

Short Design Document for:

Drift Into Space

Road to Icarus (MACS J1149+2223 Lensed Star 1) - *The Most Excellent and Lamentable Tragedy of Jrrr and Giri'ma*

“Can there be love on the most distant single star yet detected?”™



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Version # 3.00

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1. Game Overview

1.1. Common Questions

1.1.1. What is the game?

Drift Into Space is, before anything, an intergalactic love story between two star-crossed lovers. Jrrr, the protagonist, wants to rescue and take Giri'ma, his beloved damsel in distress, back to his home planet Omicron Persei 8. In order to get to her, he needs to travel through several galaxies, all the while avoiding and crushing everything that tries slowing him down. This is where you come in: The player is in charge of Jrrr's spaceship and should help him steer clear of anything coming his way. Thus, giving them a happy ending is ultimately up to *you*.

Other than that it's a fun computer game for young and old.

1.1.2. Why create this game?

When somebody asks you to think about PC games, you're probably picturing a random FPS with incredible graphics, or an increasingly intricate adventure game, right? Well, a lot of PC games nowadays seem to be aiming for success with exactly those things, and it's not wrong, but aren't you tired of it? Don't you miss the very straightforward games with cool but kind of retro graphics? Only needing to manoeuvre left and right and hitting the spacebar every so often to avoid objects? Barely breaking a sweat? We do too. And this opportunity allows us to go back and relive the PC games we loved in our childhood, and we hope it makes you reminisce on yours too, even just a little.

As for the mottos: The two themes of Drift Into Space are outer space & aliens and love story. They're the top voted mottos among the four we chose, with car racing and mystery losing.

1.1.3. Where does the game take place?

The entire game takes place in space far, far away from Earth. Jrrr starts his journey from his home planet Omicron Persei 8, which is located in the Andromeda Galaxy. His destination is Alpha Icarus 2 in the Leo constellation 14.4 billion light years away.

1.1.4. What is the main focus?

Drift Into Space's main focus is simply trying not to get hit and ensuring that Jrrr reaches Alpha Icarus 2 with as little damage as possible.

2. Story

2.1. Background story

*Two planets, both alike in dignity,
In outer space, where we lay our scene,
From ancient grudge break to new mutiny,
Where alien blood makes alien hands unclean. (Wrrr Shrrr Sprrr, taken from "Lrrr and Ndnd", 69 years AL (after Lrrr))*

The inhabitants of Omicron Persei 8 and Alpha Icarus 2 have lived in animosity for longer than anyone can remember, despite being several billion light years apart. While Omicronians are known for their militant and warlike temper, Icarussians are very self-important, vain and consider themselves the rulers of the entire universe. Especially descendants of the noble families are not allowed to have amorous relationships with other aliens, particularly Omicronians!

2.2. Complete story

In this story, a young Icarussian damsel named Giri'ma found the love of her life on the intergalactic dating platform Saucer™. Unfortunately for her, Mr. Perfect, also known as Jrrr, is the heir of the overall dreaded Omicronian ruler Lrrr. This doesn't stop their love from growing stronger, as they continue to secretly keep in touch in the face of imminent doom.

Since an official relationship between Jrrr and Giri'ma seems impossible to achieve, he decides to free her and give her the life she deserves with all the comfort that Omicron Persei 8 has to offer. After pimping his favourite spaceship, he sets sails and goes on to defy all general alien norms, conventions, law and even the principles of physics as he travels through space faster than the speed of light. On the way to his beloved, he encounters the strangest things of the entire universe.

