

# A Tiny Crisis in Space

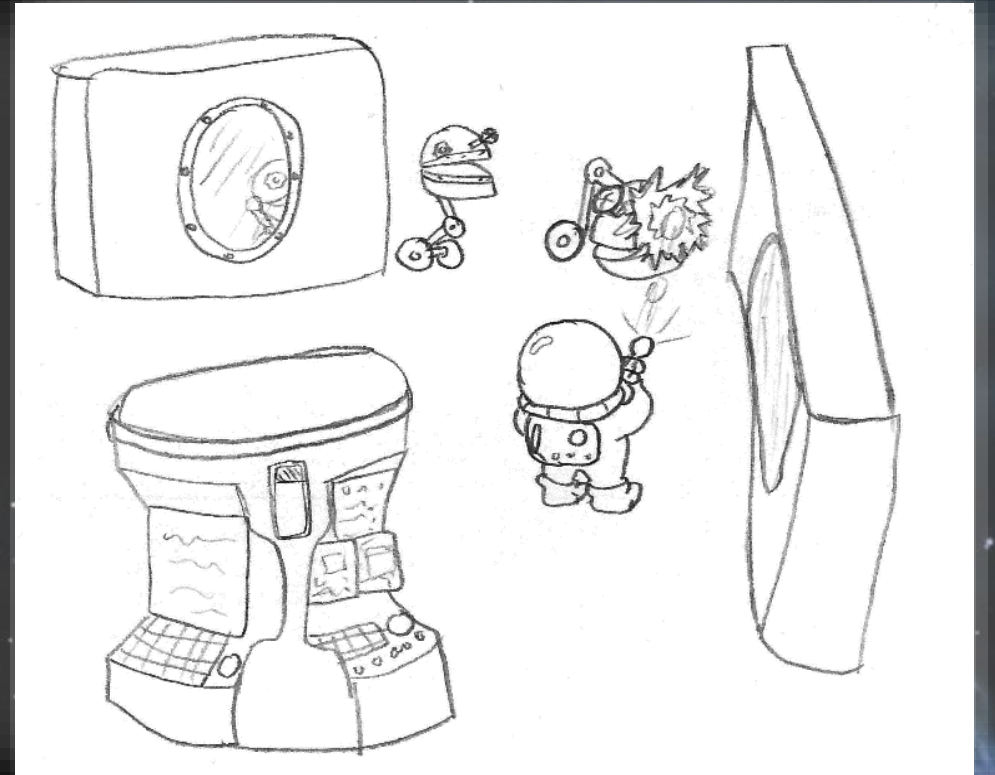
Computer Games Laboratory Winter Term 2017/18

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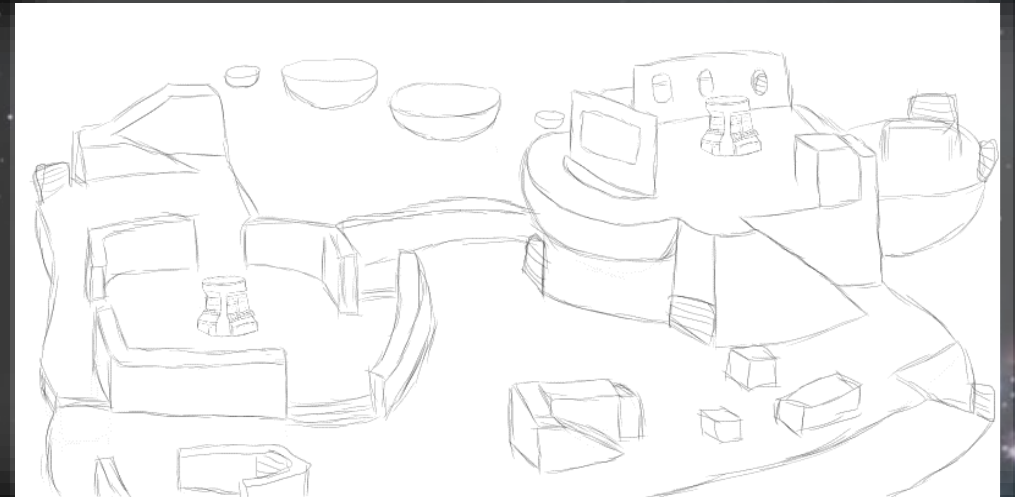
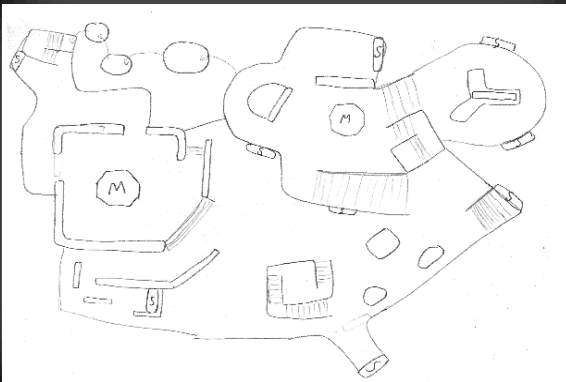
# Game Description

