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Scritch Scratch Attack

Game Overview

Scritch Scratch Attack will be based on a ship drawing a chalkboard which has to fight off many other drawings or letters that could be found on a chalkboard throughout numerous levels. At the end of the game, the chalk-drawn ship will have to fight off any chalk drawings natural enemy: the eraser. Multiple upgrades will be available for the ship throughout the game which will allow the player to improve his/her score and advance through the levels easier. The ship will be programmed to move left and right on the bottom of the screen as it shoots the other chalk drawings which are falling towards it. The player will get many choices throughout the game as well, as they are allowed to choose between a group of ships, a group of upgrades, and they choose which level they advance to next. No matter what combination of levels the player chooses throughout the game, the player is always lead to the eraser boss level at the end of the game. The genre of the game is a side-scrolling shooter which has numerous levels and many key choices throughout the game. The team's goal is to create ten levels, some of which include the setting of a white board instead of a chalkboard as white boards are almost the offspring of chalkboards (which of course reproduce asexually). There will be many more then 10 rooms to the game though as there will be a page listing the high scores post the player's death, there will be times after the player completes a level where they will be able to choose from a group of upgrades for their ship so they can defeat the ensuing levels and save the chalkboard world faster. Overall, the faster the world is saved, the more points the player will score and be able to be crowned hero of the chalkboard world.

The story behind Scritch Scratch Attack is the evil eraser boss has brainwashed all of the other chalkboard drawings and the player's ship is trying to save the chalkboard world. The eraser commands the other drawings to attack the ship and try to destroy the ship so the eraser will rule all of the chalkboard worlds. The eraser knows that all it needs to do to reign over the chalkboard world is to destroy the player's ship, and it is the player's job and duty to make it to the last level of Scritch Scratch Attack and destroy the eraser boss before chalkboard drawings everywhere become permanently evil.

One-Sentence Description:

Once you go Scritch Scratch Attack, you will never go back.

Game Summary

Srcitch Scratch Attack is a scrolling top-down shooter that places the player on chalkboard. Scritch Scratch Attack is an arcade style game that is easy for players to pick up and play with virtually no learning curve. The game is reminiscent of Galaga, where the player takes control of a ship and waves of

oncoming enemies bombard the player. The game will be fast paced and challenging where friends can compete to get the high score.

Srcitch Scratch Attack planned features:

- Multiple ships to choose from, each with their own personal stats
- Various power-ups that change gameplay from level – to – level
- Branching levels to choose from
- Different types of enemies, each with different abilities and weapons
- Leaderboards that track the player's score
- Difficulty settings for various players

Game Walkthrough

To be successful in the game Scritch Scratch Attack, the player needs to become fully immersed in the story behind the game so they can save the chalkboard world. If the player can defeat the evil eraser boss they will become a hero as they may have wished to be in real life, but now only in virtual chalkboard life. The player will use the arrow keys to move back and forth on the bottom of the screen and shoot down the brain washed chalkboard drawings. The player will start off with a choice of ships and each ship has it's own statistical values in the categories of attack, speed, and defense. One of the ships has average values for each category, one will have greater speed but less value in the other categories, one will have greater defense but less value in the other categories, and one will have greater attack but less value in the other categories. Throughout the game the player will advance through levels and at some points they will get a choice of which level they would like to advance to. These choices will determine the difficulty of their path to the evil eraser boss as some levels will be harder then others despite the fact that they will be from the same choice. (The groups' current goal is to create 10 levels, but that is subject to change depending on time frame). At the beginning of the game, the player will have to fight only mediocre enemies who simply fall in certain patterns at the player and the player must shoot them down or not get hit by them because if an enemy hits them they will lose health. The player's health will be represented by a little stick of chalk beneath the player and as the game goes on the player can increase the size of the chalk and revive the chalk depending on the power ups they pick. The more health the player finishes the level with, the more points are added to the player's score which will allow them to beat the other players on the high score board. As the game goes on and the levels increase in difficulty, the enemy ships will acquire different features such as higher speed, greater defense, or in some cases even guns. Some levels may even take place on a white board as the player goes on depending on their choice in level, in which case the gameplay will not change, simply the setting of the game. The game will also have a high score feature, in which the farther the player advances in the game without dying, the higher the player's score will be and a line of high scorers in the game will be featured after the player dies. There is no life system in the game, only health, so if the player dies they are not the hero the chalkboard world needs to save them from the eraser. The eraser will certainly be the greatest challenge the player faces throughout the game. The only advantage the player has on the eraser is that it is such a big target to shoot, otherwise the eraser has maximum values in every statistical category and also features two very powerful guns. The eraser

