- Working on some ideas for level 3 and finding types of plants and snakes.

Eric working on the codes

- Working on camera views in GameMaker.

THURSDAY JANUARY 20TH, 2022

Nutchta and Dalilah are working on story themes and level ideas. Continue the story, adding missions and details for each level.

Eric is working on camera movements

Joshua and Nicha are working on character movements (walking, blinking)

Nicha fixes Nova's face and adds a neck.

THURSDAY JANUARY 27TH, 2022

Nutchta and Dalilah are working on finishing story themes and levels. Add ideas to level 6. Edited level 4 and 5.

Joshua and Nicha are working on Nova and Titan animations.

THURSDAY FEBRUARY 3RD, 2022

Dalilah and Nutcha are working on story ideas, scene/parts outlines

Nicha is working on Nova's walking animation.

Joshua is working on plants and spaceship parts design and drawing.

THURSDAY FEBRUARY 10TH, 2022

Dalilah and Nutcha are working on the background story and dialect that goes in each level.

Nicha is working on Nova's walking animation.

Joshua is working on graphic design of the sprites and discusses it with Eric.

Eric is working on the codes for BIOSIZ.

THURSDAY FEBRUARY 17TH, 2022

Dalilah - trying to understand the code and filling in the Game Design Document.

Nutcha - try filling in a Game Design Document.

Nicha - capturing cat's walking movement and working on Nova's walking animation.

Joshua - Working on title page and sprites.

Eric - working on players switching from Nova to Titan, vice versa.

THURSDAY FEBRUARY 24TH, 2022

Nutcha - working on the website arts page and about our game section.

Dalilah - working on the team's logo ideas, helping Nutcha choose the background for the website, and game document.

Nicha - walking on cat walking animation.

Joshua - working on the game's general background, spaceship's parts, and the spaceship.

Eric - working on level building.

THURSDAY MARCH 3RD, 2022

Nutch- working on adding characters onto the art page and the description.

Nicha- working on Nova walking animations.

Joshua- working on health bars, thorn and spaceship sprites.

Eric-



Level one ideas:





Image credits:
Bodil40 | YouTube



Rafflesia giant flower Purple devil

Level 4:



Cat phases through



Spaceship

