

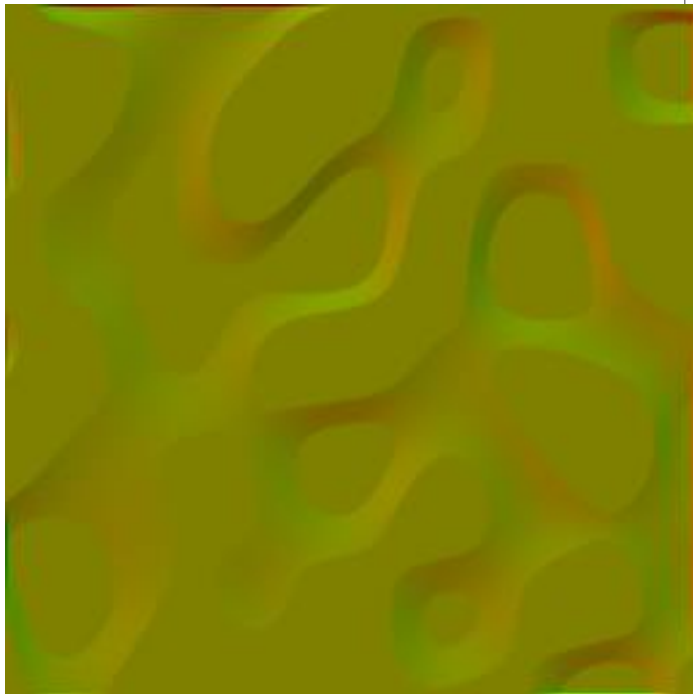
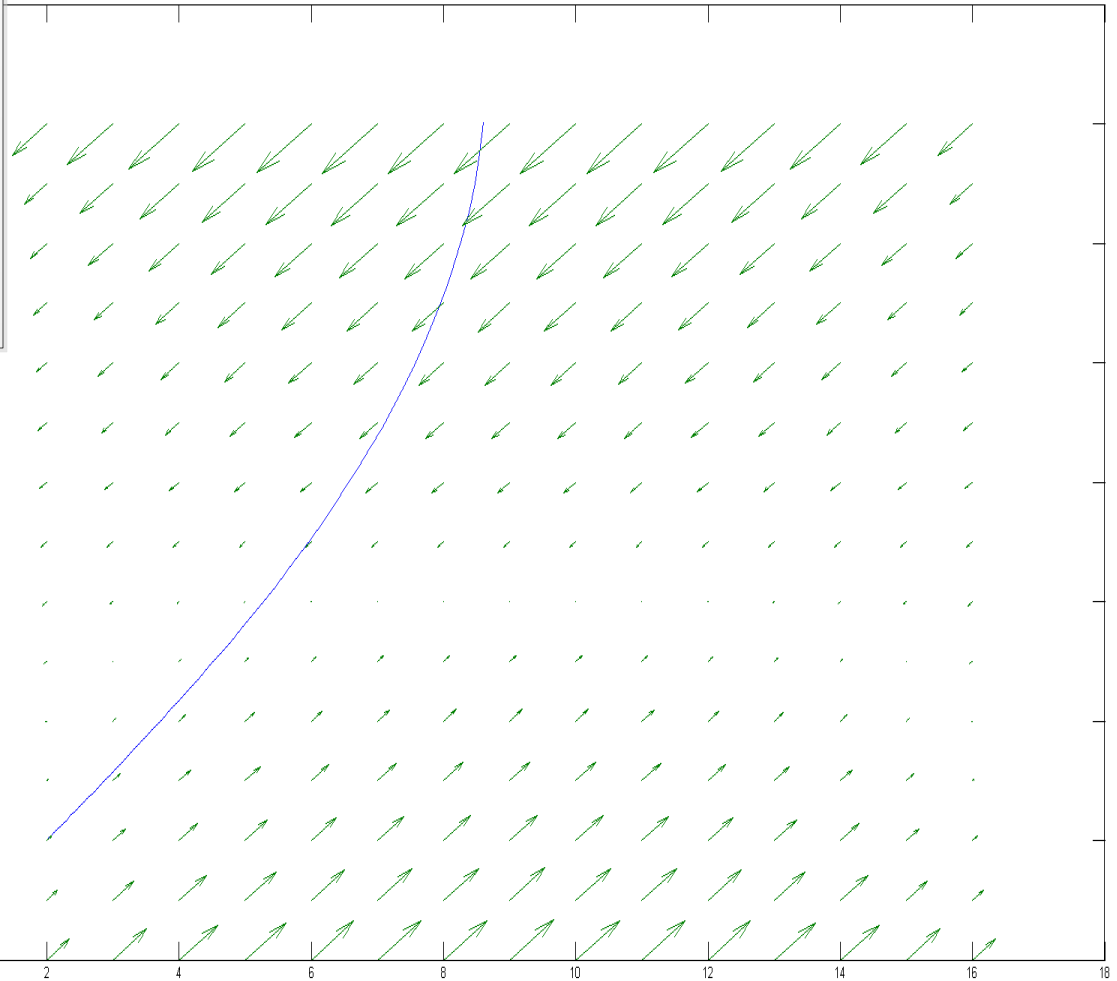
