Asteroids

Pitch:

The player experience will be the player experiencing the fun of the asteroids getting blown up into bits without actually having to risk the dangers of space themselves . To keep the players interested there will be a few power-ups that do different things. There will be a power-up to change size, slow-mo, fire rate and a shield. There will also be a pick-ups like health and ammo. If the player goes off the screen they will appear on the other side as with the asteroids.The game may resemble something like below.

We plan to have a limited ammo supply for the player forcing them to pick up extra ammo along the way. Health works in a similar way with the player only being able to regain health by picking them up.

The game will get increasing difficult as the player progresses through the levels. The number of asteroids will increase and they will slowly increase in speed and health.

Game structure:

The game has to start with a license screen then, proceeds to the splash screen,. When the player presses a key they will be brought to the main menu where they can see the help screen, just start the game and upgrade ship. If they choose upgrade ship they will go to the upgrade screen.
If they choose the help screen they can then go to the control screen, the pick-up screen or the upgrade explanation screen.
When the player wins the game they will either be brought back to the main menu, go to the upgrade screen or continue to the next level. When they lose there will be a try again button and a return to main menu button.
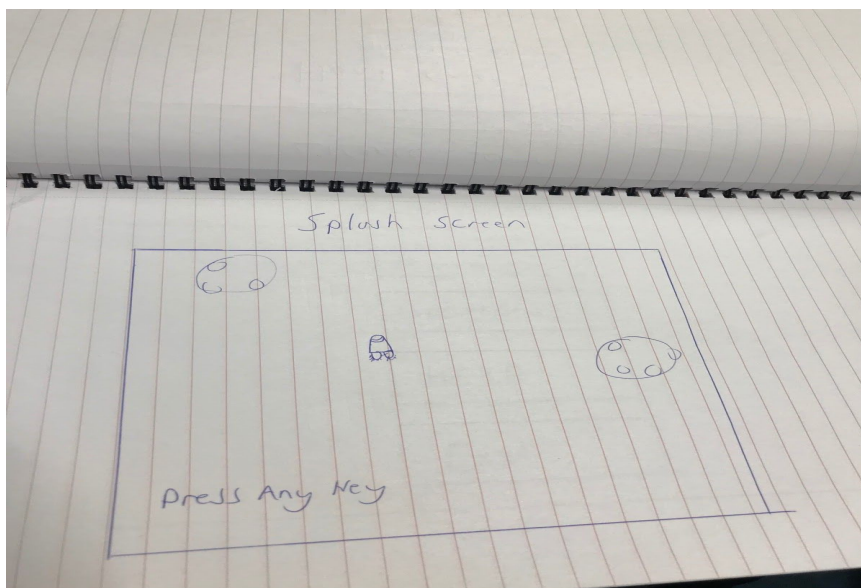
Screens:
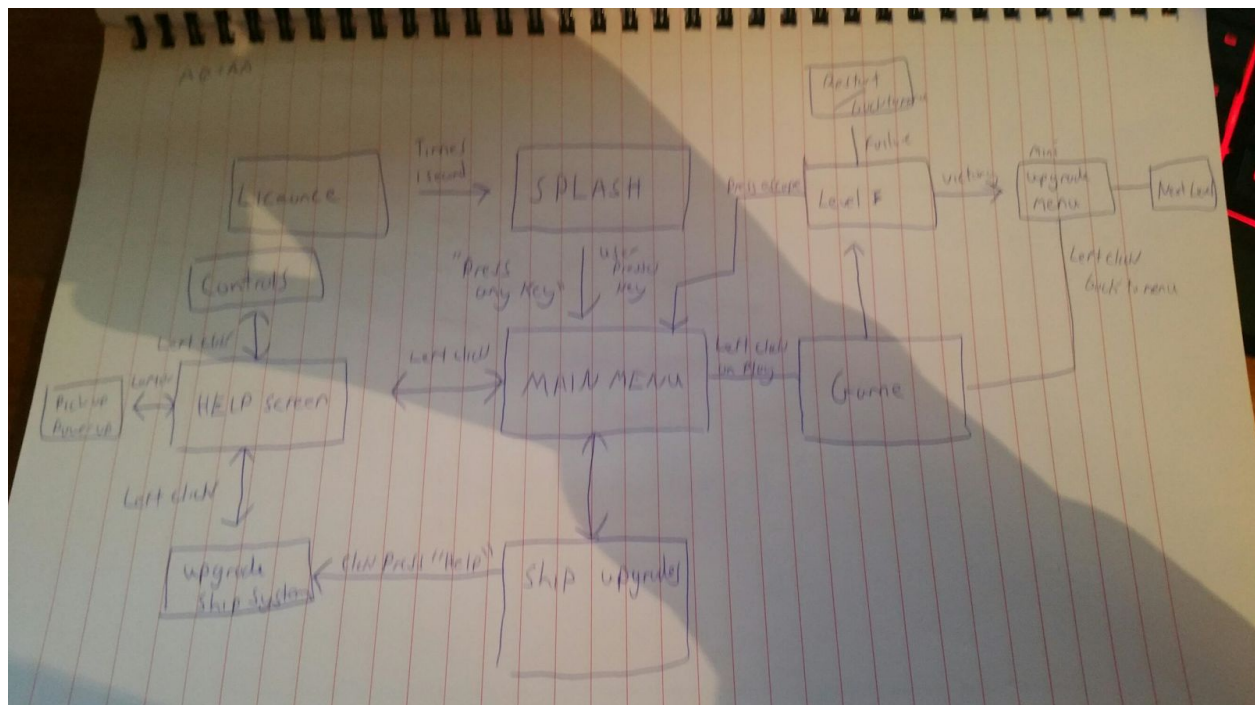
License:

