"NES Tank Project"
Strike Tank Alpha

Art / Game Design – Kurt Deniz

Working Title (Strike Tank Alpha)

PowerTank, OmegaTank, UltraTank, Strike Tank Zero, Tank Mega Zero, ProtoTank Squad
The classic that never was!

Narrative

The infamous terrorist organization Poison Sting has taken over the city! No one can oppose their superior power over land, sea and air. But there is still the antidote! R&D Alpha Team is still in the fight and last offense against the toxic menace, Venom Commander!

Controls

NES controller

	up							
left		right	Select - Weapon switch		Start	A- shoot		B- jump
	down							

(Down) + (B - Jump) = Turn tank around

(Select - Weapon switch) = Toggle between straight and bounce shot

(Up) + (A / shoot) = Shoot Diagonal Shot

(Down) + (B / shoot) = Shoot Bounce Shot

Screen Sequence
From Boot to Game Over storyboard notes

1. Dev Team – Kurt Deniz and Nick McGee Present
2. Opening Narrative
   1. image: Poison Sting emblem over city silhouette
      1. "The infamous terrorist organization Poison Sting has taken over the government!"
   2. image:Venom Commander
      1. "Surrender! No one can oppose our superior power over land, sea and air!"
      2. "Resistance is futile!"
   3. image: hero Alpha Team crew
      1. "Venom Commander, you tested our poison tolerance"
   4. image: Tank
      1. "Now have a taste of our medicine" / Now lets see how you fair with lead poisoning
3. Game Title: "STRIKE TANK ALPHA"
   a. Start
   b. options
   c. quit
      a. yes
      b. no
4. Game
   a. Win
   b. Lose
      1. Game Over
         a. Restart level, "Never give up!"
         b. Return to Title "SURRENDER!"

Render Limits

Enemies should only render projectile one at a time for limitations (arcing and vertical bound projectiles can be excepted by limitations in moderation)

Player shall be 3x3 limit, would render single sprite bullet projectile.
Player is 3x2 with one more row for angled fire.

Player Shot limit
Player shot shall be fairly strong (most enemies 1 hit to die?). Limit 1 shot with cool down or can shot again on successful hit.

Color palette – Sets of 4. first color is the skipped render color. All others arbitrary conforming around the artwork

P= projectile
P2= diagonal projectile

			P2
			P

Larger enemies should be placed in offset formations to control render limitations
1. small enemy tank, 2? hit destroy
2. large enemy tank, 3/5? hit destroy

			P2
2			
1			P

Large Artillery

		P2	

Gameplay

Life – Life represented in top left corner by tally mark sprites 1-5.

5 hits on player will destroy player and go to continue screen.

Option to increase life by 5 in options. Increased to 10 hits, thus game would start with to tally marks to represent 10 and once below 6 will have one tally mark for 5 and below.
**life totals subject to change.

Player Weapons – Player can use three different shot types. Straight, Diagonal and Bouncing.

Weapon Switch – Player on default starts with straight and diagonal shot. Bouncing is selected by pressing (Select Button) which will toggle straight and diagonal off and Bouncing shot on, vise versa

Player Turn – in order to fire opposite direction player has to turn manually by (Down) + (B - Jump)

Jump – force applied to player upwards when (B button) is pressed. Player should be able to clear 48 pixels. Widest pits so far are 56 pixels.

Damage – When player or enemy receives damage, sprites shall switch between (flicker) original color set and "fire set" (0F,37,30, 27) color palette.

Destroy – If on last hit, remove player/enemy and use 3 2x2 frames explosion sprite's on center position.

Shot Types

Straight – Main forward weapon (or diagonal). Fire set palette

Large Straight - Enemy straight that can be shot out of air, destroy both projectiles. Enemy Orange Palette.

Arcing – use for artillery style enemies. Fire Set palette
            **Place these behind raised platforms and behind heavier enemies for layered difficulty.

Bouncing – player weapon for destroying landmines or enemies below player firing arc. Enemy Orange Palette. *Possible design for enemy as well.

