

# Design Document – Cross-Platform Development

## **Game Details:**

The name of the cross-platform game will be called “Hammer of Cilpha”. This game will be inspired by space invaders, with the player controlling a spaceship shooting at alien invaders from behind a barricade. The backstory is that you have been put in charge of protecting the galaxy from alien invaders. The fun in the game comes from destroying alien ships and getting new highscores.

## **Gameplay/Player View:**

Gameplay consists of:

- Moving along the horizontal axis to avoid incoming projectiles
- Firing laser beam hammers to destroy enemies
- Utilising barriers to protect your spacecraft in tough situations
- Taking extensive damage will cause your ship to no longer fire in a straight line

The overall view of the game will be from a top down perspective, with the player and player controls at the bottom, and the invading alien troops at the top.

## **Target Audience/Platform:**

The target audience for this game is for people who wish to play a simple game on their mobile in their spare time. As the game is designed for Android, this means that Hammer of Cilpha is portable so that the target audience can enjoy this game more easily.

## **Controls:**

The player’s ship is controlled through three buttons displayed on the UI canvas. These three buttons consist of:

- Two directional arrow buttons to move left and right respectively
- A circular button to fire at the enemy

**Player/Non-playable Characters:**

**Player:**

A spacecraft with weapons, able to shoot

**NPC's:**

Pawn: The average spaceship, alright attack speed but dies with two hits

Gauntler: Its defences tower over its other companions but low attack/attack speed

Hawk: A speedy attacker with next to no health

Vida: High attack damage but attack speed is extremely slow

Ravager: An extremely powerful enemy

\*Names may change

**See next page for UI...**

## GUI:

Below is a mock-up of the UI that will be implemented for our game.