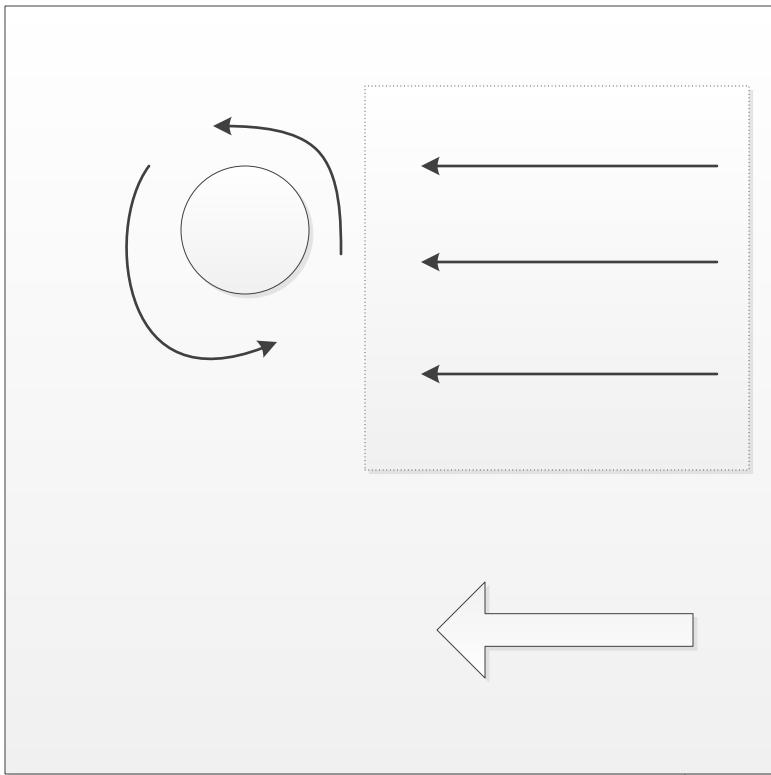
Game Proposal

