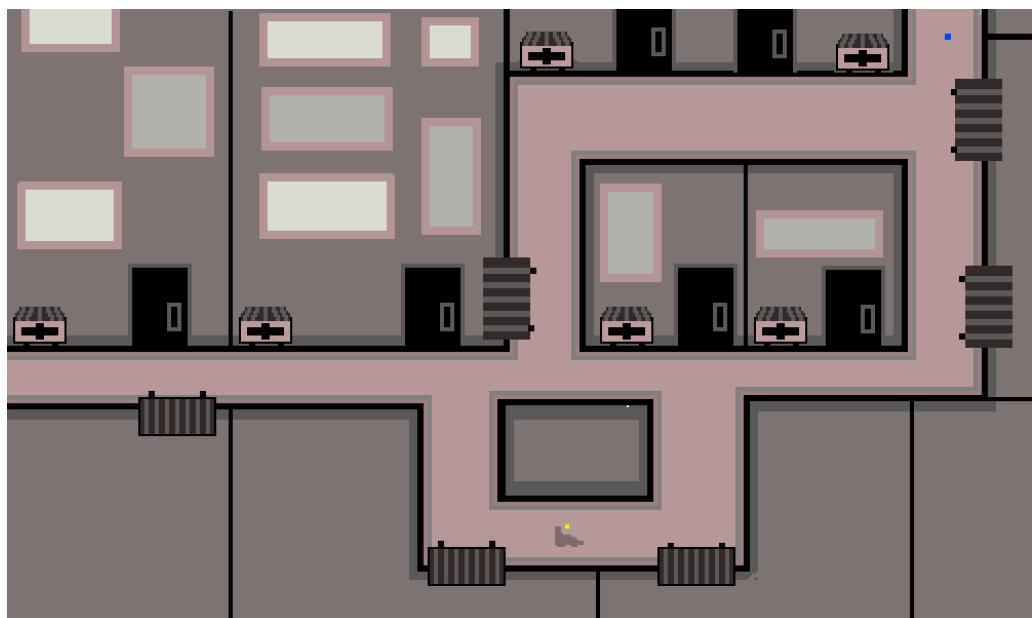
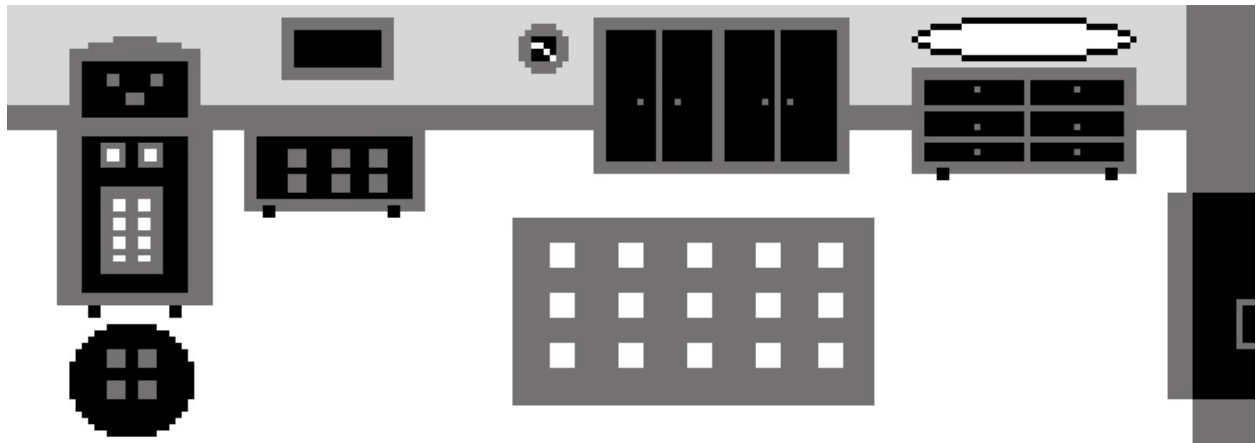
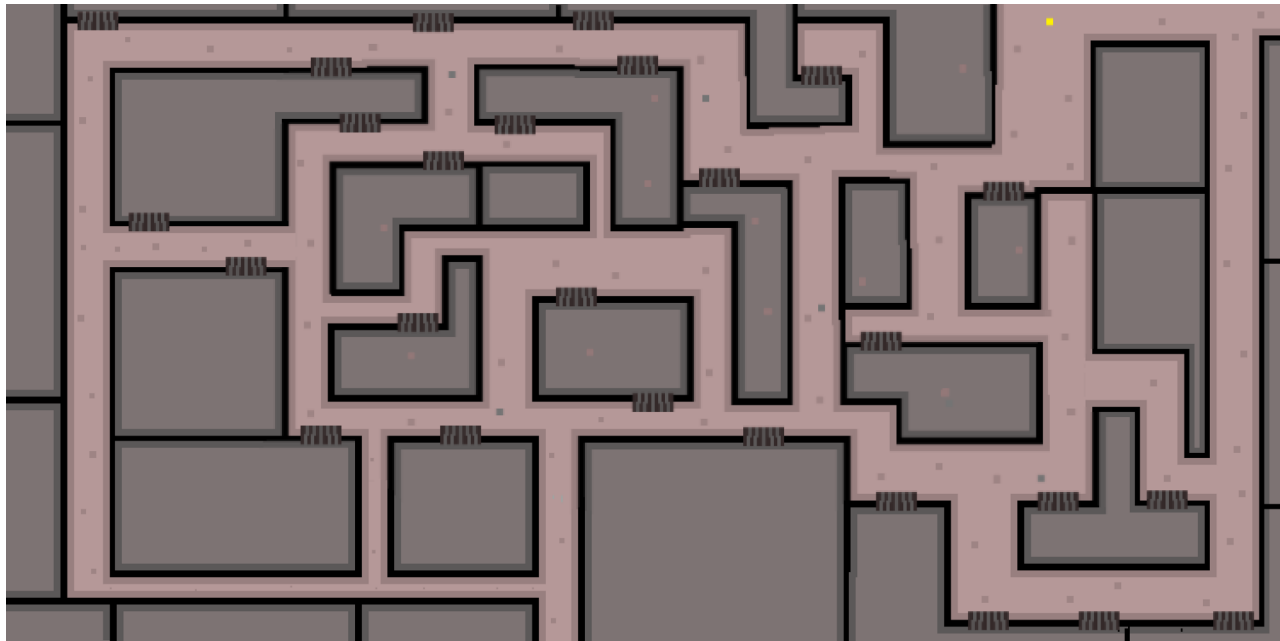


