(logo in progress)

The Milkman
(2D Run and Gun Platformer)

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Story Overview:

You have a mission. Deliver milk to your loyal customers. You are the Milkman and it is your solemn duty to see your mission through. There will be trials that you must face to defend your merchandise from all who will try to take the milk from the rightful owner.

Inspiration:
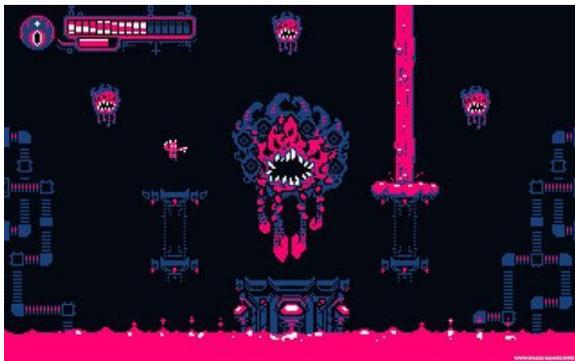
Our goal here is to emulate the classic 2D platformer/run-and-gun gameplay style seen in retro games and try to put our own spin on the genre. We're using the popular game, Contra (as seen above), as our primary inspiration to accomplish this.

Requirements

- Scrolling background
- Camera
- Shooting/Melee mechanic
- Health system (protagonist, enemies)
- Enemies/ Grunts
- A boss with health bar displayed
- Menu System/Options
- Title Screen (Start game, Check Controls, Credits on screen buttons)
- Death Screen/ Game Over Screen
- Platforms/Pitfalls

Frameworks Used

- Walk (For our running animation)
- Walk 2 (Explosion, background)
- Battleship/Snake (Menu buttons)
- Background
- Asteroids (Shooting mechanics)

Controls:

Key	Function
Spacebar	Jump
A and D	Left and right movement
Arrow Keys	Aiming
E	Item pick up
Esc	Pause menu.

Project Features

This project features a fun and interesting experience for the player. The player will be able to tackle enemies with interesting weapons. The project also features a boss system in which the player must use the skills they developed though the level to come out victorious.

Stretch Goals

- More Levels/Stages
- Appropriate Audio Effects/Queues
- Fancy Enemy AI
- Score System?
- Interactable Item mechanics/Weapon Upgrades
- Secret Areas within Stag

Task Division

Engine	
Physics	
Graphics	
Inputs	
Camera	
Stage Management	
Sound FX and Music	

Player	
Controls	
Shooting	
Item Pickup	
Heath System	

Environment	
Background	
Platform	

Enemy

Controller (Waypoint)	
Health System	
Shooting Pattern	

Boss

Controller	
Health System	
Shooting Pattern	

Menus

Main menu	
Pause menu	

Items and Power Ups

Player Pick Up	
Different Projectiles	
Health Power Up	
Rate of Fire Power Up	
Debuffs	

Project Maintenance

Session 1	Alex Hamilton
Session 2	Austin Relerford
Session 3	Isaac Lara
Session 4	Justin Selsor