3. Feature Set

3.1. General Features

graphics: similar to SkyRoads (1993) but modernized

vehicle: spaceship

spaceship flies on top of paths

world: outer space, various galaxies

third person POV

loading screens between main menu and levels

a portal as finish line for each level

background music (1x start screen, 3x gameplay, 1x loading screens, ~~1x story segments~~)

→ possibly 8-bit music to get a computerized sound since we left this open and only as possibility, we decided on 80s synth tracks instead to get that specific feel + refrained from using copyrighted music

★ start screen: Tchaikovsky - Marche Slave

★ gameplay: 3 different sounds for the levels

○ Andromeda: ~~Queen - Don't stop me now~~ Aries Beats - Stranger Things

○ NGC 7582: ~~Prince - Kiss~~ Aries Beats - Night Ride

○ A2065 23: ~~KISS - I was made for lovin' you~~ Aries Beats - Turbo Rush

★ main menu and level screen: INTL.CMD - Sunset City

★ loading screens: Hypnotoad

~~★ story segments: classical music~~ we scrapped the story segments because we felt it would have been too much in between the levels and focused on longer game start and outro story segments

★ ending story: Tchaikovsky - Love Theme Romeo and Juliet

★ credits: BitBurner - Earth Slime

sound effects:

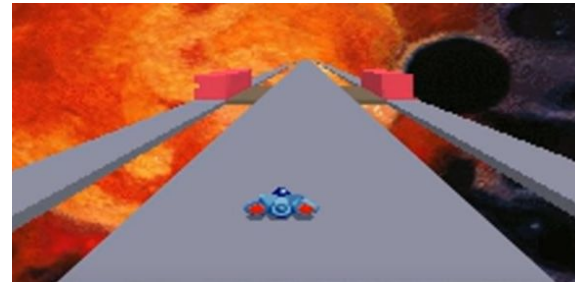
~~★ game start: rocket launch countdown~~

★ upon impact: crash, metal clang → explosion

★ boost: turbo sound effect

★ game over: ~~Nelson "ha-ha"~~ Hypnotica - Alone

~~★ finishing the game: angels singing~~



3.2. Gameplay

★ intro: text similar to star wars intro text segments

○ start followed by a few sentences to tell the story (unskippable as it's integral for the game)

~~○ another story segment after each void (player can skip these two)~~

○ = ~~three~~ story segments in total → two in total

★ soar through galaxies on a pathway, avoid obstacles

○ controls:

■ left and right arrow to move horizontally,

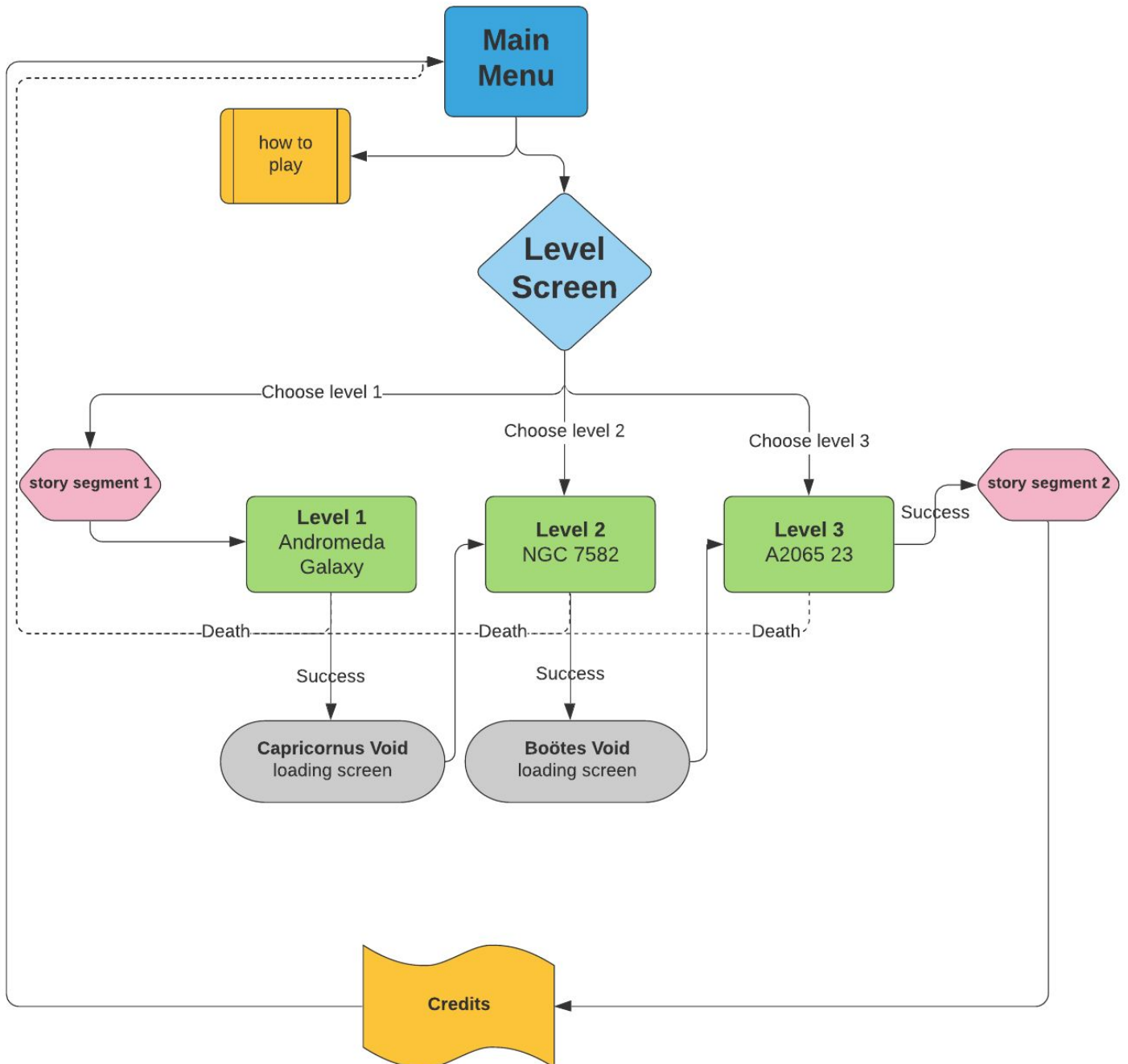
■ spacebar to jump,

■ speed will increase according to distance travelled

○ obstacles:

- different spaceships and meteors crashing down on the path, causing fire and explosions
 - ~~■ black holes along the path which suck you in~~
 - oncoming enemies
- ★ pick up special icons:
 - ~~○ regain health~~
 - boost for a few seconds
 - higher/further jumps
 - speed: “faster than speed of light” mode
 - also “negative” boosters:
 - slow down to half speed
 - temporary immunity
 - ~~○ collect additional points (otherwise gathered through distance travelled)~~
 - ~~■ total points collected visible in upper right corner~~
- ★ levels: different galaxies/environments (3 in total) which players can choose from unlock after reaching certain scores
 - number of obstacles as well as boosts will increase from level to level
- ★ set amount of lives: 3 1 and as soon as you lose you return to the main menu
 - ~~○ when they are used up in level 1: return to start~~
 - ~~○ used up in level 2 or 3: return to previous loading screen~~
- ★ possibility: high score isn't defined by the points gathered but by the shortest amount of time needed to finish the entire game → game will be timed until player reaches final portal, only then does the time reset

3.3 Flowchart



4. Game world

4.1. Overview

The player travels through the vastness of space for the entirety of the game. Omicron Persei 8, located in the Andromeda Galaxy, is the starting point and the protagonist is headed towards Alpha Icarus 2 in the Leo constellation roughly 14.4 billion light years away.

On his way there, Jrrr travels through countless galaxies, but first he needs to get out of the Andromeda Galaxy. Once he leaves that behind, he can enter NGC 7582, followed by A2065 23 in the Corona Borealis Cluster.

Between those galaxies lie two voids, namely the Capricornus Void and the Boötes Void, where nothing can be found but endless darkness. The voids function as loading screens between the galaxies (=levels).

