Euro Baby Boom Boom

A 2-Dimensional Shooter Game for Flash

Table Of Contents

Version History

Version	Author	Date	Changes
0.1	Joey Petrovski	11-10-29	Initial Draft Completed
0.2	Joey Petrovski	11-11-06	• Edited typos • added game play • added levels • added asset list
0.3	Juan Almonte	11-11-08	• Updated Art asset list • Asset

			Description • Asset size
0.4	Juan Almonte	11-11-09	• Additional assets added to list
0.5	Joey Petrovski	11-11-13	• Added Hamus to Bosses • Added Music/SFX List • Edited Controls and Credits
0.6	Andrew Leung	11-11-13	• Added some gameplay changes • Grammatical/spelling check
0.7	Joey Petrovski	11-12-05	• Added more audio to list • Edited Some Sections • Edited Game Flow chart • Added damage amounts to characters, enemies and bosses
0.8	Juan Almonte	12-07-11	• Additional added to art asset list • Animations added to art asset list
0.9	Andrew Leung	12-07-11	• Added some gameplay changes • Gramatical/spelling check

Overview

Euro Baby Boom Boom is a 2-Dimensional shoot 'em up style game in the vein of R-Type with Euro/Techno music and a Japanese Anime art style that runs at 60 frames per second. This game has been intended to cater to gamers who enjoyed the classic hardcore arcade shoot 'em ups. The goal of the game is to amass the highest score possible in the high score's list. This is a single player game.

Walkthrough

When the user loads up the game, they will be presented with an intro movie clip that introduces the name of our development group (Prophets of Gaming), our school logo and the title of our game. The intro movie lasts approximately 10 seconds. The user will then be presented with the main menu. The menu has four buttons: START, Instructions, High Scores, and Credits. Pressing START will start the game, Instructions will display information on how the game is played (See Instructions for more information). High Scores will display the top ten scores of all-time and give you the option to clear the list (see High Scores for more information). The Credits menu will display all the people involved in the development of the game from programming to 2D computer art. This is presented in a scrolling fashion similar to ending credits in a motion picture.

When the user selects START, a randomized level is chosen from three pre-made levels. The user is introduced with an animation showing the current level and a countdown from three to alert the user when the actual gameplay begins. The game screen is then shown with the HUD. On the top part of the screen is shown the user's health, the score, the number of lives and the score multiplier amount. On the bottom of the screen, the user is shown the number of kills for each enemy type and the total amount of kills within the level.

The user will have to destroy enough of each enemy type to advance to the stage boss. When the user has killed the required number for a particular enemy type, the HUD will show that number in red.

If user get hit by an enemy, boss, or any projectile, they will lose some health. If the health bar reaches zero, the user loses a life. The game ends when the user has no health and no lives left.

When the game is over, the user will get one of two prompts. If the user's score is higher than the lowest score on the high score list, a prompt saying *"Congratulations, you have made it to the high score list let's see where you rank!!"* (subject to change). If the user's score is not higher than the lowest score on the high score list, the prompt will say *"Sorry your score was not one of the highest scores on the list. Please try again"* (Subject to change).

If the user made the high scores, they will be directed to the high scores menu. From there

they can go back to the main menu to replay the game. If the user did not make the high scores, they will be directed back to the main menu.

If the user defeats the boss of the stage, they will be shown a victory screen. Each level will have their own victory screen depicting the player conquering the boss of that level. They will then be taken to the next level with their total score, health and number of lives maintained. This will continue indefinitely as the game cycles through the three levels continuously. The game only ends when the user loses all their lives. A high score can be attained by progressing through the stages without dying.

