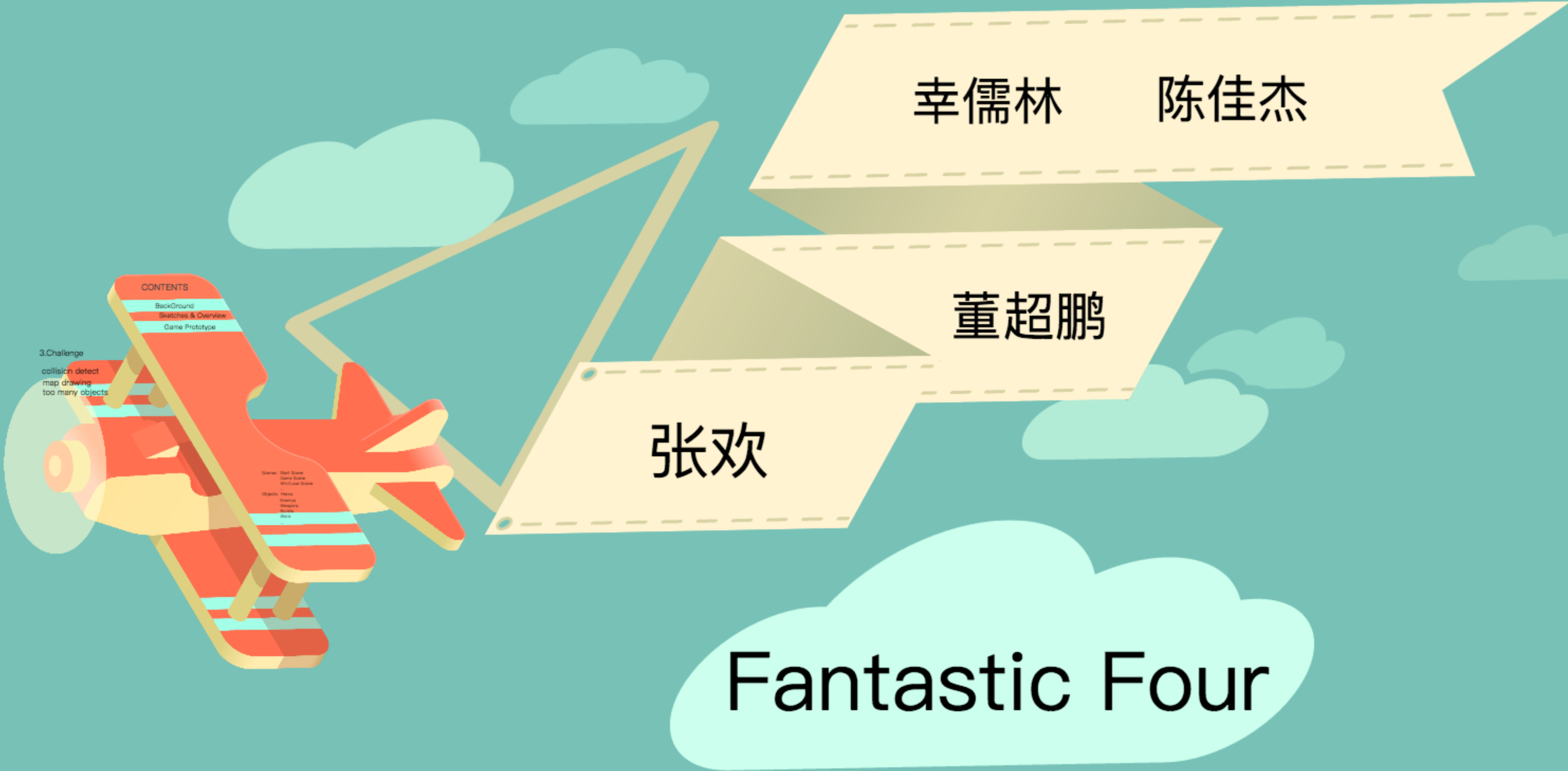




SAVE THE RABBITS





CONTENTS

- ① BackGround
- ② Sketches & Overview
- ③ Game Prototype

Game Prototype

ge

detect

1. Background


Long time ago, there is a rabbit planet in the universe. They are all living with a happy life.



One day, a group of evil extraterrestrial creatures invaded the planet and grabbed almost all the rabbits.

Two rabbits named CoCo and Mori survived from the invaders, decided to save their family and friends by themselves and began their adventure.



2.GOAL:
collect coins 
and defeat the monsters.

