

BUG GAME OUTLINE



REVISION: 01/08/95

THE BUG

OVERVIEW OF MEETING:

MAIN CHARACTER

The new main sprite is to be used.

WEAPONS

He will have a number of different weapons:

The weapons should be bold and oversized. They must be for graphic effect as well as practical use.

A POWER SWORD

When a weapon is selected, the game should have a dramatic effect, eg the sword. When drawn the screen will flash lighter for a split second. a sliver of light will rise up the sword and when it reaches the tip, it will explode into multiple spinning stars, which shoot and spin off the screen.

A SPIKED MALLET

The spiked mallet, when chosen, will appear as a thick stick in his hand then throb a few times before expanding into a vast oversized mallet, the screen shakes, with suitable sound effects and the mallet shrinks a little, to a normal oversized mallet, with a twinkle on one of the spikes.

SPECIAL ABILITIES

MOUTH VOMIT, he bends down and forward a huge cavernous mouth appears, and after taking a large breath, a pool of acidic vomit erupts in a bubbling ball.

JUMP

FLUTTER

FLY'S LIKE MARIO, or picked up with a flying bat
he can Summon special effects, like rain.

CHARACTERS:

They should be basically insectoid but more warped or mutated, and armour plated and armed.

LEVELS:

Underwater section,

Bug inside an air bubble - not easy to code

Carrying an air bubble / sack, this would also be a vulnerable point for attack - playable

Riding on the surface on a pond skater creature.

On the level you can not scroll back, this would limit the players movement and map design, it would speed up programming and map design.

The levels should be made up from the same style of graphics re-used, with new graphics giving variety. This will speed up graphics production and map design.

COLLECTIBLES:

He can collect a number of elemental points for FIRE, ICE, AIR, EARTH and WATER. These can be combined to allow him to use his special abilities. He can only have a fixed total number of elements, which is less than the maximum of all of types, so he must choose which to collect or not and in what quantities, the combinations of which will then give him the different abilities.

FRONT END:

We want these selection screens to show off the jaguars abilities, it should be high on presentataion. Any and all 3D type effects with graphics zooming into and out of the screen, scaling, Fading should be used to full effect.

TITLE SCREENS:

DDI logo

Atari logo

bug title screen (maybe at fire place, or spoof of the star wars intro, Overlaid text scaling into the distance, "in a garden far far away", with a star field in the background, which scrolls slowly upto and zooms in on bug world

Credits screen - programmers, artists, music, no beer swilling friends.

After a pause display options screen and after another pause display the high score table, cycle through these screens and titles until a key pressed. If a key pressed jump straight to the options screen. Each screen should have small animations on them, twinkle effects etc.

OPTIONS SCREEN

These will each have text and a graphic:

Print a graphic for 1 or two players, Sound on off, etc.

A bug gun will move up and down the side of the screen to show which option is selected. When the option is selected the gun fires.

1. Sound test

2. FX test

3. SOUND ON /OFF

4. FX ON /OFF

5. DIFFICULTY LEVEL:

Easy, Hard, MANIC.

These should each have a graphic which shows which option is selected.

6. PASSWORD ENTRY:

upto 10 characters

select A-Z, Delete, if incorrec option to retry or cancel

7. Players 1 or 2.

REGION SELECT: (SPINNING GLOBE:)

World select screen. We will provide a square bit map which you map onto a sphere. The bit map will change depending on what has been visited and selected, so it needs to be mapped real time. It is meant to look like a planet with an offset axis.

We can spin the planet clockwise & anti clockwise, with inertia.

when the cursor is over a new region a panel to the right, will display relative stats. E.G. Name, enemies, descriptive text. etc. and a graphic of the End of level baddy, this can cycle through the other enemies found on that level.

When a region is selected, you get to see a scaled preview of the level, which scrolls by, this can be done with Existing scroll routine and adjusting the pixel ratio.

LEVEL PROGRESS SCREEN:

At the end of a level, show text for if you win or lose, the background graphic will also change. display ideally in a graphic way :-

% level complete

% region complete

Points gained

Hidden regions not located. (spinning '?' for each location not found and a tick for those found.

GAME PROGRESS SCREEN:

This screen shows bug by the fire with his trouhy's (insect heads) displayed on the wall above the fire. The fire should animate. We also want to display points gained, % game completed.

BUG DIE:

A picture of bug dead, text to say he has died.

He will be given 3 continues.

Print

'PLAYER X

Press 'A' to continue or 'C' to end'

Count down from 9 to 0 then if 'a' not pressed - go to title screens

BUG WIN SCREEN

From the globe screen, the globe tears apart, bits spinning in all directions and bug comes forward in a victory stance. a bit of text fades up saying about him being great and wonderful and watch out for bug 2 the sequin.

HIGH SCORE TABLE:

Print 10 high scores, and 10 character name.

These can slide in alternately from either side.