Phase – Projectiles that can travel through BG objects. (Added flag to projectile?)
"Phase types" shall alternate frames. Small and Large shown here
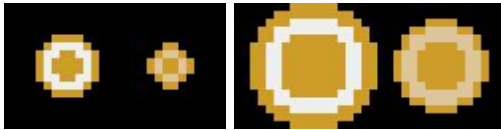
Player Tank

Sprites

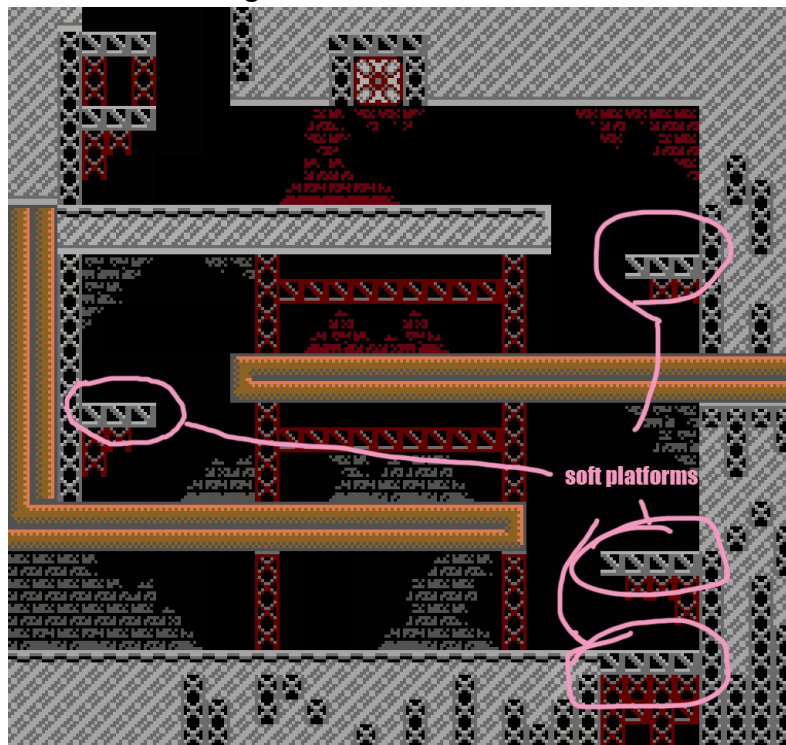Idle, Diagonal Aim, Move,
Fire Straight and Fire Diagonal

While Jumping cycle through sprites under tank "1,2,3,1,2,3"

Platforms

Solid – BG asset. Tank cant jump through this block. Primary block throughout game.
Soft – BG asset. Tank can through from underneath. Best for vertical travel stages or design.

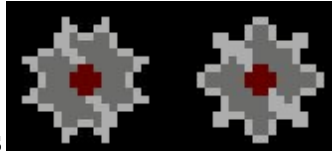Moving Platform – Sprite asset. Tank can through from underneath. Moves on set paths

Switches

    Used for door and moving platforms. Toggled by hit from player shot.

Hazards

////rejected//Grinders – substitute for pitfalls or Mega Hazard designs. Touch will destroy player.

**2 frames

Tesla Hazards – Environmental hazard, touch will damage and repel player.

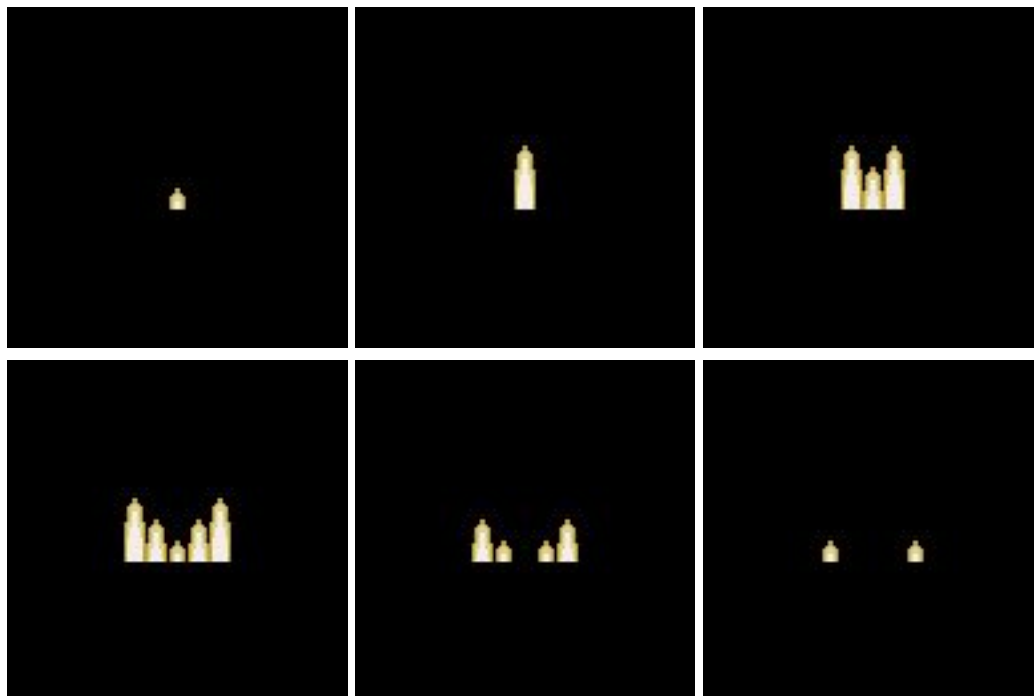Phase Shooters – fires phase type projectiles in set intervals. Small and Large variety.