~~Before entering the next level the player will be informed on the progress of the story (=story segment) between Jrrr and his longing Giri'ma.~~

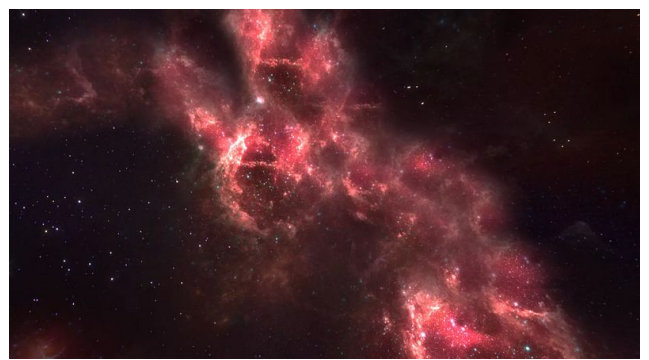
At the end of A2065 23 awaits the final portal, the finish line, that leads directly to Giri'ma's home planet.

Galaxies:

(<https://assetstore.unity.com/packages/2d/textures-materials/sky/spaceskies-free-80503>)



Andromeda



NGC 7582



A2065 23

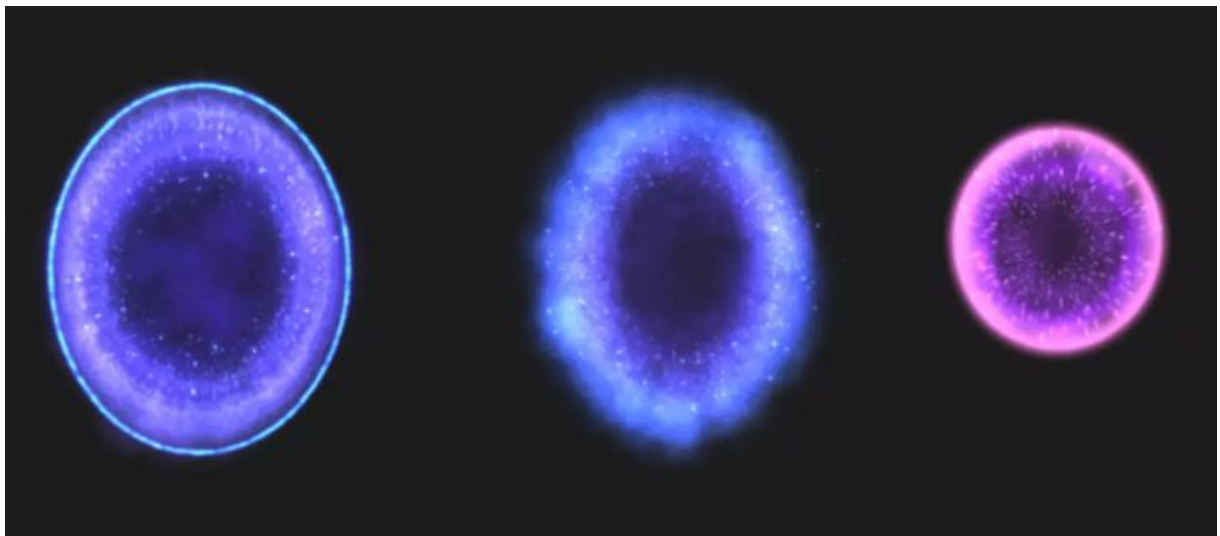
Voids:



Capricornus Void and Boötes Void

Portals:

(<https://assetstore.unity.com/packages/vfx/particles/portal-particle-effect-106952>)