Title: *Little Busters*

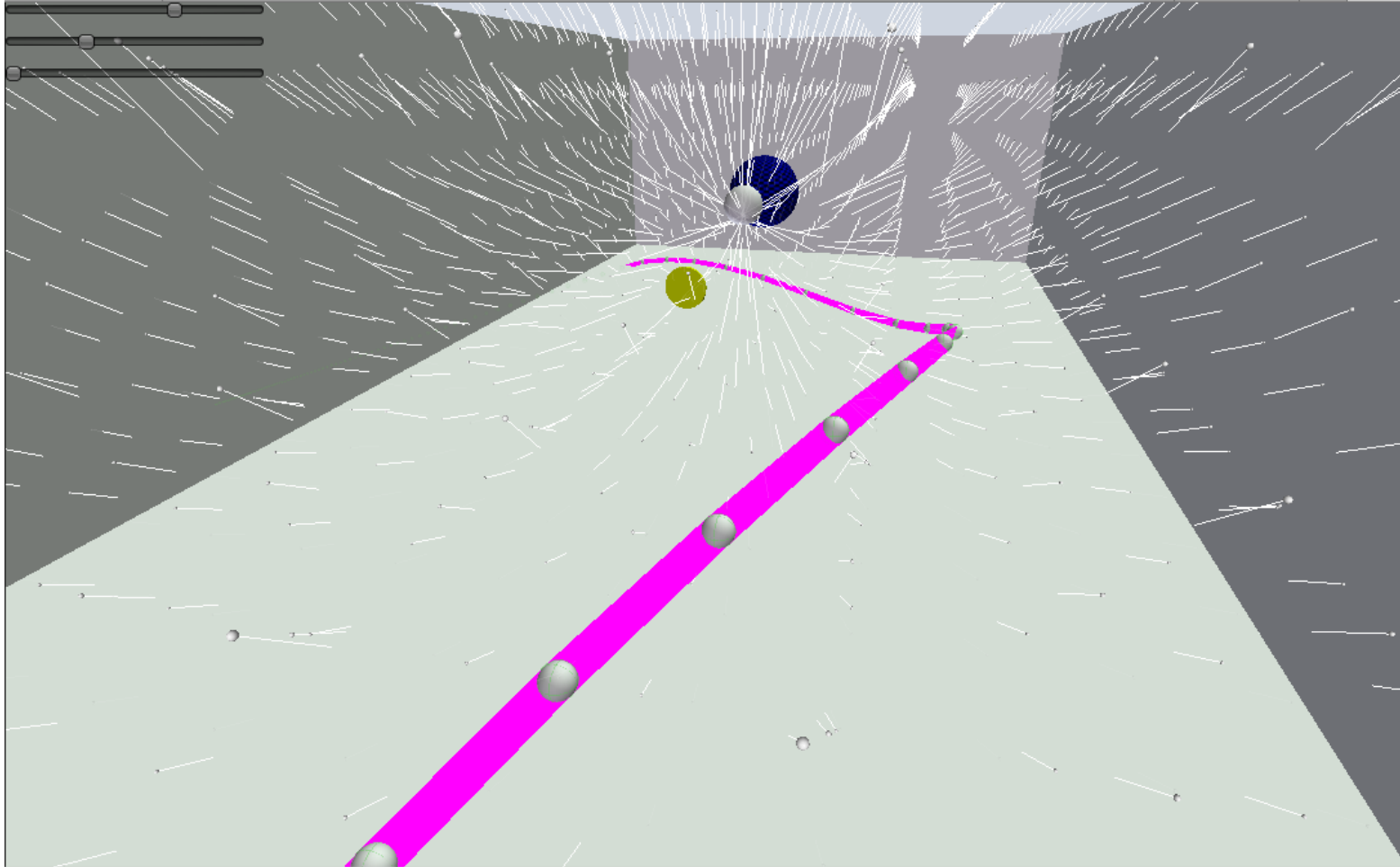
Group Name: Bamboo Forest

Brian Notarianni

3 different approaches

