

Killing Time Game Document

"Classic Fun for Everyone"

Goal

ship the game on time for the make something unreal competition. Have a website where people can download and play the game and most importantly have it be fun!

Technical Goals

create dynamic boss battles and have a game with a dynamic enemy spawning system and Check point system

Game play

Killing time is a side scrolling shooter that uses the ut3 engine to create a very compelling world for the player to get immersed in. the game features 3 multilayer maps and a excellent single player experience. The art is 100 percent made by students on the team. even sound track created by our very own team members. The team at its largest was about 20 people. Game play consists of Classic side scrolling action adventure games similar to contra, metal slug and mega man titles but with a time travel twist.

Plot

The evil Master robot monolith created more evil robots through time and space to destroy the human race. You are assigned with the mission to take down monolith. Travel through time to where reports of robot activity has been found and stop him before he accomplishes his evil goal!

Potential Time Periods

Prehistoric – dinosaurs fighting robots during the meteor shower that destroyed the dinosaurs

ice age- fight robots along the ice of arctic maybe encounter a wholly mammoth or 2 in the process

med evil- knights with swords and Armour being destroyed by robots.

Western- classic western town followed by a boss battle on a moving train

1930s Chicago- the gritty streets of Chicago "old school gangster tommy guns a blazing!"

modern day 2008-industrial buildings in a metropolis city in turmoil

futuristic earth- blade runner looking city flying cars and all

futuristic space station/robot base- Sci-Fi to the fullest