Controls

Main Menu
- Up and Down arrows: Move up and down on the menu
- Space: Confirm selection

Instructions
- Left and Right arrows: Switch pages on the instructions menu
- Shift: Go back to main menu

High Scores
- Control/Command(Mac): Open clear high scores prompt
- Shift: Go back to main menu

Clear Scores Prompt
- Space: Clear all the high scores and make them all zero
- Control/Command(Mac): Back to high scores
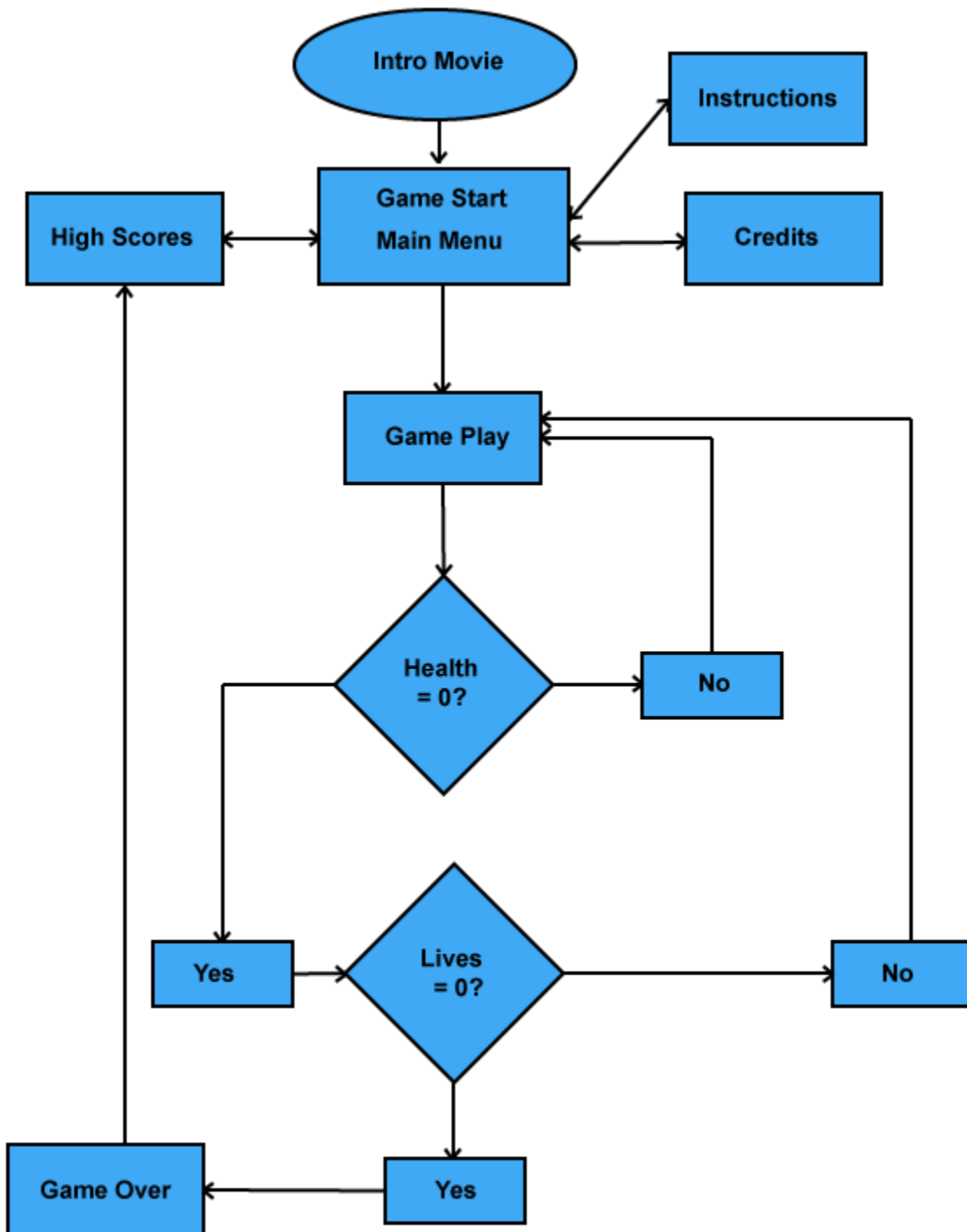
Credits
- Shift: Go back to main menu