- Setting: Alien astronauts vs. Robots
- Co-op Third-person shooter
- Four players defend their bases against enemies
- Features a special merge-mechanic



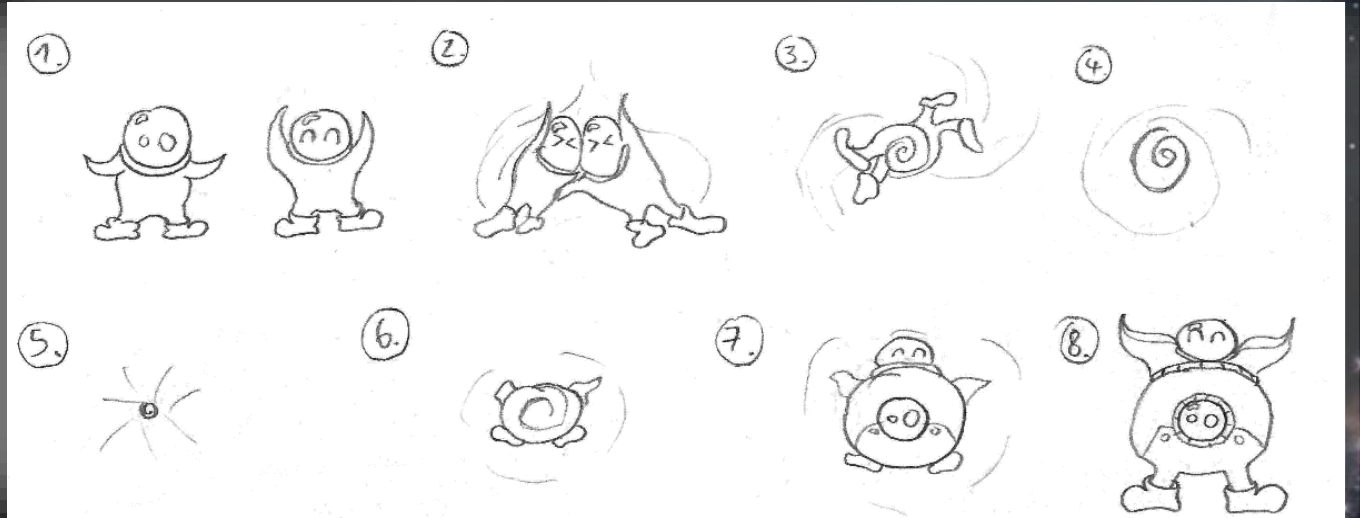
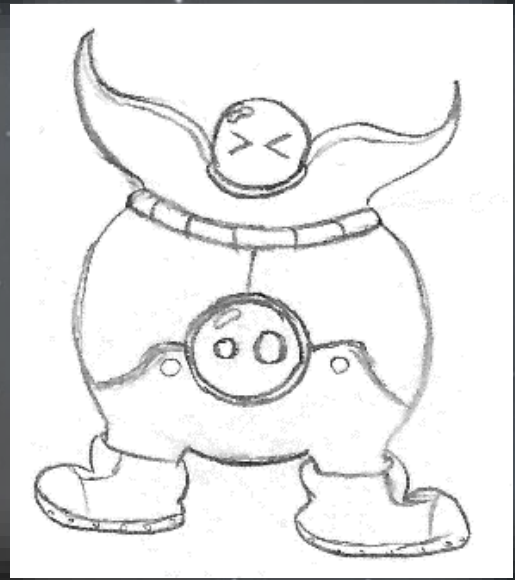
# Objectives and Game Structure

- Players successfully defend the control panels for a certain time
- All players are down at the same time
- A control panel is destroyed
- Secondary objective: Collect three types of robot parts dropped by the robots



