

Foul Owl Games

MoonSweeper

Version 1

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Introduction

Moonsweeper is essential, a modernisation of the the 1980s Sprecum 48k Jetpac game.

Bringing it into a new setting, but using a 3D First Person Shooter, style of game, set on a lunar base.

The game will involve the player, making his way around a series of rooms and being attacked by mutant insects that have become enlarged, and dangerous.

The main feature of the game, will be the large green house, similar to that in the Botanic Gardens in Dublin just , much larger where the player will be able to fly around using a jet pac, and fly high into the dome, and make his way through the dense foliage.



Main Greenhouse , Botanic Gardens Dublin

Theme

The game will be slightly different to the majority of FPS (first person shooters) on the market, in that it will not be predominantly dark with grungy textures, instead it will be bright, with clean surfaces, and the greenhouse itself is quite a nice place to be, similar to the Botanic Gardens.

Based in the near future, it will be built using the Unity 3D game engine, and will use bright primary colours, with enemy insects that are not all that threatening, making it suitable for a younger market.

It will have some very basic problem solving, as certain switches need to be used in order, and in some ways could be considered to be an introduction to first person shooter style of games.



Actual interior of greenhouse

Product Overview

This product is ultimately aimed at the the Facebook games market. There are very few first person shooters, and the few that are there are the usual army style death match, where as this game will be playable on your own, although in future there is scope for multi player, (versus the bugs).

It should be as much fun as a typical FPS, but aimed at a younger market, it will provide all the thrills and still be non-threatening and less intimidating for 'concerned parents'

The enemy bug sprites will crawl and fly and spit toxic fluid at the player. The player in turn will be armed with some industrial grade bug-spray with which he can return fire, to know the bugs out.

Opening Sequence

After the player chooses play in the main menu, the opening sequence, will start which will consist of a very short scene of the shuttle arriving at the lunar station, flying over the greenhouse and the other buildings before landing in the landing bay. The play will retrieve the jet pac unit,



Some non-threatening bugs

Utility Screen

The utility screen will consist of an image of the main character, standing in front of the greenhouse.

I will have the basic options of play or quit.

It is intended that it will be integrated with Facebook, and players will have options to share their experience with friends, and to invite them to play the game.

Main Display

The first thing the player sees will be the inside of the Landing bay. The shuttle will be there and various bits and pieces like the cola machine and barrels.

The GUI will be quite basic , with just a few items. There will be player health, a small radar map, show where enemies are, and another level showing how much anti-bug spray is left available to the player.

There will be a door which will give entrance to a tunnel , that will lead to the main green house which will be visible through the windows in the tunnel.

The Main greenhouse will be consist of a 2 main path ways that cross in the middle at a pond water feature.

The paths are lined with tall palm trees, that have large leaves growing up their trunks that obstruct the view into each of the main sectors. The pond is also surrounded by willow tree that obstruct the view from one end of the path to the other.

In each of the main sectors there are multiple growing trays that are suspended (magically) in the air and continue up to the top of the greenhouse with seems very high. The whole effect a kind of hanging garden.

There are 3 other rooms at the end of tunnels extending out of the greenhouse.

There is the Water Facility , which consists of 3 large water vats and a switch.

There is the Lab and Rec area that has laboratory type devices , at the front , and at the back there is beds and rest areas. There is also a main switch the player must use.

There is also the Comms room, which has a large satellite dish on the roof and many server units inside with a large control panel at the far end, with a main switch the player must use.

Each area will have have squads of bugs that the player must fight and defeat , to proceed to the next area, and there will be more bugs hidden around corners in the tunnels

Sound Effects

Each of the rooms will have a background sound, such a hum in the comms room and creaky pipes in the water room.

There will be specific sounds for when the player is using this jetpac and for when he is walking.

Each bug will have it own sound such as buzzing for flying and scratching for the crawling bugs.