2.Characters



player1



player2



enemy1



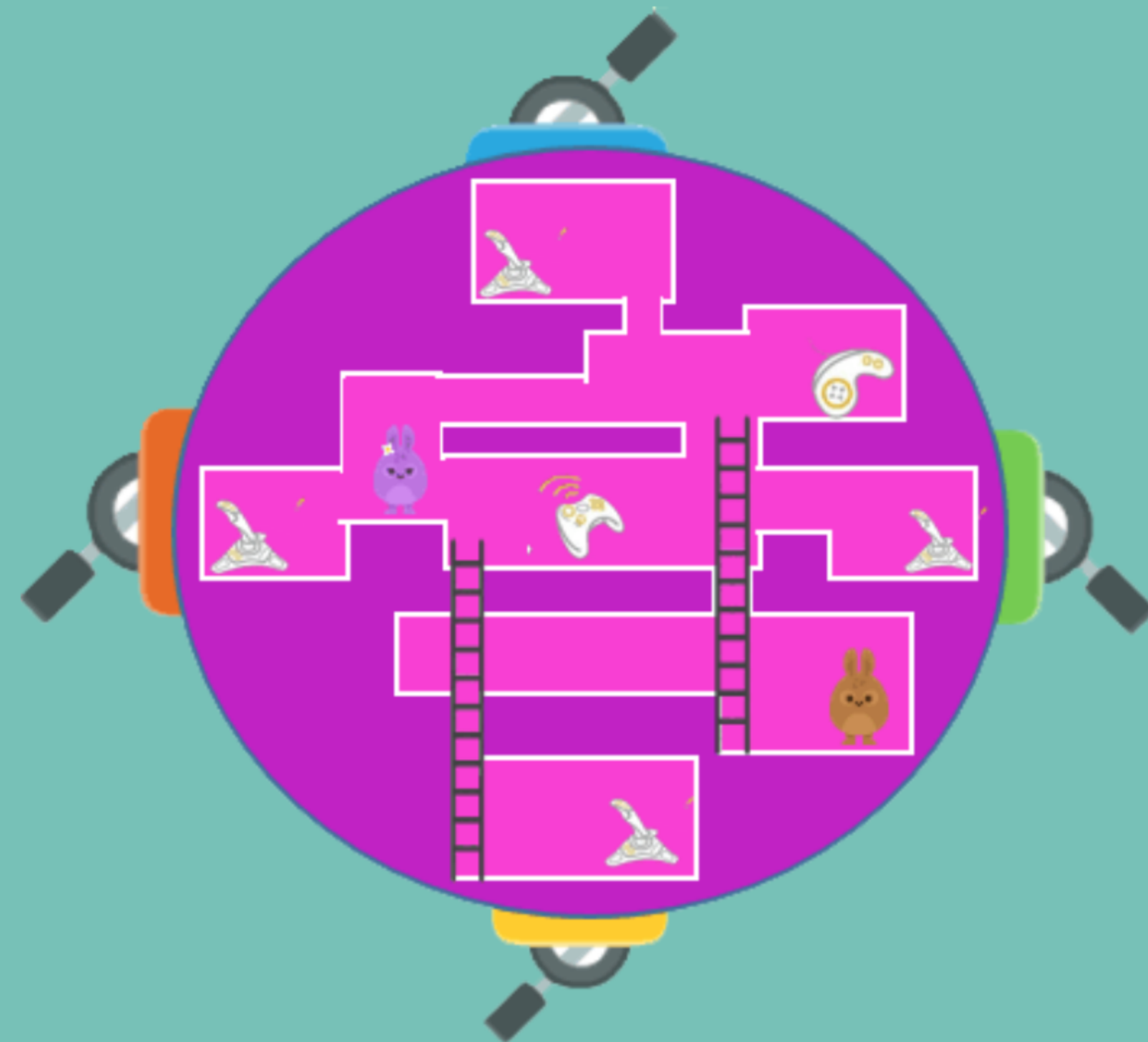
enemy2

2.scene



Why 2-player game?

2. Control



Move

player 1: "W,A,S,D"

player 2: "UP, LEFT, DOWN, RIGHT"

Defend:



Rotate the protective barrier:

"A,D" for player 1,
"LEFT, RIGHT" for player 2
in counter-clockwise direction
and clockwise direction respectively

Leave:

"G" for player 1,
">" for player 2.

Attack



Rotate the weapon:

"A,D" for player 1
"LEFT, RIGHT" for player 2
in counter-clockwise direction
and clockwise direction respectively.

Fire:

"F" for player 1, "<" for player 2.

Leave:

"G" for player 1, ">" for player 2

Advance:



Rotate the propeller:

"A,D" for player 1,
"LEFT, RIGHT" for player 2
in counter-clockwise direction
and clockwise direction respectively.

Leave:

"G" for player 1,
">" for player 2.

Start engine:

"F" for player 1,
"<" for player 2

Move

player 1 : "W,A,S,D"

player 2 : "UP, LEFT, DOWN, RIGHT"

Attack



Rotate the weapon:

“A,D” for player 1

“LEFT, RIGHT” for player 2

in counter-clockwise direction
and clockwise direction respectively.

Fire:

“F” for player 1, “<” for player 2.

Leave:

“G” for player 1, “>” for player 2

Defend:



Rotate the protective barrier:

“A,D” for player 1,
“LEFT, RIGHT” for player 2
in counter-clockwise direction
and clockwise direction respectively

Leave:

“G” for player 1,
“>” for player 2.

Advance:



Rotate the propeller:

“A,D” for player 1,
“LEFT, RIGHT” for player 2
in counter-clockwise direction
and clockwise direction respectively.

Leave:

“G” for player 1,
“>” for player 2.

Start engine:

“F” for player 1,
“<” for player 2

3.Challenge

collision detect

map drawing

too many objects

Game Prototype

Scenes: Start Scene
Game Scene
Win/Lose Scene
...

Objects: Heros
Enemys
Weapons
Bullets
Walls
...

