Teddy vs The Universe

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**Summary:**

Teddy vs The Universe is a 2d side scrolling shoot em up featuring Theodore Roosevelt as he goes around the various planets in the milky way galaxy to rid the galaxy of evil. Along the way Teddy will encounter allies that will help him as well as various Evil monsters that try and stop him. These allies will be iconic figures throughout history, both fictional and nonfictional. These range from Abraham Lincoln: Vampire Hunter to George Washington: Bear Wrestler. The allies will also leave Teddy’s side after 10 seconds of use similar to “Teddy Time”.

**Target Audience:**



Everyone

(especially those that like America)

**Time to completion:**

Approximately one hour

**Game Mechanics:**

Teddy vs The Universe involves Teddy constantly running around a planets surface, and depending on the planets size determines how much time it takes for Teddy to run around it. Players can not control Teddy’s running speed but can tell him when to jump by using the spacebar and when to shoot by using the left control key. Teddy can only have two bullets in the air at the same time until they can shoot again. If Teddy runs into an enemy or is hit by a projectile Teddy will lose a life and kill the enemy, if Teddy runs out of lifes then the player loses. The player can also activate a hyper mode called Teddy Time after picking up an American flag once per level, this will make Teddy invincible and to let him pull out his hand cranked mini gun to mow down enemies but only for 10 seconds. Teddy can also call in a variety of helpful allies each with their special ability. These allies last for 10 seconds before they disappear.

**Game Dynamics:**

Teddy vs The Universe gets progressively harder based on what level the player is playing on but the biggest change for the player involves Teddy’s jump height. Depending on the planet/level players will find Teddy can jump very high or even not at all, this is in relation to the gravity of the planets in the real world. This provides dynamic gameplay and new ideas

**Game Aesthetics:**

* Visuals
  + The visuals (as well as the music) is made to keep the player entertained and wanting to keep playing.
  + The menus focus on black backgrounds with white text.
  + The player plays as a pixilated Teddy Roosevelt running across crudely drawn and painted planets. Enemies and bullets are simple geometric shapes in order to keep a simple game focused purely on entertainment. A starry space provides a backdrop for the levels.
* Audio
  + The first thing the player will notice is the fantastic polka music that plays during the first two menus. This not only lets the player know that it is a laid back game, but also puts a smile on their face as the play it.
  + Once the player takes control of Teddy, the music turns to a more video game sounding polka music. Still going with the theme of not too serious and keeping the player entertained.
  + Music created by Kevin MacLeod. <http://incompetech.com/>

**Game Menus and Flow:**

* The first menu that comes up when the player starts the game is the title screen. It displays the name of the game as well as the creators of the game.
* The next menu that appears is the instructions/controls screen. This screen tells the player what they need to do, who they are, who the enemies are, and the controls to play the game. After this screen, the first level starts.
* If the player succeeds in killing all of the enemies while not running out of lives, then they go to the level complete screen. This screen allows you to restart the game, quit the game, or go to the next level.
* If the player dies during a level then the game over screen appears. In this screen the player is able to restart the game or quit the game.

**Controls:**

* Controls are simple.
  + ‘Space’ to jump.
  + ‘CTRL’ to shoot.
  + ‘F’ to enter Teddy Time.

**HUD:**

* The HUD in the game will have only the critical information shown in the top left corner of the screen.
  + The health is represented by miniature versions of pixilated Teddy Roosevelts. One image per life. When the player loses a life, one of the images goes away.
  + When the player collects an American flag, they can press the ‘F’ button to go into Teddy Time. When they pick up the flag, an icon will appear underneath the lives to indicate that they picked it up. When the player goes into Teddy Time the icon disappears.

**Teddy Time:**

* Teddy Time is a special mode that can be activated any time after the player collects an American flag. During Teddy Time, the music gets faster and more intense as the player makes use of Teddy’s chain gun to shoot much faster than normal as well as being invulnerable to getting hit by enemies.
* This mode will last up to 10 seconds before reverting back to the player’s previous original state.

