

# Project Pixelated

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Yuzu - Main protagonist, new Arcade Champion

## Hi-Score Concept

Hi-Score is a tribute to the retro arcades of the 50's. Each level will be a twist on classic arcade games, including:

- Pac-Man
- Space Invaders
- Metroidvania

Retro arcades have become rare since the 1990's. We hope that this game will fill that entertainment void, and tap into a sense of nostalgia for those who miss the arcade culture of their childhood.

## Hi-Score's Story

Yuzu, the newly crowned Arcade Champion, has been trapped in the machines of her favorite arcade by the jealous former arcade queen, Kimmy. With all of her skills and the help of a new friend, she'll have to play her way through each game to make it out alive.

Blast your way through space zombies, run from hungry vampires, and race across bug-infested circuitry to face off against Kimmy and reclaim your rightful place at the top of the scoreboards.



Kimmy - Villain, former Arcade Champion

## Software Architecture

- Programming Language: C#
- Game Engine: Unity 2D
- File Share : Github Desktop
- Platform: Windows OS

## Data Architecture

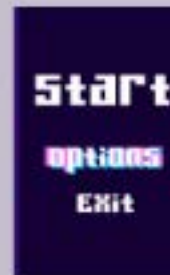
- Game is single player and offline
- The game uses the keyboard for player input
- Saves will be stored locally, not on the cloud
- Our game does not gather data about our users except what is necessary to save game files to their computer

## UI Designs



### Start screen

- Empty purple space will be changed to cover art
- Hover select will be the 'glitch' effect



### Start Screen Interactions

- Start: Begin game
- Options: Open Options menu
- Exit: Close Game



### Game Over Interactions

- Try Again: Restart from last save
- Quit: Return to Start Menu

## Level 1 Map Design



## Technical Challenges

- Learning C#
- Learning the tools (Unity, Github Desktop)
- Researching AI for enemy behavior scripts
- Implementing a variety of game mechanics for each level