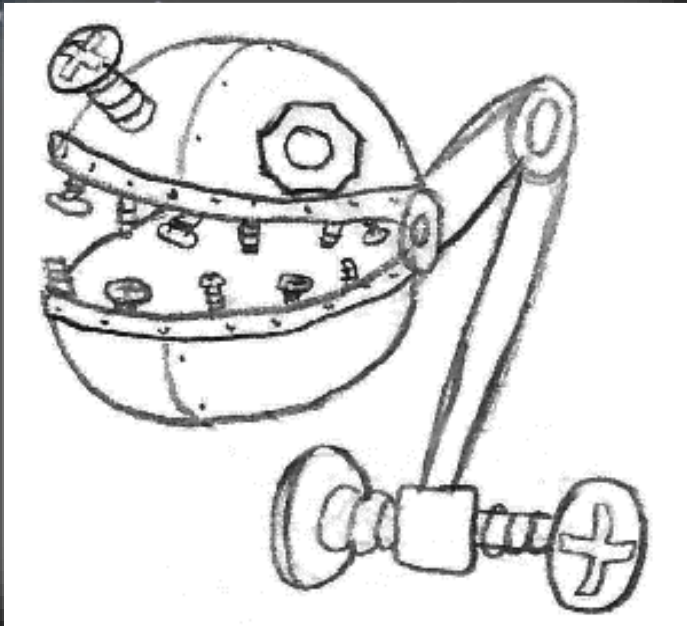
# “Together” – Player Actions

- Two players near each other can merge
- Merged form can throw powerful explosives
- Bottom player controls movement, top player can turn independently and aim
  - Both influence trajectory
- Each player can throw