Theory Scream progress presentation, 07.10.2023





Menu [Icons] Layout 1 x Event sheet 1 x Layout 2 x Event sheet 2 x Guest

Layout 3 x Event sheet 3 x Layout 4 x Event sheet 4 x Layout 5 x Event sheet 5 x

- ▼ **player movement**
- | | | | |
|----------|-----------|---------|--|
| Keyboard | W is down | player1 | Simulate 8Direction pressing Up |
| | | player1 | Set animation to "forward" (play from current frame) |
- | | | | |
|----------|-----------|---------|---|
| Keyboard | D is down | player1 | Simulate 8Direction pressing Right |
| | | player1 | Set animation to "side" (play from current frame) |
- | | | | |
|----------|-----------|---------|--|
| Keyboard | S is down | player1 | Simulate 8Direction pressing Down |
| | | player1 | Set animation to "forward" (play from beginning) |
- | | | | |
|----------|-----------|---------|--|
| Keyboard | A is down | player1 | Simulate 8Direction pressing Left |
| | | player1 | Set animation to "side2" (play from current frame) |
- ▼ **Door/furniture**
- | | | | |
|-----------|------------------------|--------|----------------|
| → player1 | On collision with door | System | Go to Layout 2 |
|-----------|------------------------|--------|----------------|
- ▶ **viewport size**
- ▼ **enemy movement**
- | | | | |
|-------|-----------------|-------|--|
| enemy | Is Sine enabled | enemy | Set animation to "enemyside" (play from beginning) |
|-------|-----------------|-------|--|