Game Play
- Up and Down arrows: Move character up or down
- Left: Make the player stationary
- Space: Shoot projectiles

Game Over Screen
- Space: Advance to High Score or Main menu

Game Flow

Flowchart:
- Intro Movie (oval) → Game Start / Main Menu
- Game Start / Main Menu → Instructions
- Game Start / Main Menu ↔ Credits
- High Scores ↔ Game Start / Main Menu
- Game Start / Main Menu → Game Play
- Game Play → Health = 0?
  - No → back to Game Play
  - Yes → Lives = 0?
    - No → back to Game Play
    - Yes → Game Over → High Scores

Main Menu

When the game is first loaded, the main menu screen is shown. The main menu screen contains a background graphic containing the logo of the game, directions on how to navigate the menu and art assets of the game and the buttons.

Every time the menu is loaded, the initial selection spot is at the START button.

All the buttons are structured to have different states: the default state and the over state. When a button is in its default state, it will have a yellow background and orange text. In its over state, the colours will be reversed to indicate the button is the current selection.

Every time the menu is loaded, the START button will be in the over state.

Game Play

NOTE: Numbers are subject to change if necessary

1) The playable character and the random level (chosen from three levels) are loaded onto the screen with corresponding background music. (see Levels).
2) After two seconds the enemies will start spawning from the right side of the screen.
3) There are two types of enemies in a level. The user will have to destroy a certain number of each enemy type in the level to advance to the boss.
4) After the user has destroyed enough of each enemy type, no more enemies will be spawned and a boss introduction screen is shown.
5) The boss will then appear and the user will have to defeat it.
6) If the user defeats the boss, a victory screen is shown.
7) The next level is then loaded (with the score maintained) and the cycle continues until no more lives are left.

Playable Character

- Character Name: Kuru Teru
- When the user has pressed either the up or down button, Kuru Teru will continuously move in that direction. If the stall button(left button) is pressed, Kuru Teru will maintain a constant elevation.
- Pressing the space button will make Kuru Teru shoot a single projectile in a horizontal line from the position of the gun.
- Enemies are destroyed in one hit of these projectiles.
- At the start of each level, the player will be spawned at the middle of its movable location.
- If the player dies with more than one life remaining, an animation is shown alerting the user that they have just lost a life.
- The player's total Hit Points (HP) is 150.
- The game runs at 60 frames per second.
- For every frame the player is in <u>contact</u> with debris, projectiles or enemies, the player will lose health every frame.
- Every frame in contact with an enemy takes away 1 HP per frame.
- Every frame in contact with Hamku in shield mode takes away 2 HP per frame.
- Every frame in contact with Baron's bullets takes away 1 HP per frame.
- Every frame in contact with a piece of debris takes away 1 HP per frame.
- Every frame in contact with Hamzilla's (Boss) plasma takes away 3 HP per frame.
- Every frame in contact with Hamzilla's (Boss) charge takes away 4 HP per frame.
- Every frame in contact with Hamus's (Boss) torpedo takes away 2 HP per frame.
- Every frame in contact with Hamus's (Boss) plasma takes away 1 HP per frame.
- Every frame in contact with Ham Bastard's (Boss) axe takes away 2 HP per frame.
- Every frame in contact with Ham Bastard's (Boss) spin attack takes away 2 HP per frame.

Levels

- The game consists of three different stages each with their own background music.
- The stages include a city level, a sky level and a space level.
- The levels consist of five background tiles that scroll through the screen repeatedly throughout the duration of that level (known as the background scrolling technique).
- The levels will be placed in a list in the order of city, space and sky.
- The level that is spawned is determined randomly at the beginning of the game. A number is generated from 1 to 3. City = 1, Space = 2, Sky = 3.
- If the user has completed a level, the next level in the list will be spawned. If user

finishes the last level, the first level on the list is spawned.
- This cycle will continue until the user has lost all their lives.
- Each level has its own combination of enemy types.