They will be scalling from large at the edge, in an arc to the centre of the screen, like a cylinder effect.

HIGH SCORE ENTRY:

Enter a 10 character name A-Z characters only. Keep the last players name entry by default. This can be cleared with a single key press.

SELECT LETTERS:

a side on view of a cylinder, which has all the letters on its rim, On the top of this cylinder is bug. Selecting left and right makes him run in the opposite direction, his running spins the wheel left or right. Pressing jump he will jump up and when he lands the letter under his feet on the wheel will drop down to the next selected letter. Pressing fire, he will delete the last selected letter. Crouching down will end the selection routine, bug and the letter wheel will scroll off the screen.

GENERAL SCREENS:

A simple background and a font. The font starts as a line line and expands vertically to show text.
(looks like the text is thin and has been rotated.

PLAYER 1

Press FIRE to start

PLAYER 2

Press FIRE to start



FOREST

BACKGROUND : Done

FOREGROUND : Branches, rocks, roots

SPECIAL FX : Falling leaves

ENEMIES :

Caterpillar - Spikey look, built from sprite trains.

The caterpillar crawls 'caterpillar like!) arching its back up, which can spike bug. Its head swings above its body in an arc, this can also hurt bug. The caterpillar can crawl on the roof and on the floor. The sprites can scale, so when its head swings, it can swing in and out of the screen. It can also fall from the ceiling, which is again nasty if you are under it. It will shake as a warning before it falls. The caterpillar is made from armour plated segments. When it arches its back it reveals a beating heart, this is its vulnerable spot and must be shot repeatedly to kill the caterpillar off.

Dragon fly - Slightly re-worked from current, meaner

It drops bombs onto the platforms. They appear as flashing bouncing ticking bombs which explode after a shortish delay. Some dragon fly's can drop whole rows of bombs. The falling bombs are nasty when falling, they explode on contact and are nasty if you are standing close by when they explode.

If shot the dragon fly spins vertically down until it hits a platform, or off screen, with smoke coming from its tail. It is also nasty when falling. (Maybe crashes into platforms - big flash and screen shudder, with explosion, stars etc.)

GAMEPLAY:

- avoid dragon fly - bug can't jump or will collide.
- avoid falling bombs.
- jump over bombs
- avoid platforms until clear of bombs
- timed runs across platforms to avoid bombs

Dragon fly drops bombs in patterns, or when bug is 'x' pixels in front of dragonfly.

Mosquitos - Same as now, touch up, slightly bigger, more detail

Wood lice - Roll up into balls and roll at you. See Sim's sketches

They can not be destroyed when rolled into a ball. They roll up and down slopes.

You can bounce higher by jumping on top of them when they are walking. After bouncing on them they flip onto their backs, legs wiggling in the air, they are then vulnerable for a short while, before rolling into a ball.

PLAY:

- jump over

- blockers when in ball mode to stop you going somewhere
- bounce enables you to reach a higher spot.

Fungus - Thing on ground, explodes into tiny spores if touched

The spores shoot up in the air, like a fountain, then drift down. Spores are dangerous when drifting and you must quickly move away. This could also be used to kill a flying nasty? Bullets hitting the fungus, will also active the spores, It takes a few seconds before it can fire again. Learn that if you shoot them first it allows you time to get past before it reloads! We need a 'droopy' graphic to show when it is re-loading.

PLAY:

- jump over
- use to kill flying insects.

MNES

BOSS

Spider

Hangs down and tries to grab bug from above and drag him off screen to his death. Built from leg/body segments. Single screen section. Bug must shoot off all legs to win, then a short animation when all the legs have gone, where bug spears him with one of his severed spiders legs. The spider if he wins drags him up off screen and you hear a munching clanging sound and the inedible bits drop down in a pile.

The spider moves left and right across the top of the screen. He can also move up and down a thick strand of web. He will move in a set pattern.. His legs move out wide, and he sweeps them in, in a pincer movement. When they are wide they are vulnerable and can be shot at the intersection with the body, this bit will glow red to show it is the vulnerable bit. The spider moves up and down and when it is lower the legs can catch bug and hurt him, he will also be thrown across the screen, if hit. When he is higher, the spider can shoot a web vertically down the screen. It will hurt bug if it hits him. It will also leave a sticky patch on the floor. The sticky patch will gradually fade away, after a few seconds. But must be jumped over otherwise it will hold bug stuck to the spot for a few seconds, when the spider might hurt him with a swiping leg.

WATER

This level has a different play mechanic. Fast scrolling ->>>. Swimming all the time, bug can move around on the screen. 1 screen deep with surface and bed visible. Pond feel rather than sea. Sprites will have to be drawn with a blue-green tint to enhance the underwater look.

BACKGROUND :

Fairly vague as scrolling will be faster. Pond. Surface & bed visible.

FOREGROUND :

Replaced with colour addition layer. Water wave type texture overlaid on all sprites.

