

Project title:

AI Delivery

Final Title:

N.D.S. AI Trainer

Game Summary:

You are the AI of a drone. Starting levels are training you on flying and using sensors. Later levels are about dodging enemies. Future levels will be flying in enemy territory delivering nukes.

Inspirations:

Game aesthetics draws inspiration from old arcade game asteroids.

Game mechanics draw from World War 2 Kamikazes. The idea where the ship and pilot become the weapon. Modernized to AI and drones in space to remove any political or other unwanted connections.

Software Used:

Game engine: Gobot 4.2

Art Program: paint.net

Audio: Audacity

Genre:

Simulator

Target Audience:

People looking for a quick, fun, small adrenaline rush. With slightly older graphics. Other words

Male 18-26

Concept:

The Player is loaded into a drone and given commands to train them in the operations of the drone. Future levels will be of them piloting the drone to deliver nuclear bombs. Mission will have a rating system on close to the target they get. Could also have new features to the drones

Art:

Art will be based on simple pixel art and geometric art.

Audio:

Audio will be kept to the simplest. A sound at different volumes to represent the different rockets firing and an overall background music looping.

Controls:

I want to keep the controls very simple with only a couple of buttons. Picking what buttons do what will be part of the game play.

Game Jam Theme:

"You are the Weapon" The theme inspired the core mechanic of the game. Starting with the idea of how suicide bombers and Kamikazes are literally the weapon. Though I could have made a game of someone running into a building or a plane aiming at a ship. I didn't think it would be a game I would want my name on and it would have WAY to much baggage link to it but then I thought that if I made it a AI instead of a person and the target bugs in space, This keeps the theme of "you are the weapon" but removes much of the drama. So you are the N.D.S. (Nuclear Delivery System) AI. You are the Weapon. Trained to bring nuclear bombs to target points.

Timeline:

I want to take the first couple of days to flush out the core idea. Also making some simple placeholder graphics to start coding and testing basic actions.

Once the basic space is set up, start adding in controls. Building one level at a time. The first three levels being training. The fourth, if time allows, will be randomly made for repeatability. By the end of the first week should have the first three levels done and in testing. If time allows, the second week will be when the fourth level will be made. The last part of the second week should be for polishing, polishing, polishing.