Debris

- As the player progresses throughout the stage, there is a random chance that a non-destructible debris is spawned on the screen.
- The player must dodge the debris to avoid taking damage.
- 1 HP/frame damage is dealt to the player's health if he/she collides with the debris.
- The debris will be placed randomly at the very top of the game screen, the middle or at the bottom.
- Once an instance of a debris has scrolled across the screen, that instance will be deleted.

Enemies

Note: Numbers are subject to change if necessary

There are three different enemy types all with different attributes. If the playable character comes into contact with an enemy, 1 HP/frame damage will be dealt to the player's health.

The Ham Baron
- "The Shooting type"
- In City and Space levels.
- Shoots projectiles in a straight line.
- During each frame, the Baron has a 20% chance of firing at the user. He can only shoot one projectile at a time.
- Projectile damage does 1 HP/frame.

Bonzai!! Ham
- "The Melee type"
- In City and Sky levels.
- When the enemy is within a certain distance from the player, the Bonzai's speed will double and he will charge directly at the player for 1 HP/frame damage.

Hamku
- "The Shield type"
- In Space and Sky levels.
- When the enemy is spawned onto the screen, Hamku either have his shield activated or deactivated.

- Each frame, there is a slight chance that Hamku will activate or deactivate his shield.
- If the user gets hit by Hamku while in shield mode, the user is dealt 2 HP/frame damage.

Bosses

NOTE: Numbers are subject to change if necessary

After every level when the user has destroyed the required number for each enemy types, a boss will appear. The type of boss that the user will be fighting depends on which two enemy types appeared in the level. For example if a level consisted of Barons (shooting type) and Bonzai's (melee type), then the boss would have the ability to shoot projectiles and charge the user. Each boss has a weak spot where the user must shoot in order to do damage to the boss. Once the boss has been defeated, a boss disintegration animation is shown depicting the destruction of the boss.

Boss Type 1: Mecca Hamzilla (City Level)
- "The Shooting/Melee type"
- Weak spot: red belly (at the bottom of the screen).
- Shoots fireballs aimed at the player's most recent location.
- Hamzilla will charge at the user when the user is at the bottom of the screen. The user can dodge this attack by quickly moving up.
- The melee charging damage is considerably higher than the projectile damage.
- HP: 500
- Every frame in contact with Kuru Teru's projectile takes away 5 HP per frame.

Boss Type 2: Hamus (Space Level)
- "The Shooting/Shield Type"
- Weak Spot: Face (when the red helmet shield is down).
- Shoots homing missiles that tracks the user.
- Shoots lasers aimed high, aimed medium and aimed low.
- When the red helmet guard is down, the user will deal heavy damage if he/she shoots at its head.
- HP : 500
- Every frame in contact with Kuru Teru's laser takes away 3 HP per frame.

Boss Type 3: Ham Bastard (Sky Level)

- "The Shield/Melee Type"
- Weak Spot: Entire body when not in shield mode.
- Charges the user with an axe in a straight line.
- Also has a spin attack in shield mode that will target the user's last position
- HP: 900
- Every frame in contact with Kuru Teru's laser takes away: 5 HP per frame.

Power-Ups

NOTE: Numbers are subject to change if necessary

After every enemy that the user destroys, there will be a 10% chance every frame that a power-up will appear at the enemy's location. It will fly along the screen to the left so that the user has an opportunity to get it.

There are three types of power ups:

- Baseball = +1 score multiplier
- Sushi = +25% health
- Yin Yang = Extra Life

The power-up will not be in effect until the user has made contact with the power-up. When the user does make contact, the instance of that power-up no longer exists and is removed from the screen.

There is a 20% chance that a Yin Yang power up is generated, 30% chance for a Baseball and 50% for a Sushi power-up.