also has maximum health and will be a very tough out for the player even if they acquire many power ups and greater stats throughout the game. The eraser also has maximum bullet speed and its bullets do not disappear until they have made contact with the player and taken some of the player's health away. The bullets will bounce off the walls so the player will need to be very agile and have very good peripheral vision to be able to dodge all of the bullets the eraser will try to defend its reign with. Hopefully by this point in the game the player will have amassed enough health and power ups to be able to dodge the bullets and defend itself from the eraser's wrath as it will not be very happy that the player has defeated all of its brainwashed soldiers to reach it. The player is left with the challenge to become the chalkboard worlds greatest hero and save the chalkboard drawings from the evil eraser boss' reign.

Game World

Scritch Scratch Attack, unlike most scrolling shooters that take place in space or above a warzone, will take place on a chalkboard. There will be varieties such as a dry-erase board type of level and a projector type of level. The general premise of the game world will take place on a board that is used for writing, and not only limited to a chalkboard.

Player Ships:

Norman – The balanced ship. This ship is perfectly balanced. It was made to be an all-around good ship that can be good at anything the player desires.

However, it does not have anything it is particular good at. It isn't strong in any one stat, you might want to rethink your choice.

Tank – The defense ship. This ship was built like a tank. In fact it is a tank; it was modified so it can fly and destroy enemies in the air. Tank has the highest defense among the other ships. This ship can take a lot of hits before it is destroyed.

However, it is not fast at all. It is slow, so slow you might want to rethink your choice.

Sonic – The fast ship. This ship was built like a rocket. Saying its fast, does not give the ship justice. It is faster than fast. Sonic can weave in and out of the enemies attack, and grab power-ups before they even show up (figure of speech- it cannot actually get power-ups before they appear).

However, it has low defense. It is weak, so weak you might want to rethink your choice.

Crunch – The power ship. It was built with attacking power in mind. Saying it has fire power is an understatement. It can defeat almost any enemy in a single shot.

However, what Crunch makes up with power, it fails in defense and speed. You might want to rethink your choice.

Enemy Ships:

Eraser – The final boss, and the ultimate enemy against any and all chalkboard drawings. This monster of a beast is difficult. It has multiple attacks, and can be unpredictable.

Scribbles – The enemy first unit. The weakest enemy type in the game. They spawn frequently and take the shape of various drawings a person might see on a chalkboard. They are worth the least amount of points and appear in groups of two or three.

Scrabbles – The enemy second unit. Slightly stronger than the Scribbles, Scrabbles appear less frequently and spawn behind the Scribbles as defensive shield of sorts. They are worth more points and will drop a power-up every now and then.

Specials – The enemy special unit. The strongest of the three enemy types, Specials appear significantly less and will always drop a power-up. Specials are worth ten times as much as Scrabbles point wise and are very difficult to destroy.

Power-Ups:

MFB – (More E'ffin Bullets) – This power-up boosts your current attack and gives you an extra stream of bullets.

MFS – (More E'ffin Speed) – This power-up will increase the speed of the player's ship.

MFD – (More E'ffin Defense) – This power-up will increase the defense of the player's ship.

SFY – (Shields for You) – This power-up will give you a temporary shield that lasts for 15 seconds.

LIB – (Lasers instead of Bullets) – This power-up will give you lasers that can go through enemies while still hurting them.

WBB – (Water Balloon Bomb) – This power-up will drop a water balloon on the field erasing all the enemies on the field at that time.