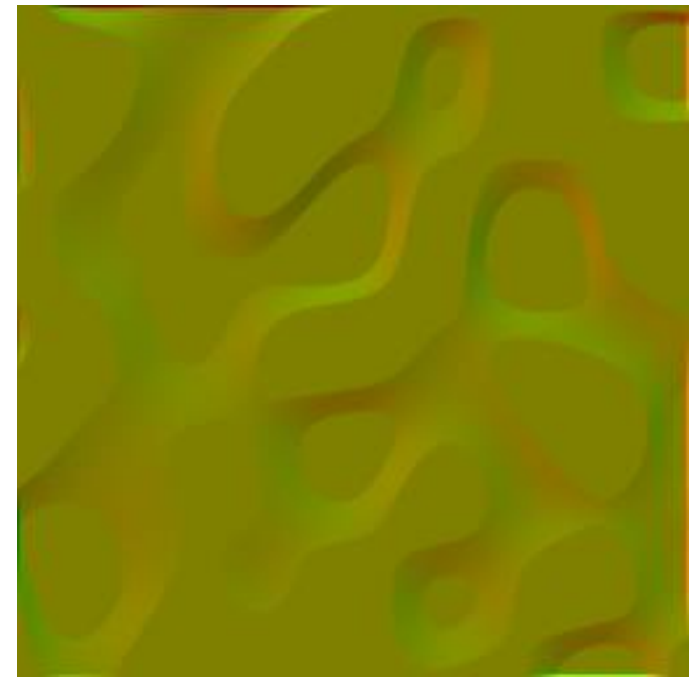
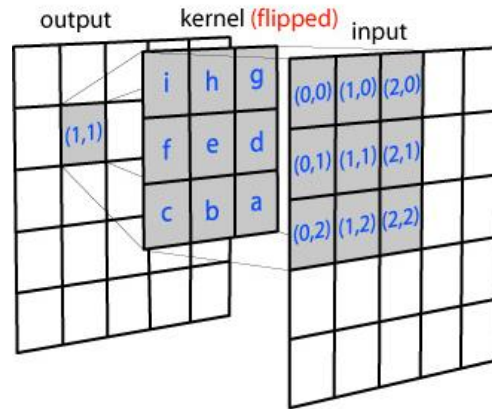
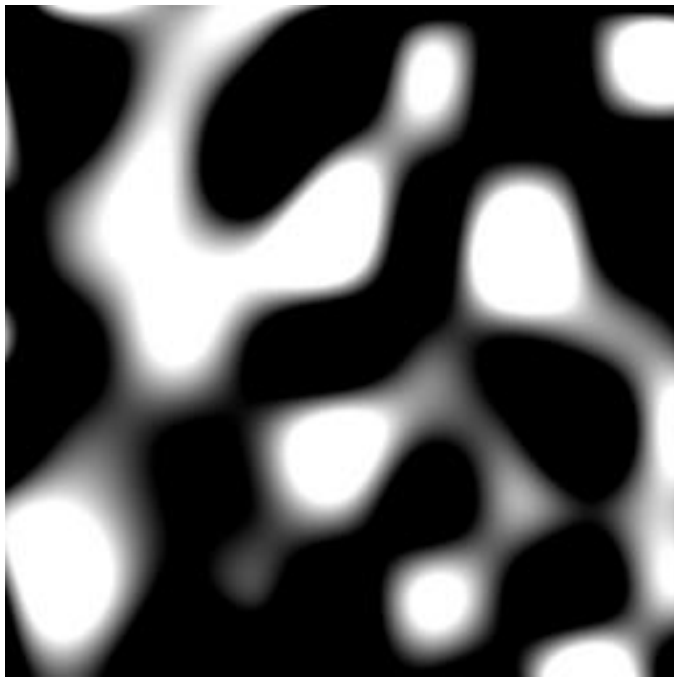