5. Game Characters

5.1. Overview

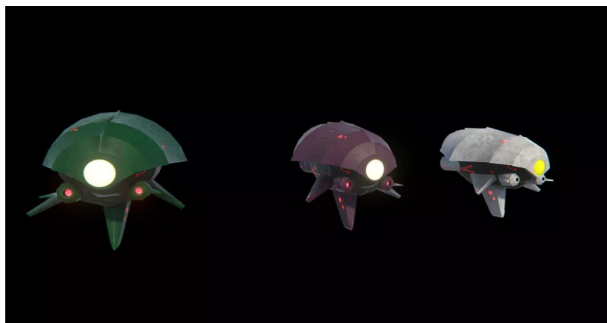
main character which player controls: Jrrr in his spaceship



enemies: UFOG (United Federation of Galaxies), spacecrafts from different planets/galaxies, aliens/monsters, asteroids, black holes

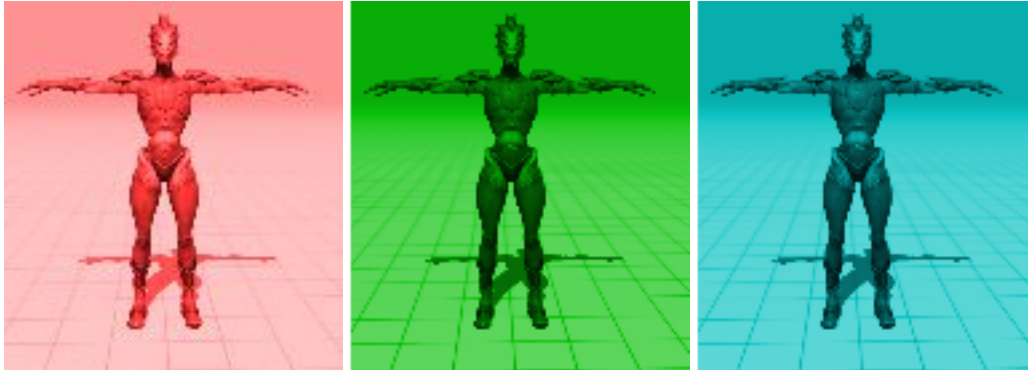
5.2. Enemies, Monsters and other Types

- avoiding oncoming spacecrafts from UFOG, soldiers from other planets and galaxies +aliens/monsters/asteroids
- avoiding spaceships, black holes, monsters
- ★ spacecrafts:
 - UFOG: intergalactic organisation of planetary states positioned in the most significant areas of the universe with the aim to synergize political and military resources while preserving the unique cultural and social characteristics of the member states
 - different spaceships
 - can destroy Jrrr's spaceship



★ monsters:

- Krankots: red
- Vurgax: green
- Cuunzuls: blue



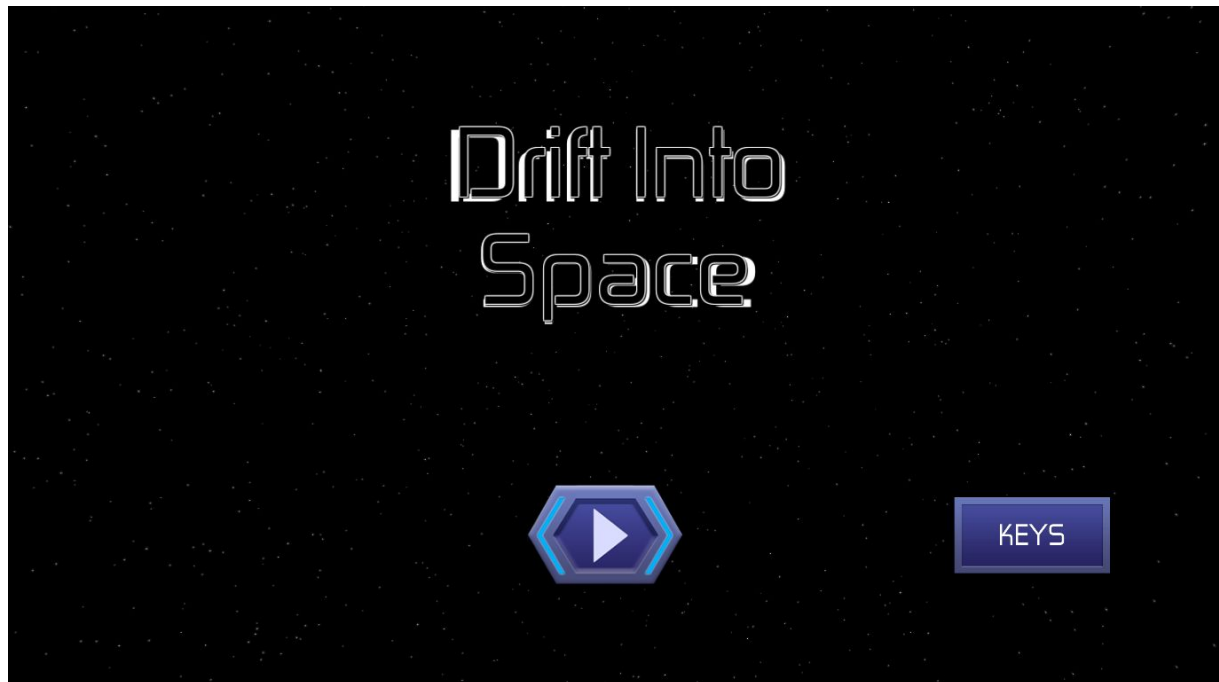
★ asteroids:

