Game Proposal

Title: Little Busters

Group Name: Bamboo Forest

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3 different approaches
Object Based

Easy for the player to see what is going on and add objects types.
Computer Vision Based

From noise generators

Hard to have the player interact with it

Computationally cheaper then some other options.
PDE based
8 one dimensional functions
1 two dimensional functions
Could hold a height the same for a periods
Gameplay

Game is now a two player verses shooter. Where both Players try to destroy each other’s base.

Everything is pushed by the underlying field.

Players have some powers to manipulate the Acceleration Field.

The Level’s initial field is from PDE stored image, and changes by the players are from objects.
Game Objects

Player Ships
Players control a ship that flies around to fight the enemy and dropping emplacements.

Creeps
Simple minded AI that attacks the enemy base. Possibly boids.

Player Base.
The source of your offensive creep. Also the enemy's target.

Power Ups.
Picking up power ups give the player emplacement Point and or Upgrade Points.

Note: this art is just to represent the object in diagrams not for use in game.
Turrets
Used to defend the Players base early game. Can be destroyed by player fire.

Acceleration Field
Manipulator
The attractors rebulsers and vortexes that I already talked about.

Power Ups/Emplacements

Note: this art is just to represent the object in diagrams not for use in game.

Friction
Friction used to slow down any creep.

Bombs
Explode and leave after shocks in the Acceleration Field.