Main Game Interface

The interface of the HUD consists of two bars, one at the top of the screen and one on the bottom. The length of these bars will be the length of the game screen and the height will be 48 pixels.

Top HUD

- Health: Default: 100%, Max Health: 100%
- Score: Default: 0, Max Score 9999999
- Lives: Default: 3, Max Lives 99
- Score Multiplier: Default: 1X, Max Multiplier 99X

Bottom HUD
- Enemy Type 1 kills (with picture of enemy): Default: 0
- Enemy Type 2 kills (with picture of enemy:) Default: 0
- Total enemies killed in level: Default: 0

Instructions Menu

The instructions menu is a slide show containing five slides that teach the user how to play the game. The user may go through the slides by pressing the right button to go to the next slide and the left button to go to the previous slide. There is a bar on the bottom of the screen that indicates what number slide you are on. The layout of each slide must be the same. Each slide should also have title describing what that slide is all about.

The slides are:

How to Play:
- Explains the rules of the game.

Controls:
- Explains the controls of the main game through the use of graphics.

Enemies:
- Contains the name, type and brief blurb about each enemy.
- Also contains a picture of the enemy beside that enemy's description .
- This page will as describe the debris along with a picture.

Bosses:
- Briefly describe how the boss battles work .
- Boss will have its own slide explaining how to kill them and what to avoid .

Power-Ups:
- A picture of the power-ups and a brief description of what each one does.

The artist has full control of what goes into the slides as long as the guidelines above for each slide are followed.

High Scores Menu

When the user has run out of lives, the game will check that the score that the user achieved in the play through was at least higher than the lowest score on the list. If it is then game will remove the lowest score, add the new one, and sort the scores from highest to lowest. If the score was not higher than the lowest score, than the user's score will be deleted right away.

Regardless if the user made the high score list or not, they will be directed into the high score menu.

The scores are sorted in descending order starting with the highest score at number 1.

The menu is laid out with the list being split into two columns of five with scores 1 – 5 being on the left side and scores 6 – 10 on the right. There are also numbers beside the scores to indicate the rank of the score.

There is also a clear score function in high score menu. If the user presses the clear score button (see controls), a prompt will pop to make sure the player wants to clear all the scores on the list. When this prompt is activated, it will cut the opacity of the high score menu in half. If the user presses the cancel button at the prompt, the prompt will disappear, the high score menu's opacity will go back to normal and all the scores are unchanged. If the user does indeed confirm that they want to clear the high score list, the prompt will disappear and the high score menu's opacity will go back to normal with all the scores on the list now 0.

The clear score button will only work if positions 1 – 10 have a score that is not 0.

Scoring System

NOTE: Number values subject to change if necessary

- Base score for destroying enemies : 200 (800 for shield types).
- Base score for destroying a boss : 5000.
- Score of kill = Base score * multiplier
- Score of kill will be added to the total score on the user's HUD.

Multipliers

- The multiplier begins at one and will increase if the user picks up a multiplier power-up (baseball).
- For every ten enemies the user destroys, the multiplier will go up by one.
- If the user dies the multiplier will reset back to one.

Art Assets

NOTE: Artist please revise when necessary

Asset Name	Description	SIZE (in pixels)
-Rules1.png	Summarizes the objective of the game	600x400
-Rules2.png	Describes the control method	600x400
-Rules3.png	Describes the enemy types, an their abilities	600x400
-Rules4.png	Describes the available power ups and their benefits	600x400
-Rules5.png	Displays the various bosses, and how to defeat them NOTE* All rules have a humours belittling tone	600x400
-Game_Gui.png	The Hud of the game during gameplay, houses, the player's health bar, remaining lives, points score, enemy type kills and overall kill count	600x400 but only covers 47 pixels of upper and lower screen
-bg1.png	First screen of the ruined metropolis level	600x400
-bg2.png	Second screen of the ruined metropolis level	600x400
-bg3.png	Third screen of the ruined metropolis level	600x400
-bg4.png	Fourth screen of the ruined metropolis level	600x400
-bg5.png	Final screen of the ruined metropolis level	600x400
-Boss_1.png	Mecha Hamzilla Idle position	792x612