There will be sounds for the doors and for when bugs and players are shooting spray at each other.

Objects Will Include



Alder Tree



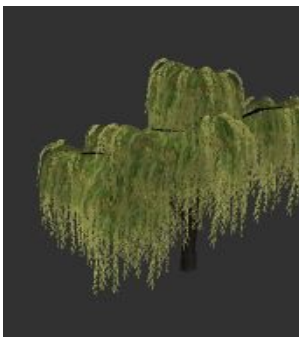
Palm Tree



Japanese Tree



Pine Tree



Willow



Sycamore



Banana Leaf



Bush 1



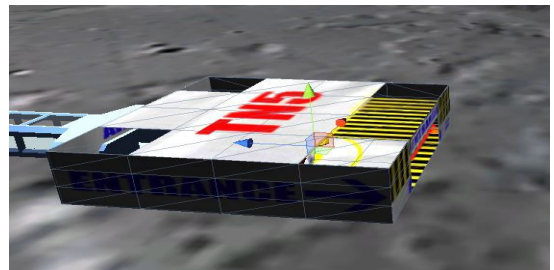
Bush 2



Bush 3



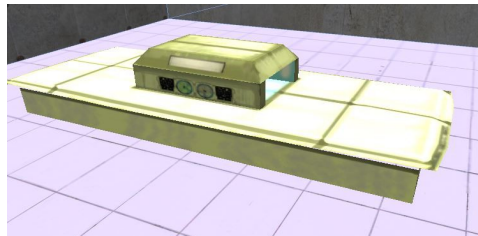
Lab wall



Landing bay



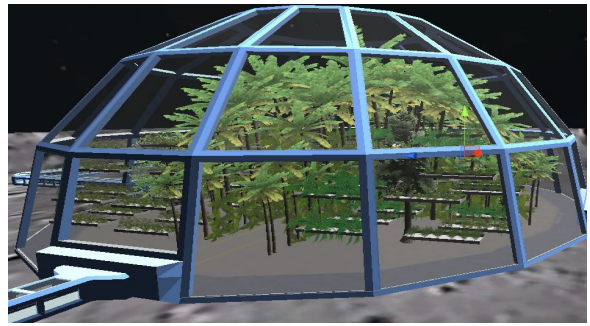
Lab floor



Lab equi



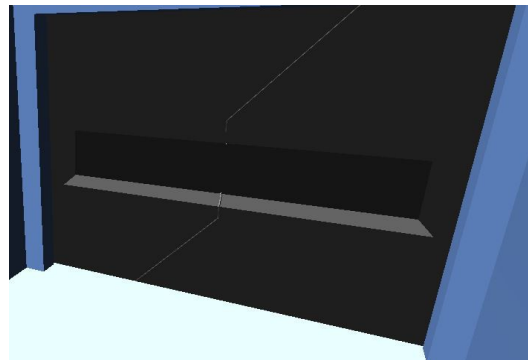
Lab equipment 2



Greenhouse



Greenhouse Floor



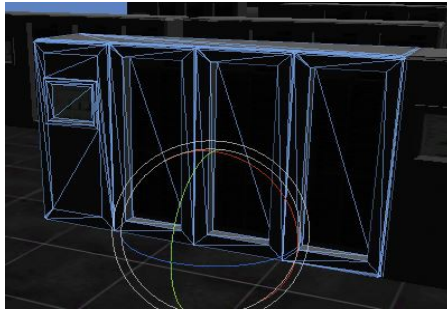
Door



Dispenser



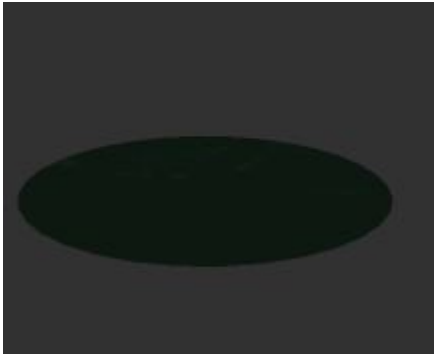
Crawler



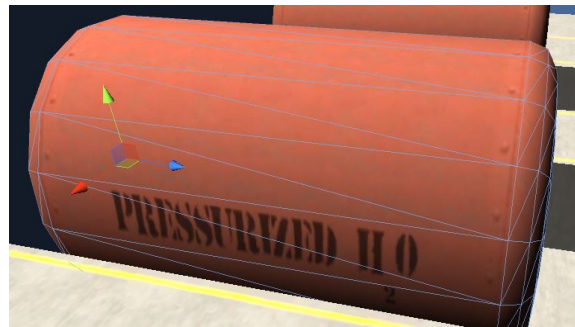
Comms Server



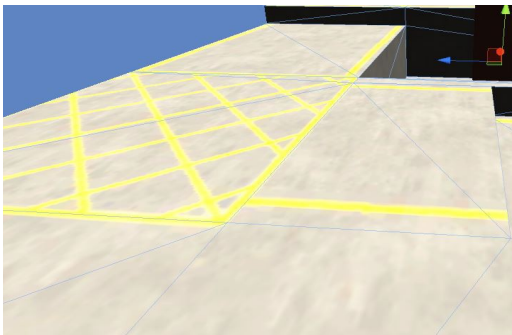
Skybox



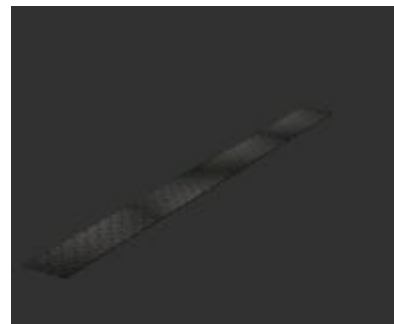
Pond Water



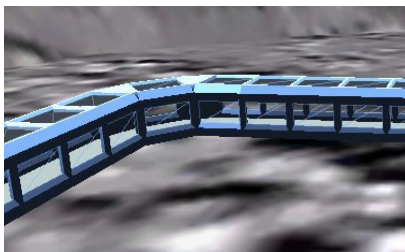
Water Vat



Water room floor



Raised Walkway



Tunnel



Shuttle



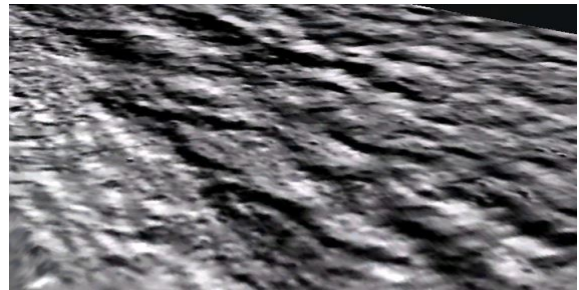
Red Bug



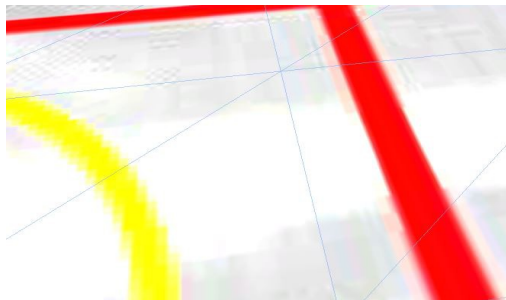
Sack



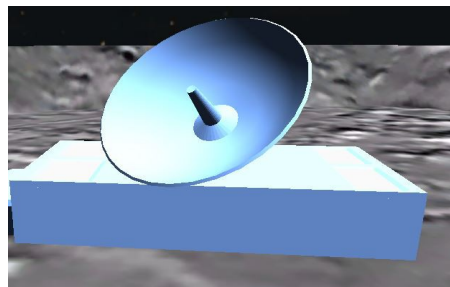