- grey
- different sizes
- can destroy Jrrr's spaceship
- <https://assetstore.unity.com/packages/2d/environments/2d-pixel-asteroids-136477>

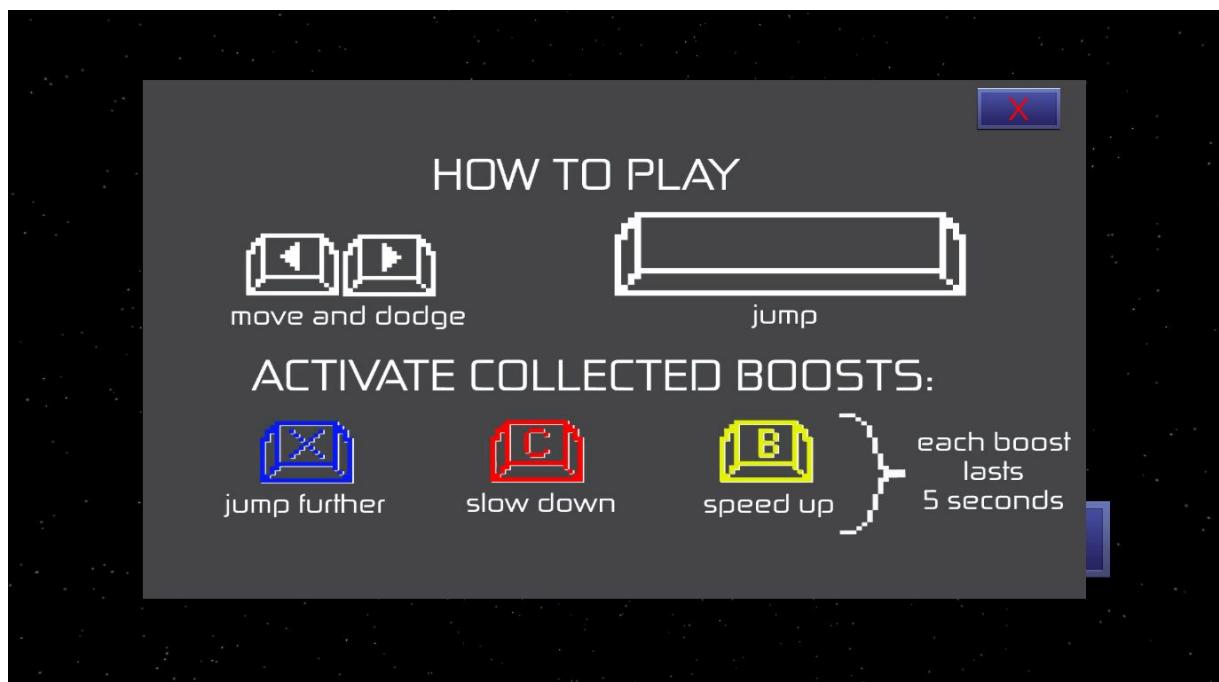


Attachment - Game instructions/manual

→ Open the game:



→ Click on "KEYS" to see the controls used for the gameplay:



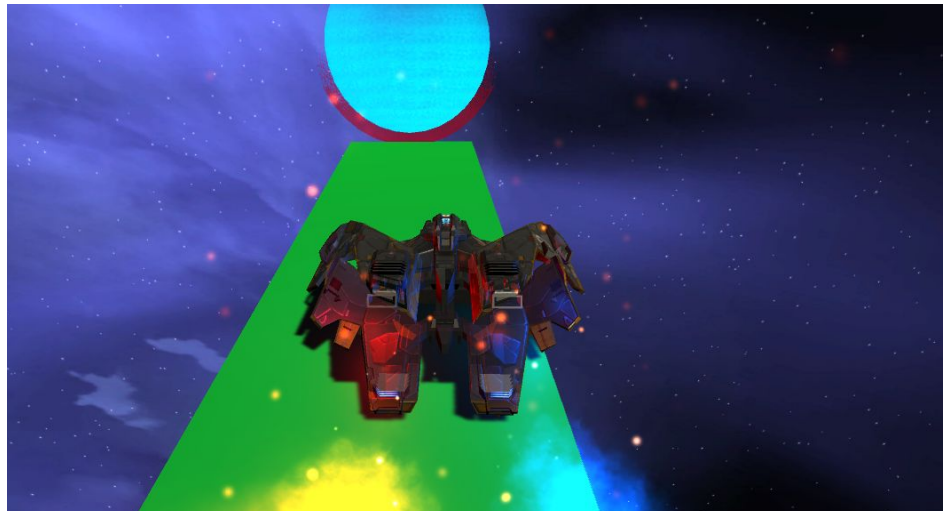
→ Hit the play button to get to the level selection:



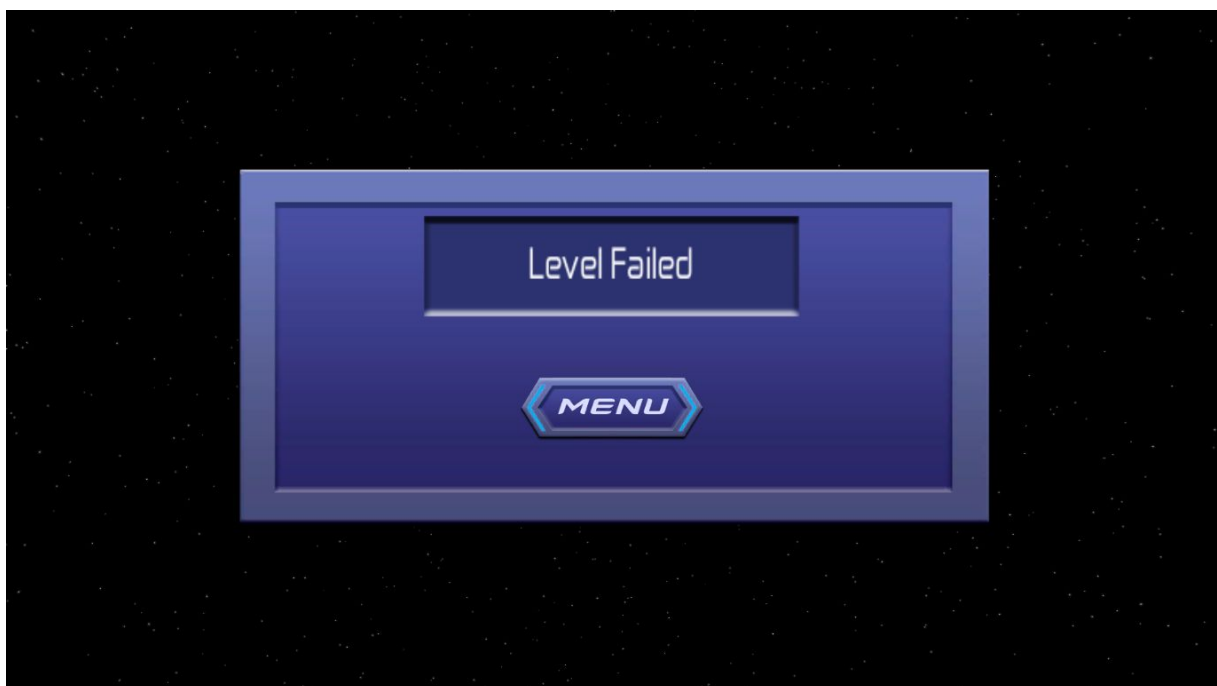
→ Once you choose the level, it will take you to a loading screen and then the level itself:



→ Steer the spaceship with our hero to the left and to the right and use the spacebar to jump from platform to platform. On the top left you can see the boosts and the amount you've collected (you can activate them with the respective controls as shown in the KEYS window) and on the bottom right is a time window - it will run for as long as it takes you to reach the goal (portal).



→ If you miss a platform and fall down or hit an obstacle (enemy, stone), you lose immediately and are taken to the following window which will lead you back to the main menu.



Attachment - Asset List

Rocket:

<https://assetstore.unity.com/packages/3d/vehicles/space/free-sf-fighter-11711>

FOR CHARACTER AND ANIMATION: <https://www.mixamo.com/#/>

FOR objects:

<https://assetstore.unity.com/packages/3d/props/breakable-asteroids-167825>

for vfx

- <https://assetstore.unity.com/packages/3d/props/breakable-asteroids-167825?free=true&q=cartoon%20fx&orderBy=1>
- <https://assetstore.unity.com/packages/vfx/particles/war-fx-5669>
- <https://assetstore.unity.com/packages/2d/textures-materials/neon-shapes-61454>
- <https://assetstore.unity.com/packages/vfx/shaders/particle-light-10105s>
- <https://assetstore.unity.com/packages/vfx/particles/powerup-particles-16458>

scroll snap:

<https://assetstore.unity.com/packages/tools/gui/simple-scroll-snap-140884>

sky box:

<https://assetstore.unity.com/packages/2d/textures-materials/sky/skybox-volume-2-nebula-3392>

ui: <https://assetstore.unity.com/packages/2d/gui/techno-blue-gui-skin-19115ssso>

Music:

- Aries Beats - Night Ride: https://www.youtube.com/watch?v=A0vr_57BMZo
- Aries Beats - Stranger Things: https://www.youtube.com/watch?v=3lF8Op_3YtU
- Aries Beats - Turbo Rush: <https://www.youtube.com/watch?v=yIVBlwx1H5o>
- BitBurner - Earth Slime: <https://www.youtube.com/watch?v=q9QVHpljRhY>
- Hypnotica - Alone: <https://www.youtube.com/watch?v=yVma9OYg0Wc>
- Hypnotoad: <https://www.youtube.com/watch?v=oPJTZdA7t3U>
- INTL.CMD - Sunset City: <https://www.youtube.com/watch?v=iJIPoxMQwHY>
- Tchaikovsky - Love Theme Romeo and Juliet: <https://www.youtube.com/watch?v=Od7gx3Dc-U>
- Tchaikovsky - Marche Slave: <https://www.youtube.com/watch?v=5poSw7tFLB4>

SFX:

- engine: <https://www.zapsplat.com/music/loop-rockets-of-a-space-shuttle-on-full-power/>