-Boss_2.png	Mecha Hamzilla Prepping strike position	79792x612
-Boss_3.png	Mcha Hamzilla Prepping strike position	792x612
-Boss_4.png	Mecha Hamzilla Strike position	792x612
-Boss_5.png	Mesa Hamzilla Prepping Ranged attack position	792x612
-Boss_6.png	Mesa Hamzilla Ranged attack position	792x612
-Debirs.png	Falling bombs and mines	216x216
-Maid_Sprite.png	Sprite of player character	450x450
-Melee_enemy.png	Basic charging enemy "Referred as Bonzai"	288x288
-Shooting_enemy.png	Basic ranged enemy "Referred as Ham Baron"	792x612
-wpn-FIRE.png	Projectile fired by both player sprite and Ranged enemy type	72x72
-game_over_1.png	Original defeat prompt replaced by Defeat.png	300x170
-game_over_2.png	Original victory prompt replaced by Victroy.png	300x170
-Hi-SCORE_1.png	Prompt of successful entry into the high score list	300x170
-Hi-SCORE_2.png	Prompt of failure to enter the high score list	300x170
-High_scores.png	Screen displaying the best players Referred as"People who don't suck"	600x400
-Title_page_2.png	Intro screen, player able to access the game, instructions, high scores, and credits via this screen	600x400
-combat ham spread sheet.png	The shield based enemy Referred as "Hamku"	504x504
-Victory.png	Game over screen of	600x400

	successful completion of the game	
-Defeat.png	Game over screen of defeat attained through loss of all lives	600x400
-Clear_Scores01.png	Prompt to clear all recent scores from the high scores screen	300x170
-Clear_Scores02.png	Prompt to clear all recent scores from the high scores screen	300x170
-spaceBG.png	First screen of The Space based level	600x400
-spaceBG2.png	Second screen of The Space based level	600x400
-spaceBG3.png	Third screen of The Space based level	600x400
-spaceBG4.png	Fourth screen of The Space based level	600x400
-spaceBG5.png	Fifthscreen of The Space based level	600x400
-Boss_fire.png	The projectile of the Mesa Hamzilla boss "Boss.png 1-6"	360x360
-Hamus_mid_fire/shield on.png	The Boss of the space themed level in Idle position	256x256
-Hamus_shield_off1.png	Boss shield removal	256x256
-Hamus_shield_off2.png	Boss shield removal	256x256
-Hamus_shield_off3.png	Boss shield removal	256x256
-Hamus_shiled_off4.png	Boss shield removed	256x256
-Hamus_Fire_mid_high.png	Boss aiming main cannon at mid screen level, and mortar at upper	256x256
-Hamus_Fire_mid.png	Boss aiming main cannon at mid screen level, and mortar at mid	256x256
-Hamus_Fire_high.png	Boss aiming main cannon at upper screen level, and mortar at upper	256x256
-Hamus_Fire_low.png	Boss aiming main cannon at	256x256

	lower screen level, and mortar at mid	
Hamus_Fire_high_mid.png	Boss aiming main cannon at upper screen level, and mortar at mid	256x256
-Hamus_Fire_high_low.png	Boss aiming main cannon at lower screen level, and mortar at upper	256x256
-Power_up01.png	A baseball shaped power up providing a X1 multiplier	128x128
-Power_up02.png	A sushi shaped power up providing additional Health	128x128
-Power_up03.png	A ying and yang shaped power up giving an additional life	128x128
hamus_wpn-FIRE01.png	Projectiles for the second boss	72x72
hamus_wpn-FIRE02.png	Projectiles for the second boss	72x72
skyBg.png	First screen of the Sky based level "Paradise"	600x400
skyBg2.png	Second screen of the Sky based level "Paradise"	600x400
skyBg3.png	Third screen of the Sky based level "Paradise"	600x400
skyBg4.png	Fourthscreen of the Sky based level "Paradise"	600x400
skyBg5.png	Final screen of the Sky based level "Paradise"	600x400
sky.png	Used for intro animation	800x600
city.png	Used for intro animation	800x600
space.png	Used for intro animation	800x600
1.png	Used for intro animation	800x600
2.png	Used for intro animation	800x600
3.png	Used for intro animation	800x600
Go.png	Used for intro animation	800x600
LifeLoss.png	Used for Life Losing animation	