Production

Roles:

Adam [Tech/Art] – Main code, and environmental art

Vinnie [Art/Tech] – User Interface, and sprites, concept art

Details:

Week 1 – September 10
- Start main code for game, with some events and interactions
- Begin sprite art, and environment/level art

Week 2 – September 17
- Add complex actions and choices
- Finish main code (Not completely prefect)
- Sprite and level art should be finished

Week 3 – September 24
- Start on the user interface and title screen
- Add animations
- Add special features to game to make it more interesting
- Game should be somewhat playable

Week 4 – October 1
- Begin debugging
- Start adding sound effects and music to game

Week 5 – October 8
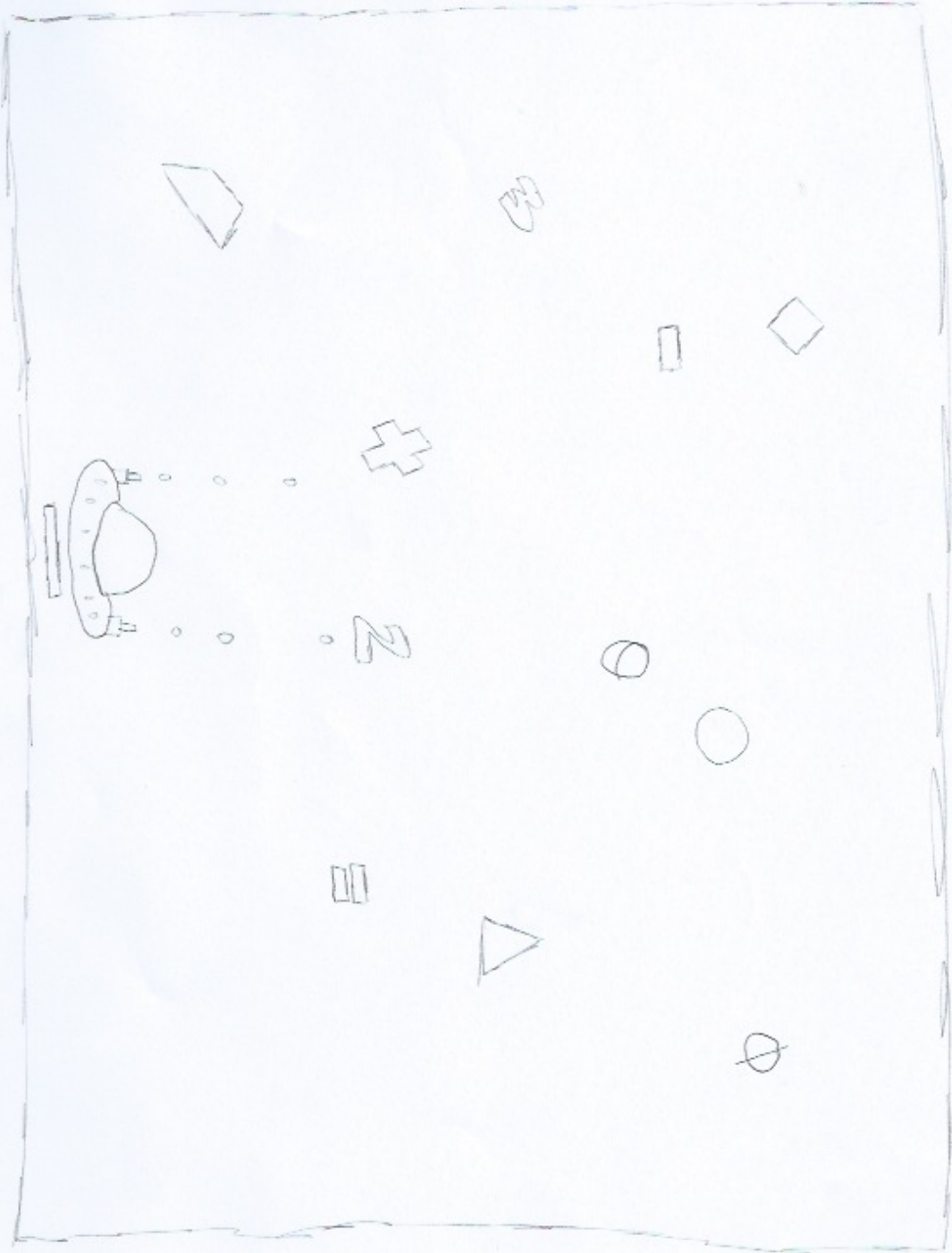- Finalize game
- Fix any remaining errors and bugs
- Polish the game

PICK YOUR UPGRADE

Speed

Health

Guns

Store