Pitfalls – nuff said

Airbomb Explosion – Dropped from high screen planes starting with bomb. Once on contact with floor play explosion with use of 3 tall fire sprites

Able to hit bomb with projectile

Animation

**This animation could also be used for wall hits (sideways tall fire in pattern), but design of such actions not in screens.
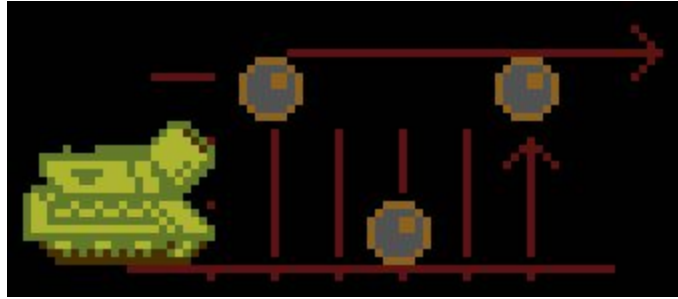
Enemy Life

Weak enemies require 2 hits to destroy

Tough enemies require 5 hits to destroy

Projectile Physics

Bounce – Bounce like a ball. Constant side motion and has gravity effect it. On creation of bounce shot give small force upward for first falling arc. When hitting floor or surface have force towards opposite direction.

Arcing shot – Intend to have these arc from fired position and target to player position when it was fired.

Sprite Color Palette
Fire Set – 0F,37,30, 27
Enemy Orange – 0F, 17, 27, 2D
Alpha Green – 0F, 18, 28, 07
Metal Red – 0F, 00, 10, 05

Enemies

Mines – static enemy placement for platforming. Can be parachuted into place.

Terror frog – Weak jumping enemy. When near distance from player (32pixels?) fires as it jumps.

SmTank – Weak enemy. Fires straight shot. Move back and forth while facing player. Lag in flip if player jumps over. Pause in movement when firing (atk tell).

LgTank – Tougher enemy. Larger and fires Large straight shot. Move back and forth while facing player. Lag in flip if player jumps over. Pause in movement when firing (atk tell).

LgTank Shield – Tougher enemy with damage hit box on top sprites only, front 2 repel/ignore shots. Larger and fires straight shot.

BounceTank - Tougher enemy. Larger and fires bouncing shot (2 bounces). Move back and forth while facing player. Lag in flip if player jumps over. Pause in movement when firing (atk tell).

     *BounceTank has Shield variant as well.

     **Bounce shot should vary in distances depending on Player distance from BounceTank.

SmArtillery – Weak enemy. Fires single arcing shot. Lock position (usually)

LgArtillery – Tougher enemy. Fires 3 arcing shot in succession. Lock position (usually)

ShieldArtillery – front projectile repel face variant of Artillery. Lock position (usually)

Combat Car – weak enemy. Moves quickly back and forth on its platform. Fires once if/when facing player

Heli – Weak enemy. Flies in air. Fires straight at player. Static fling routes for platforming sections. Will fire every so often, not too often. Movement in air is wavy up and down, more collision hazard this way.

HazardTurret – Turret placement and timed firing in accordance with platforming design. There are invincible and vulnerable variants (grey and orange). Player can move on top of turret.