SPECIAL FX :

Foreground water effect. Replace bug weapon with torpedo type thing that leaves bubble trails. Water bubbles used where possible.

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ENEMIES :

Larvae - Worm-type creatures. Made up from sprite trains.

Water beetles - Slim beetle-type creatures. Swim straight along at bug.

Pond skaters - Swim along the surface, diving down at bug.

Mud worm - Hides under mud bed and grabs up at bug.

BOSS :

Giant water

Large creature which swims on from left, travelling bug faster than bug. Bug must steer round to get to the back so he can shoot it. R-type like section.

INDUSTRIAL

BACKGROUND : Done

FOREGROUND :

Touch up current graphics in Photofinish to make them dirtier and less garish. Some extra blocks will be needed e.g. to join slopes to flats

ENEMIES :

Wood lice - as before

Wasps

Generated from a nest/hive. They can move and attack like the mosquitoes but cause more damage.

The hive gradually gets destroyed with each hit (about 8) it then reveals a large (honey!) bonus. With each hit more wasps come out to attack bug.

HONEY
BONUS

Scorpions

It raises its tail, and in flick type motion, it shoots pulses of laser beams, these hit the floor and explode violently. They have pincers at the front which are also nasty. They will run up towards bug until they are in firing distance and then fire.

A sub level can have the scorpions stings destroying a section of the floor when they hit. Beneath the floor is a

BOSS :

Caterpillar - Large sprite train. Spikey look. Must shoot out each section from the end of the beast.

The

UNDERGROUND

BACKGROUND : In progress. Dark, silhouettes, flamey.

FOREGROUND : Cavey

Skulls bones, decay

no!

SPECIAL FX : Colour addition, flame animation sprites

ENEMIES :

Worms - Built from sprite trains. Pop up out of hole in ground

We see the floor bulge slightly, then a second later a worm leaps out of the floor, in a big arc and down under the ground again. These leap high, so they can get you on high platforms from a platform below.

Worm Holes:

These appear as a small dip in the floor. They are actually the mouth of 'lion ant' type creature. When it feels the pressure of you walking on it, it snaps shut and you get eaten. We will swap to another screen, which is inside the worms stomach. We see bug falls down, and land on a platform all dizzy. As he jumps up the sub level begins. from the bottom of the screen, green bubbling bile is rising steadily, and will kill bug if he gets caught. A few platforms (bits of bone) protrude at maximum jump height on alternate sides of the screen. Bug must skilfully jump up between these before the bile gets him. At the top he jumps up at the worms mouth, he then reappears back on the level, leaping out of the worm hole.

???

Fire fly - Medium sized fly, see Sim's sketch

These fire jets of fire, at short range but deadly. They guard areas and home in on you, then sweep away, for another dive bomb attack. They can also follow set patterns and fire when you are in range.

Ants - A few small ants from the next level may appear.

These have guns and fire at you.

Lava spouts - Throws out small fireballs (with colour addition trail?)

Avoid these by learning the timed jumps over the pits.

BOSS :

Big soldier ant

ANTS NEST

BACKGROUND

Narrow tunnels, larvae chamber, roots

FOREGROUND :)

ENEMIES :

Ants

Three different types of ant, with different weapons, degrees of toughness.

Maggot pit

Small maggots which bug sinks into if he doesn't jump

BOSS :

Queen Ant - Very large can see rear on right hand of screen.

Shoots out eggs which hatch into ants. Must knock out egg generator before shooting whole thing.

TASKS

o NIK

Underground background	1 week
Water background	3 days
Ants nest background	1 week

TOTAL FOR BACKGROUNDS	13 days
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Forest foreground	2 weeks
Underground foreground	2 weeks
Ants nest foreground	2 weeks

TOTAL FOR FOREGROUNDS	30 days
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TOTAL	43 days (9 weeks)
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o CHAD

Caterpillar	2 days ✓
Dragon fly	1 day ✓
Mosquitos	1/2 day
Wood lice	2 days ✓
Fungus	2 days ✓
Larvae	2 days
Water beetles	2 days -
Pond skaters	2 days
Mud worm	2 days
Wasps	2 days
Scorpions	2 days
Worms	2 days
Fire fly	2 days
Ant #1	2 days
Ant #2	2 days
Ant #3	2 days

TOTAL FOR ENEMIES 30 days (6 weeks)

Spider	4 days
Giant water bug	4 days
Giant caterpillar	3 days
Big soldier ant	4 days
Queen Ant	4 days

TOTAL FOR BOSSES 19 days (4 weeks)

Water foreground	1 day
Bug frames	10 days
Weapons/fire/misc etc	3 days

TOTAL 63 days (13 weeks)

o SIM

Sketches for enemies	5 days
Touch up industrial foreg	3 days

TOTAL 8 days (2 weeks)

o RICHARD

Continue with coding	Forever
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TOTAL FOR CODING Forever