Object Based



Already
implemented
in 3d

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

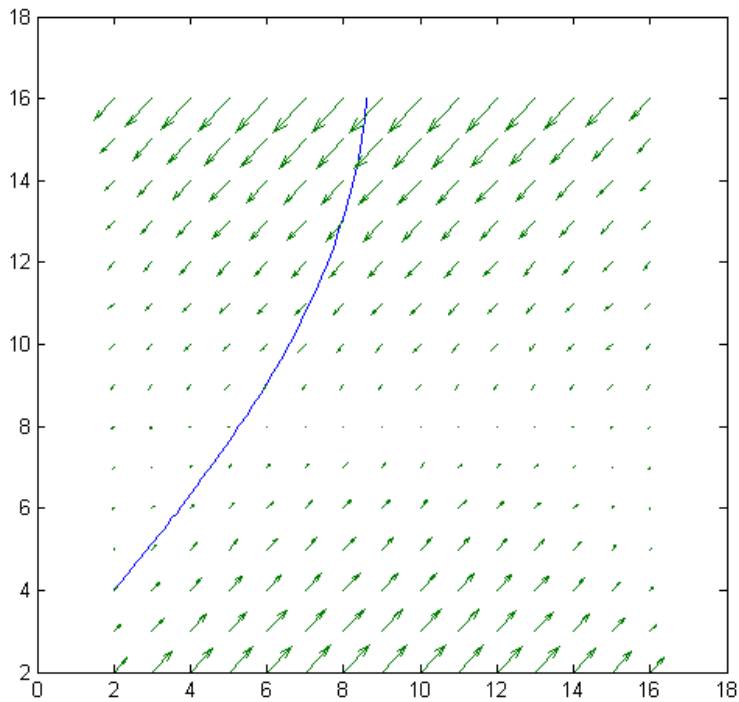
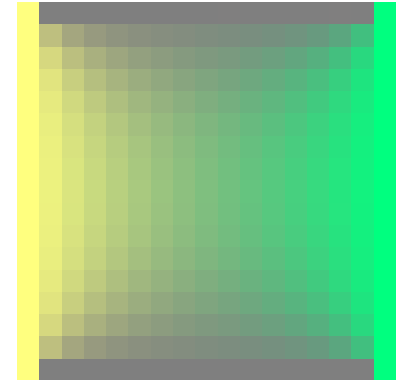
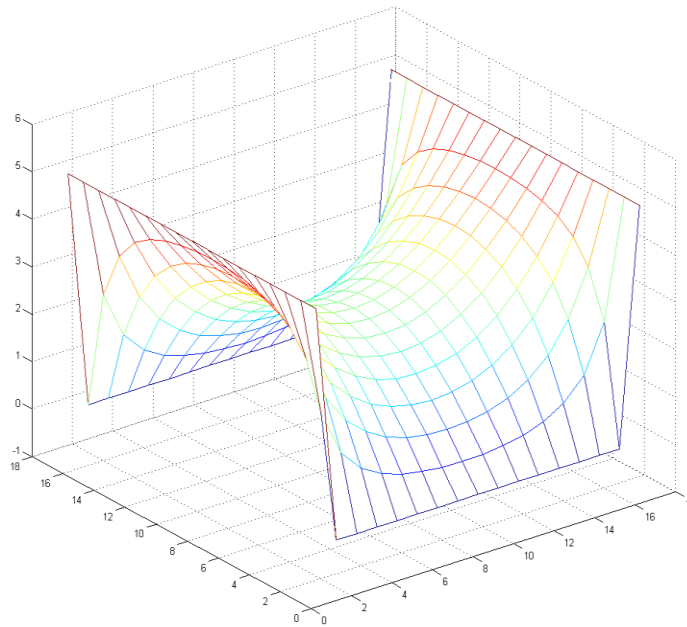
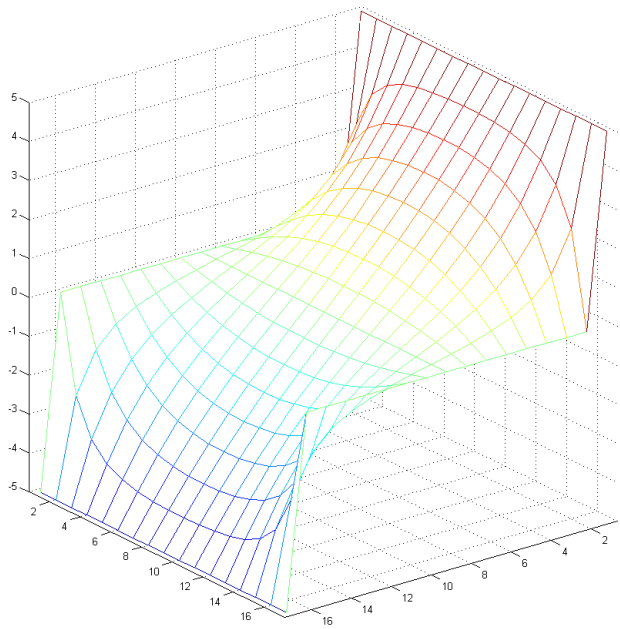


Computer Vision Based

From noise generators

Hard to have the player interact
with it

Computationally
cheaper than some
other options.