Bomber //unused// – Flies high screen, drops single bomb. Offset drop of bomb over player by 32 pixels (drop bomb before right above player, best chance of reaction time)

Wasp – Tough enemy. Flies in up and down motion, fires arcing projectiles. When on located on high end, fires projectile curve down then up. When on low position fire curve up then down.
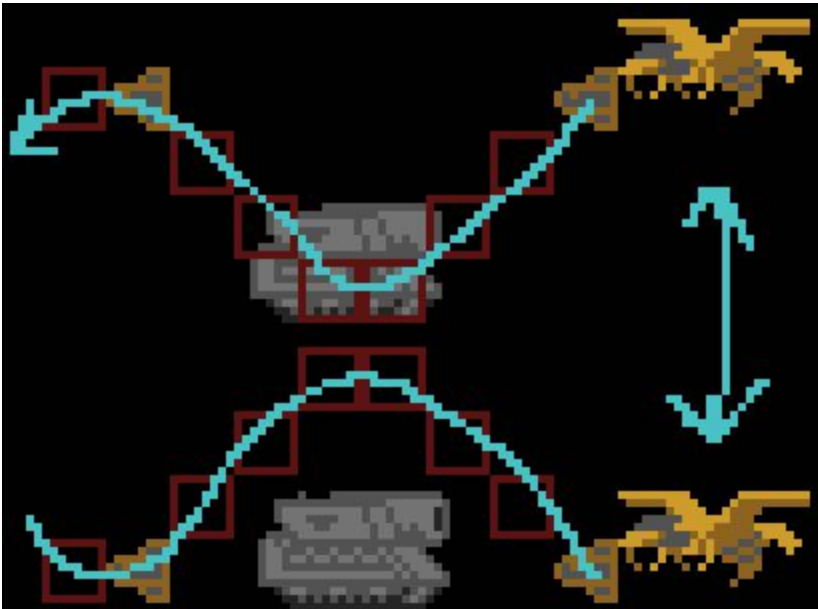
//concept//Submarine – Weak enemy under certain platform areas. Fires missile straight up

//concept//SubmarineGunner – Weak enemy. Fires straight at player.

//concept//LgTD – Tougher enemy. Fires Large straight.

//concept//SmTD – Weak enemy. Fires straight shot. Cannot turn around

Other

Parachute – 2 2x2 frames. Sway movement for floaty feel. When parachuted item touches ground remove first frame and pop off object and flicker second frame visible and non-visible.

Screen Breakdown

Screen 01 - scroll to Screen 04	Screen 02 scroll
Parachute drop player on left corner from Alpha Green colored bomber (flying left to right) Screen for player to learn pace, no obstacles. Give the player neat & clean entry.	We have a dip and an enemy, player has to figure out how to jump and if they fire from dip they should notice how high normal shots are. Enemy shouldn't be able to hit player while they're in dip
Screen 03 - scroll	Screen 04 - End scroll
Introduce the flying enemy, which has slow targeted projectile and minor road block. Player has to jump to hit small tank. Hopeful of players trying to press up and shoot to fire the diagonal shot.	Here we have a prompt informing player how to turn the tank. Introduce arcing projectiles. Giving tough time to climb platforms. Player has to turn and shoot switch to open pit continue. *probably need sign that it's safe to jump in.

TO TURN TANK
PRESS ↓+JUMP

Screen 05 - lock screen	Screen 06 - scroll to Screen 07
Hazards meant for learn bounce shot. Mine at the end is for player to experiment, if they touch it they'll hopefully learn.	Do or die here, players have use bounce shot on mines and time jump on first pit against LgTank. *Have to bounce shot over electric hazard? **Replace LgTank with LgArty?
Screen 07 - end scroll	Screen 08 - lock screen
Have layers of difficulty through these jumps. Last jump requires timing and removing the mine. Also have work around the artillery fire.	Starting at the bottom with a Shield Tank. Player has to make climb as heli enemies spawn from bottom and travel to top. Player needs to juggle turning back and forth as the procede up. On top is a phase type projectile turret, firing intermittently. *Depending on how difficult the screen turns out this turret may need to be removed.

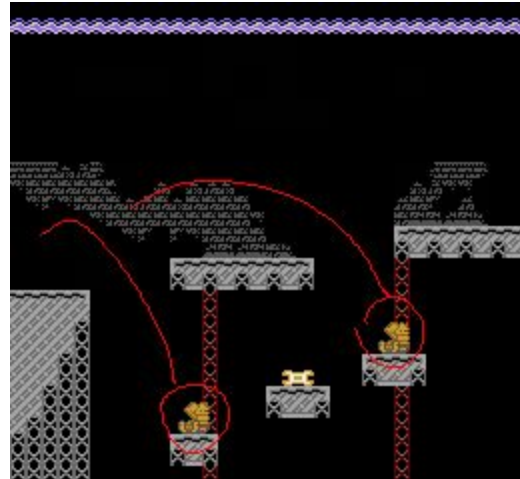| Screen 09 - scroll to Screen 13	Screen 10 - scroll
Can avoid the enemies, able to destroy the arty by bounce shot.	Have missiles from pits firing in rhythm. Player has to work through obstacles around missile pits.