**Allies:**

All of these allies are used to help the player throughout the game. An ally can be called after every 10 points the player scores. The ally that is called in is chosen randomly.

* Abraham Lincoln: Vampire Hunter
  + With his vampire hunting skills, Abe runs in front of the player, and uses his trusty axe to deal one damage to each enemy he runs into.
* George Washington: Bear Wrestler
  + George uses his skills to jump into the air to bring the flying enemies to the ground.
* Master Chief
  + Master Chief Jumps out of a swooping Pelican (Halo Dropship) and runs behind the player, shooting rockets that explode when they hit an enemy and killing all enemies in a small radius.
* The Kool Aid Man
  + The Kool Aid Man breaks a hole through the background of the level taking out all enemies near him.
* Stephen Colbert
  + Jumps onto the planet and plants an American flag in front of Teddy to be picked up to enable Teddy Time.

**Levels/Planets and Enemies:**

**\*Enemies have the possibility of appearing from earlier levels and may still be present in later levels.**

* Level 1
  + Planet: Earth
    - Round planet with standard gravity (100%)
  + New Enemies:
    - Red Square
      * These enemies are basic fodder for the player to become acquainted with how basic combat works
      * One hit to defeat
      * Can be flying or moving along the surface.
      * Move in a line path parallel to the planet moving toward the player
* Level 2
  + Planet: Mars
    - Round planet that has a lower gravity (37.7%) compared to Earth.
  + New Enemies:
    - Blue Square
      * These enemies are intermediate fodder for the player to defeat after learning basic combat.
      * Two hits to defeat.
      * Can be flying or moving along the surface.
      * Moves in a line path parallel to the planet moving toward the player.
    - Blue Circle
      * These enemies are advanced fodder for the player to become defeat in more challenging combat.
      * One hit to defeat.
      * These units do not run along the surface of the planet. Instead, they fly above the planet and swoop down to hit the player.
      * Moves in a curved path parallel to the planet moving toward the player.
* Level 3
  + Planet: Mercury
    - Round planet that has a lower gravity (37.8%) compared to Earth.
  + New Enemies:
    - Yellow Square
      * Four hits to defeat.
      * Only move along the surface.
      * Moves in a line path parallel to the planet moving toward the player.
    - Big Blue Square
      * Takes 2 hits.
      * Does not die if hit by the player.
      * Can be flying or moving along the surface.
      * Moves in a line path parallel to the planet moving toward the player.
* Level 4
  + Planet: Venus
    - Round planet that has a lower gravity (90.7%) compared to Earth.
  + No new enemies.
* Level 5
  + Planet: Jupiter
    - Round planet that has a higher gravity (236%) compared to Earth.
  + New Enemies:
    - Giant Purple Squares
      * Each one take 3 hits to kill.
      * Takes two lives away if the player runs into it
      * Stays along the planets surface.
      * Maximum of two on a level.
* Level 6
  + Planet: Saturn
    - Round planet that has a lower gravity (91.6%) compared to Earth.
  + New Enemies:
    - Small Orange Squares
      * Each one takes 1 hit to kill.
      * Does not die if hit by the player.
      * Can be flying or moving along the surface.
      * Moves in a line path parallel to the planet moving toward the player.
      * These enemies travel in very large groups and are tough to take all of them down without getting hurt.
* Level 7
  + Planet: Uranus
    - Round planet that has a lower gravity (88.9%) compared to Earth.
  + New Enemies:
    - Yellow Circle
      * Takes 2 hits to defeat.
      * They do not die if hit by the player.
      * These units travel in the same pattern as the blue circles.
* Level 8
  + Planet: Neptune
    - Round planet that has a higher gravity (112%) compared to Earth.
  + No new enemies.
* Level 9
  + Planet: Pluto
    - Round planet that has a lower gravity (5.9%) compared to Earth.
  + New Enemies:
    - The PolyGod
      * Only the only enemy on this level.
      * Is made up of every enemy in the game.
      * Previous enemies are constantly thrown at the player.
      * May occasionally throw American Flags.