Pipe



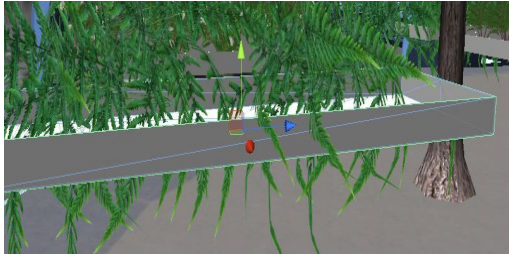
Moon Texture



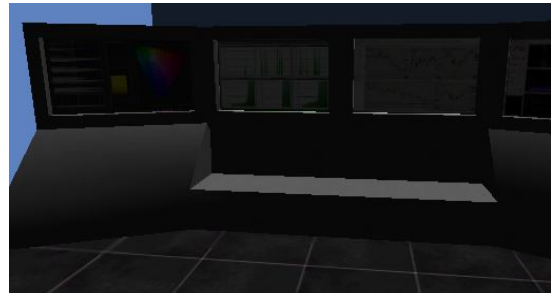
Landing Bay Floor



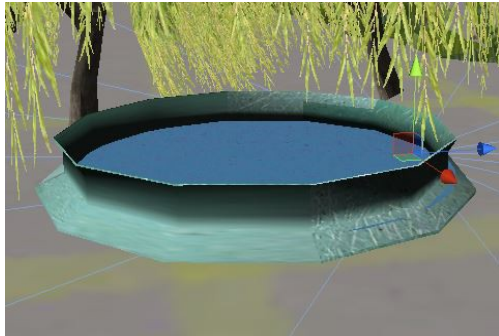
Comms Room



Growing Tray



Comms Control panel



Pond



Big boss

Audio Files

Bug_Squishing_Death_Sounds_36sec
Beep_0sec
Bee_flying_by_1sec
Bees_buzzing_3sec
Bug_Squishing_Death_Sound_0sec
Bug_Squishing_Death_Sound_1sec
Bug_Squishing_Death_Sound_2sec
Bumble_Bee_1min46sec
Buttons_and_Fans_23sec
Bug_Wings_32sec
Computer_Noises_15sec
Computer_Room_Ambience_1min5sec
Electric_Door_Opening_3sec
Fly_By_3sec
Footstep_on_Metal_Grating_54sec
Footsteps_on_Metal_Floor_51sec
Grasshopper_10sec
Hard_Lazer_25sec
Heavy_Metal_Door_Closing_5sec
Jet_Pack_40sec
Lasers_15sec
Metal_Creak_Ambience_38sec
Powerup_4sec
Room_Ambience_Low_Fans_33sec
Room_Ambience_Squeaky_Fans_31sec
Spray_Weapon_6sec
Switch_On_35sec
Various_Tech_Beeps_and_Buzzing_33sec
Water_Ambience_53sec
Water_Pump_48sec
whipcrack01second

Game Mechanics

The main mechanic will be the jetpac for the main player. It will operate , with one tap of the space bar for a normal jump and press and hold to fly up. The player will be able to hover in one place, by repeated long taps of the the space bar.

Insects and enemy bug will patrol on the ground and in the air, and will attack the player when he comes within a certain range . There will also be hidden bugs, in the growing trays, around corners and behind objects, that will pop up and surprise the palyer

Doors and switches will operate with the use of the E button

The player can shoot the spray gun using the right mouse button.

Difficulty & Play / Life

There will be a lot of bugs to shoot but they will die quite easily and their attack is quite mild, so the player will be able to take 20 hits before his life runs out.

He will have 3 lives.

The big boss bug will have a faster attack, and be harder to kill.

For this level, bugs will only be able to attack the player from the front

Summary

Moonsweeper will be an easy to play game, that will take some time to fly around and defeat the bugs and the big boss, and find the correct switches in the right order.