PDE based

8 one dimensional functions
1 two dimensional functions

Could hold a height the
same for a periods

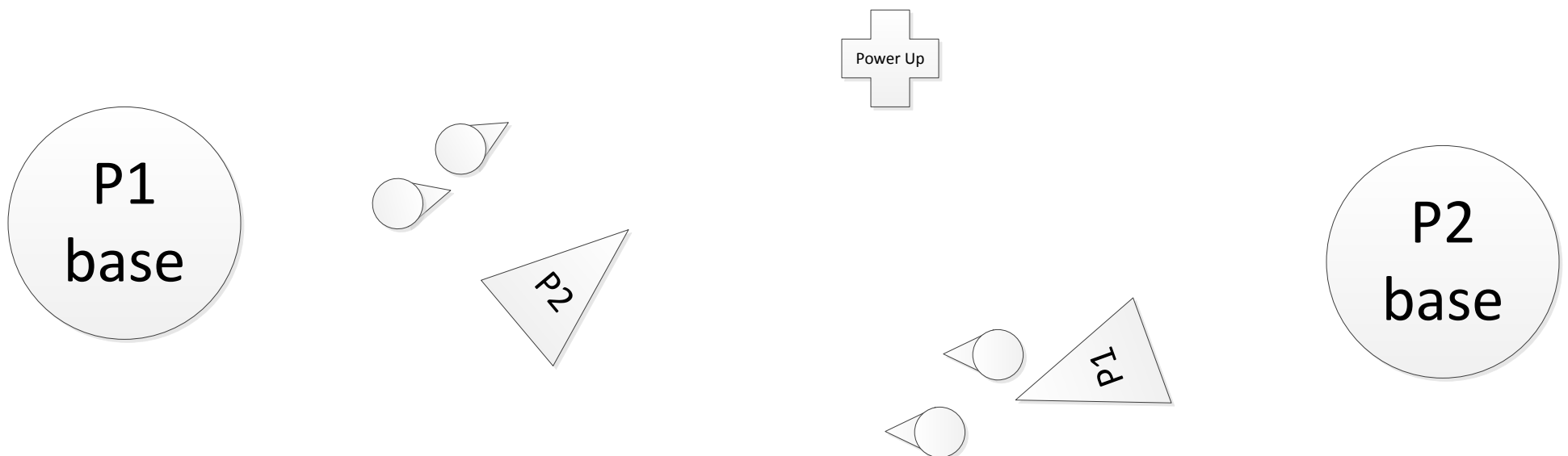
Gameplay

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.

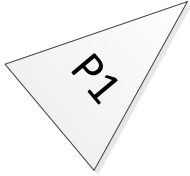
The Level's initial field is from PDE stored image, and changes by the players are from objects.



Game Objects

Player Ships

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



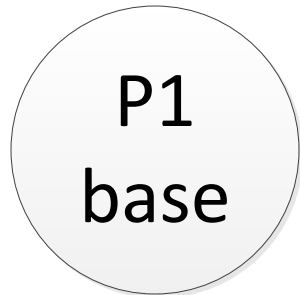
Creeps

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



Player Base.

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

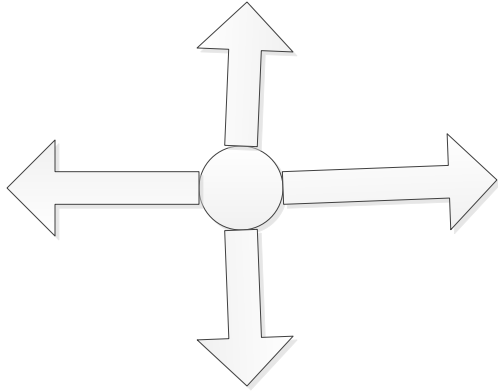


Power Ups.

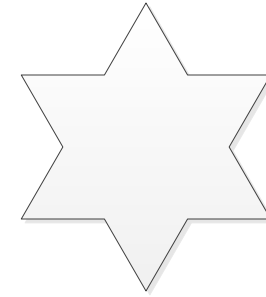
Picking up power ups give the player emplacement Point and or Upgrade Points.



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



Power Ups/ Emplacements



Acceleration Field

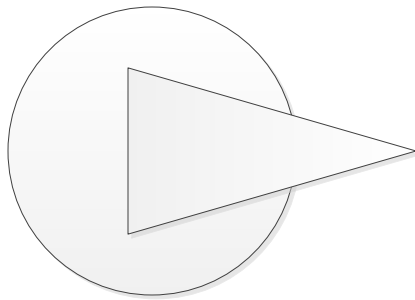
Manipulator

The attractors rebulsers and vortexes that I already talked about.

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

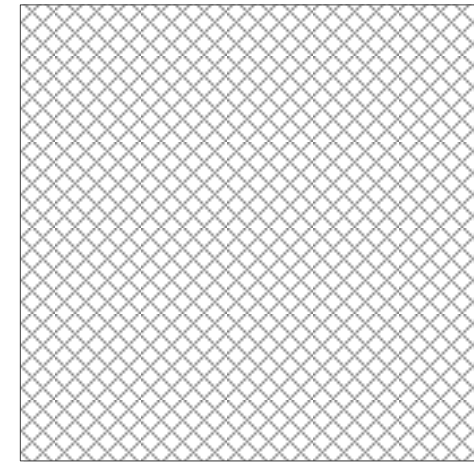
Bombs

Explode and leave after shocks in the Acceleration Field



Turrets

Used to defend the Players base early game. Can be destroyed by player fire.



Friction

Friction used to slow down any creep