City01.png	Updated City Background	600x400
City02.png	Updated City Background	600x400
City03.png	Updated City Background	600x400
City04.png	Updated City Background	600x400
City05.png	Updated City Background	600x400
Rules_6.png	Rules and description for Hamus boss	600x400
Rules_7.png	Rules and description for Hamster Bastard boss	600x400
Defeat_HamsterBastard.png	Defeat screen for Hamster Bastard boss	600x400
Defeat_Hamus.png	Defeat screen for Hamus boss	600x400
victory_hamus	Victory screen for Hamus boss	600x400
victory_bastard	Victory screen for Hamster Bastard	600x400
Credits.png	Scrolling Background for Credits animation	600x1200
MECHA.png	Head of Hamzilla boss used for boss intro animations	600x400
HAMUS.png	Head of Hamus boss used for boss intro animations	600x400
BASTARD.png	Head of HamsterBastard boss used for boss intro animations	600x400
Intro.fla	An opening animation sequence for EBBB	600x400 10.9 seconds
BOSS_INTRO_MECHA.fla	An animation alerting the player of the levels boss approaching	600x400 4.0 seconds
BOSS_INTRO_HAMUS.fla	An animation alerting the player of the levels boss approaching	600x400 4.0 seconds
BOSS_INTRO_BASTARD.fla	An animation alerting the player of the levels boss approaching	600x400 4.0 seconds
Credits.fla	An animation acknowledging	600x400

		30.4 seconds
	the development team, and any assistance received while creating EBBB	
Banner.png	Header for EBBB site	800x160

Music and Sound Effects

Name	Description	Acquired From
Dj CreySis - emotion day.mp3	Space Level music	www.last.fm
Dj CreySis – EuroDance.mp3	City Level music	www.last.fm
Huepow00 - Like they Do.mp3	Boss Music	www.last.fm
EBBB Theme.mp3	Main menu music	Anthem – Ice Entertainment**
117984_SOUNDDOGS__sl.mp3	Multiplier SFX	Sounddogs.com
Imac_loading.mp3	Extra life SFX	Sounddogs.com
296318_SOUNDDOGS__ho	User death SFX	Sounddogs.com
353419_SOUNDDOGS__gu	Health gain SFX	Sounddogs.com
laser_player.mp3	Lasers for player and enemy	Sounddogs.com
Roar.mp3	Mecca Hamzilla roar	Sounddogs.com
Voice*.mp3	Female ship computer voice	Sounddogs.com
Explosion7.mp3	Player getting hit	Sounddogs.com
Misc032.mp3	Player getting hit by debris	Grsites.com
demo_Night_Express_full_track.mp3	Sky Level Music	Neosounds.com
Disintegration.mp3	Enemy and boss deaths	Sounddogs.com

** Received permission to use this song in the game from the artist.

More SFX will be added in a future revision.

Credits

Credits In Alphabetical Order of Last Name

<u>Juan Almonte</u>

Art

<u>Andrew Leung</u>

Programming

<u>Joey Petrovski</u>

Design

<u>Michael Samuels</u>

Music/SFX

<u>Special Thanks To:</u>
All the Instructors at Recording Arts Canada
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Estaban Ochocinco (Tester)
Kai Chan (Tester)