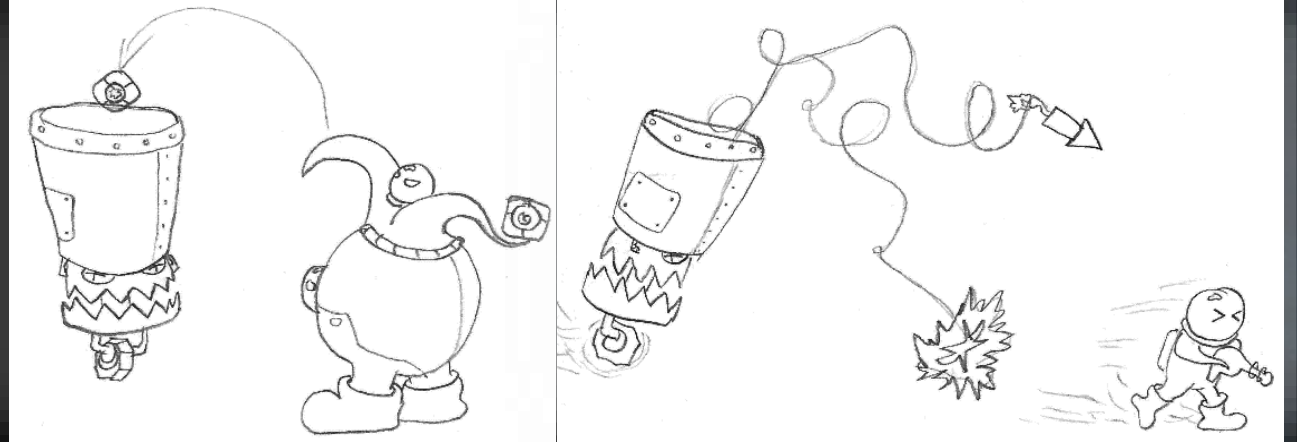




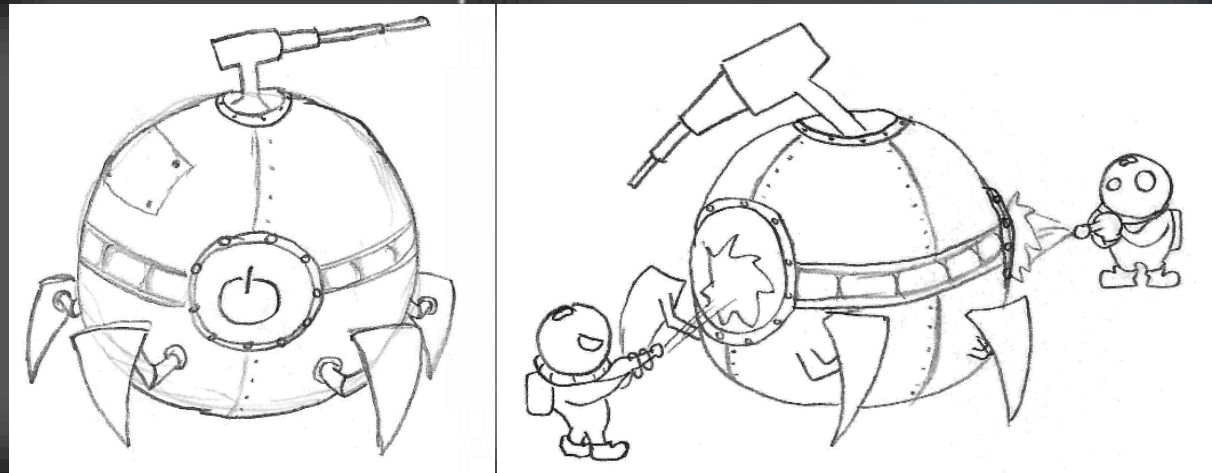
# Enemies



Basic Enemy

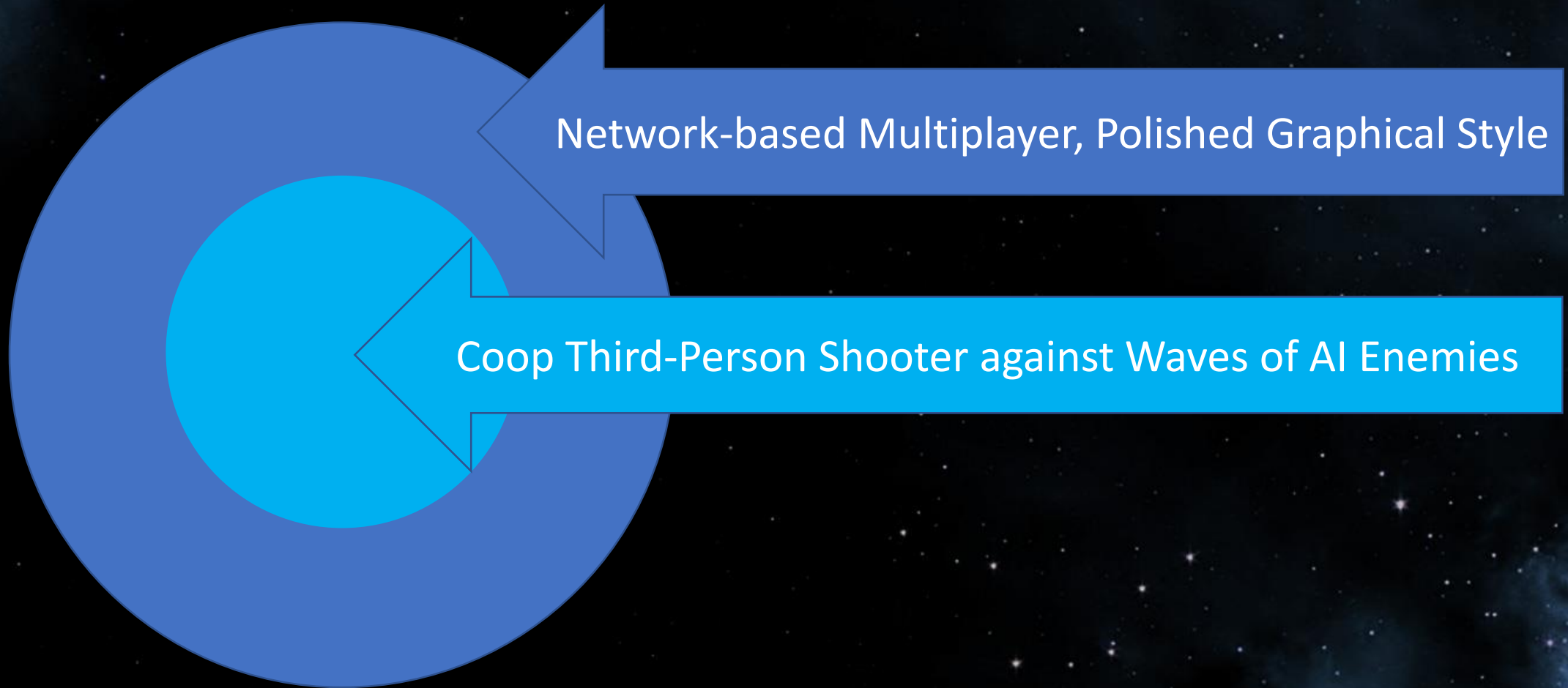


Robucket Enemy: Requires merged form to defeat



Orbot Enemy: Requires two separate players to defeat

# Big Idea Bullseye



The background is a deep blue space scene filled with numerous small, bright white stars. There are two prominent nebulae: one in the top-left corner and another in the bottom-right corner, both exhibiting a wispy, ethereal structure. The text "Thank you for listening" is centered in a clean, white, sans-serif font.

Thank you for listening