

SPACE SHEEP

A Global Game Jam game

TEAM:

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SYNOPSIS:

Join in with a crew of space goats navigating the Universe in search of Black Holes, mapping them and turning those maps into profit so they can fill their bellies with mead! Escape the deathly pull of the Black Holes, the dangerous asteroids that roam the deep space and fight Capybara pirates that are off to get ye! Hoist the sail and be ready for adventure!

ABOUT:

This is a 2D space shooter game developed in the Unity engine over the course of the 2017 edition of the Global Game Jam in the city of Curitiba, Paraná, Brazil, in the PUCPR jam location, following the Jam's theme "Waves". In the year of 2016, it was proved that Einstein's theory of the malleability of the space-time holds true, and it was proven with two sensors that were capable of detecting small, but significant, spatial "fluctuations" between them. This is the basis of the idea for the mechanics of the game, the crew of the spaceship Centuryon Gold use these same waves to "sail" the depths of space, as well as utilizing these same waves to detect potential locations of Black Holes, which they chart and then sell to space adventurers and entrepreneurs that may both use those Black Holes or use those maps to avoid the gravitational disturbances they cause.

HOW TO PLAY:

The game was designed with two cooperating players in mind, one controlling the navigation while the other controls the ship's artillery. The navigation is controlled by the WASD keys, while the cannons can be moved using the left and right arrow keys (the left key moves the left cannon and the right key moves the right cannon) and fired using the up key.

At some points, text messages appear for the player, those can be dismissed/skipped once read by pressing the space bar.

The objective of the game is to chart 6 different Black Holes, by moving close to and not getting sucked in by them, once those 6 Holes are charted, the game ends in victory. Those Black Holes can be found by roaming the map, and there is a radar on the top right corner of

the game screen that will go up once a Black Hole is near, though it won't say exactly where the Hole is.

The players will find three kinds of hazard during their playtime: asteroids, pirates and the Black Holes themselves.

Asteroids are natural hazards that can be found all throughout the map, they can be fired upon to clear the path, though bigger ones will be broken into smaller pieces before being actually destroyed. Some of the asteroids contain purple crystals, which, once the asteroid is destroyed, will be released in the space, at which point the player may collect them to replenish their ammunition stocks.

Pirates are other ships that roam the space randomly, and, once they spot the Centuryon, will give chase and attack until either the Centuryon is destroyed or they lose the ship's track or when they are destroyed by the Centuryon.

The Black Holes are super massive objects that create big gravitational anomalies, sucking nearby objects (even light itself!) towards them, with immense strength. While mapping them is the game's objective, the player must be careful with them, otherwise they'll be sucked in and destroyed, losing the game.

CHARACTERS:

Captain Asagoat: the captain of the Centuryon Gold, a stubborn and hardy individual (and an even harder drinker!), adventurer since his early years, regularly escaping from his family's house to discover new places. He started his space-sailor days as a deck cleaner, and worked his way up to captain, a rank he now proudly bears as he sails the Centuryon into uncharted territory.

Baphoméé: the Centuryon's navigator, an old goat, already well past his better days, but his mind and memory have only increased in capacity over the years, making him one of the finest navigators of the four sectors, able to remember thousands of space-routes without the need of a navicomputer.

Béérl: the Centuryon's gunner, do not be mistaken by his physique, for as much as there's brawl, there's brains as well. Béérl is an excellent mathematician, but became bored with the academic world and decided to seek a life of adventure aboard a spaceship, eventually meeting the tireless explorer Asagoat, with whom he now sails, making the best artillery calculations goatinty has ever seen, hardly ever missing a shot.

Cap. Bara: the leader of the Capybara pirates, Bara is a relentless outlaw, and one of the biggest threats any space adventurer could have the misfortune of meeting, some would say she's even worse than Black Holes! She commands a large band of loyal pirate capybaras, roaming the space in search of careless sailors to attack and plunder, but what they were not expecting was the crew of the Centuryon Gold!