Menu [Icons] Layout 1 x Event sheet 1 x Layout 2 x Event sheet 2 x Guest

Layout 3 x Event sheet 3 x Layout 4 x Event sheet 4 x Layout 5 x Event sheet 5 x

- | | | | |
|----------|--------------------|--------|-------------------------------|
| → System | On start of layout | System | Set canvas size to 1502 x 897 |
|----------|--------------------|--------|-------------------------------|
- ▼ **player movement3**
- | | | | |
|----------|-----------|---------|--|
| Keyboard | W is down | player1 | Simulate 8Direction pressing Up |
| | | player1 | Set animation to "forward" (play from current frame) |
- | | | | |
|----------|-----------|---------|---|
| Keyboard | D is down | player1 | Simulate 8Direction pressing Right |
| | | player1 | Set animation to "side" (play from current frame) |
- | | | | |
|----------|-----------|---------|--|
| Keyboard | S is down | player1 | Simulate 8Direction pressing Down |
| | | player1 | Set animation to "forward" (play from beginning) |
- | | | | |
|----------|-----------|---------|--|
| Keyboard | A is down | player1 | Simulate 8Direction pressing Left |
| | | player1 | Set animation to "side2" (play from current frame) |

Ideas

Tavaughn

Start would be a murder of a person's loved one can be anybody he sets out on an adventure he wants to get revenge on the mafia which is the ones who killed the love one but first he asks around to get the information when he goes to fight them he uses the money that he gets from there pockets the mafia would have pistols armored mafias will have laser guns the mafia bosses would vary there would be different types some would have a robotic suit or superhuman strength

Xavier

The game would start out with a person trying to find someone they have talked to in the past and finding out they are lost, which by luck the character wants to investigate on their own finding the person. He sets out trying to find the culprit and retrieve the person.

Gabriel

A thief stole something valuable from a guy and now the person is on his quest to find out who did it and why. Location is a city with different characters and personalities. In the end, through detective skills, the person finds out who did it and takes corresponding action.

Christian

A detective and his wife get invited on a cruise in which there are multiple people he is friends with who are on the cruise: a billionaire, the captain, and the billionaire's family. After cruising for a bit the detective (you) finds the billionaire dead in his own room. The detective and his wife try to find the one who ended up killing him and try to find out why but end up having to overcome some obstacles.

Story Line

The main character is a detective. The start screen would have started in white with an black background and the actual start would be him in a room with his wife and he goes to the bathroom and comes back to the living room and everything is destroyed and his wife is gone it then gives u 2 choices either go for her or ask around. if u go for her u go into an alley where u see her shoe and then get pistol whipped and taken into custody. if u ask around u find out where there keeping her and go there but first u buy a gun and then u go and are confronted by a guard either say ur a mafia member or fight them if u say your a mafia member he asks for proof and then u say that ur here to detain the women who was brought in but when u get in ur killed by the mafia who is detaining her. if u kill him u get through and sneak around to the back off her cell and listen to there conversation and wait to they leave and sneak into her cell and break her out but then they see u. u then kill them and run away u make it out safe but it's not over u are being hunted by the mafia that's when a mafia boss comes and tries to kill u but that isn't till a week later so u gear up with more guns and armor u leave ur wife at a different house and u go to the normal house and place traps they come in and u kill 2 mafias out of the 4 mafias and 3 armored mafias. U then run out and deal with the mafia boss while the others are locked up inside that's how u trigger a bossfight. But if you stay in you have to fight the 2 mafias and 3 armored mafias. Whichever side you choose then u will have to fight the mafia leader who is the real boss the mafia boss is a mini boss the real boss will have a rocket launcher and machine gun he has five hearts every bullet does $\frac{1}{5}$ of a heart but u have 2 hearts while the bullets do half a heart and u only get 2 chances is u mess up u have 2 chances fail 2 times and u restart

Or make a more simple game composed of waves

U would spawn in an area and there's infinite waves and more and more spawn every wave and after every wave u have 20 seconds to go to a shop and buy more weapons for a certain amount of kills. each 5 waves is a miniboss, every 10 waves is a boss

there's either endless where they repeat the bosses and mini bosses or 30 waves with 3 mini bosses and 3 bosses