Screen 11 - scroll	Screen 12 - scroll
More missiles, more enemies, but upward.	Enemies firing from below where could try bounce shot *platforms may need adjustment for player jumping

Screen 13 - end scroll	Screen 14 - lock screen
Simple platforming and need for bounce shot and jump shots.	Player has to hit switch to move the platforms. They require using bounce shot to hit switch as they climb. All while dodging the turret firing in rotation at eight directions.
Screen 15 - lock screen	Screen 16 - lock screen
A test of player timing and movement, dodging the turret fire by moving quickly. At the left, player a has to jump and move back and forth to avoid receiving damage.	Frogs to avoid or destroy. A mini-boss hornet setup at end with mines on floor. Player move past hornet if timed right. If player is not careful, frogs could come from behind if they weren't destroyed.

Screen 17 - lock screen Here we have platforming and dodging of projectiles from invincible turrets. On the middle its intended to not have enough time to move all the way across between shots. ** place SmTank on middle corridor for more challenge? Top section involves dodging the bouncing shots at same time as turret shoots.	**Screen 18 - scroll to Screen 20** Player needs to time jump around the electric hazard. Have the LgTank protect the life pickup, player has to jump around electricity and projectiles as they attack the LgTank. The car is a simple hazard for moving on to next screen.
Screen 19 - scroll Avoid electric hazards and destroy tank to platform along.	**Screen 20 - end scroll** A challenge against a shield tank while avoiding electric balls on platform.

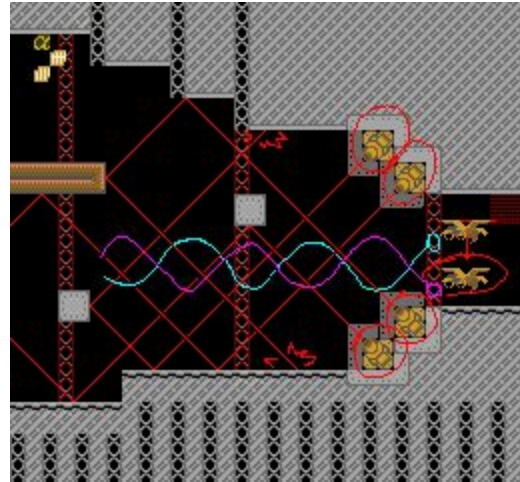|	
Screen 21 - lock screen Use of bounce shot and dodging required here.	**Screen 22 - lock screen** Timing and careful jumping to avoid the turret shots. Simple bounce shot to remove the small arty tank.
Screen 23 - lock screen With the phase turrets on right shooting very few apart. Player needs to use judgement and timing to drop to the platform and continue to next screen.	**Screen 24 - scroll to Screen 26** Avoid artillery projectiles and punch through. *may need adjustment in number of enemies.
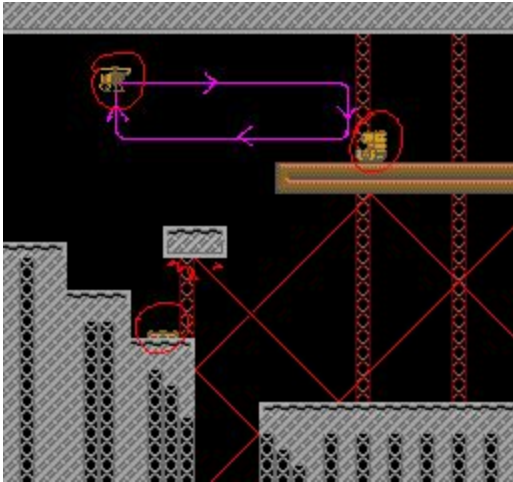
Screen 25 - scroll	Screen 26 - end scroll
A player choice to move up or down. Player should be able to see bullets bouncing off walls making the area hazardous.	A little end of the bullet gauntlet. player has can destroy the various turrets. And last need to defeat hornet to continue.

Screen 27 - lock screen	Screen 28 - lock screen
One last enemy and life pickup before boss round.	Boss battle where player has to use bounce shot as snake moves below, dodge by jumping platforms when it moves past platforms.

Snake fires phase-type projectiles.
while in critical state, low life, snake stays far below.

**maybe 2 heli fly in from above at critical state.
**Boss is introduced by slithering in from top. |