The license screen will display a message stating "Hand Crafted by Alphonsus and Andrew" about ½ down the screen. In 1 second the screen will be changed to the splash screen.
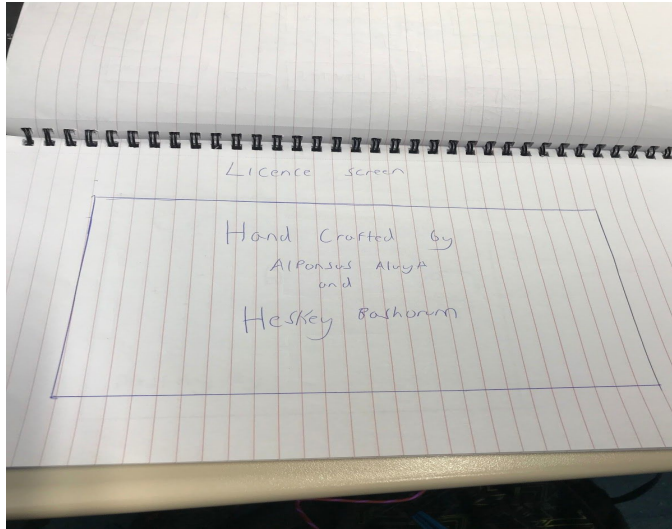

The splash screen:

The splash screen will display "Press any key to continue" at the bottom of the screen. The background will be a screenshot of gameplay. After pressing any key the user will be taken to the main menu.

The Main Menu Screen:

The main menu will consist of four clickable buttons.

1. Play Game: This will take the player to the level screen.
2. Upgrades: this will take the player to the upgrade screen
3. Help: this will bring up the health screen.
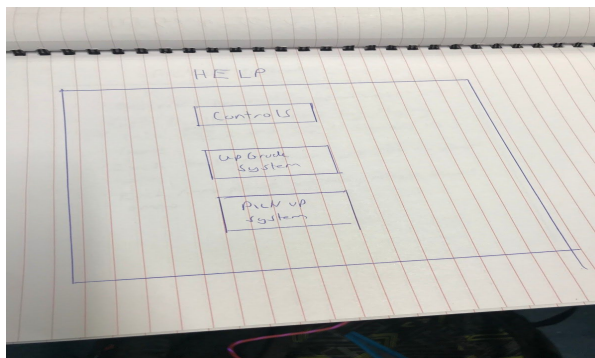4. Exit: return to splash screen.
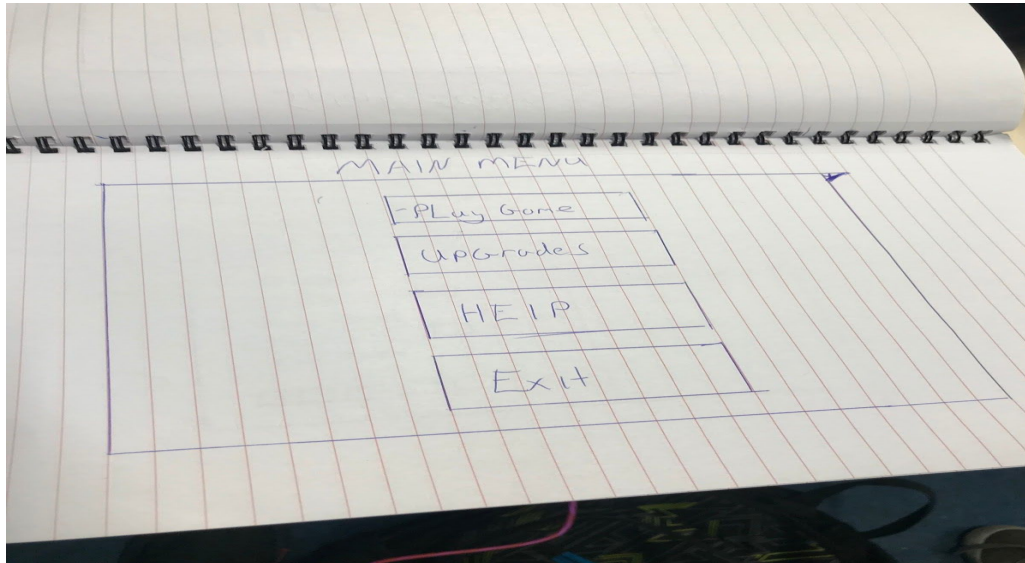
This screen will display five upgradeable aspects of the shit and the cost of each upgrade as seen below.

Help screen:

The help screen will show three clickable buttons.

1. Controls: Take user to control screen.
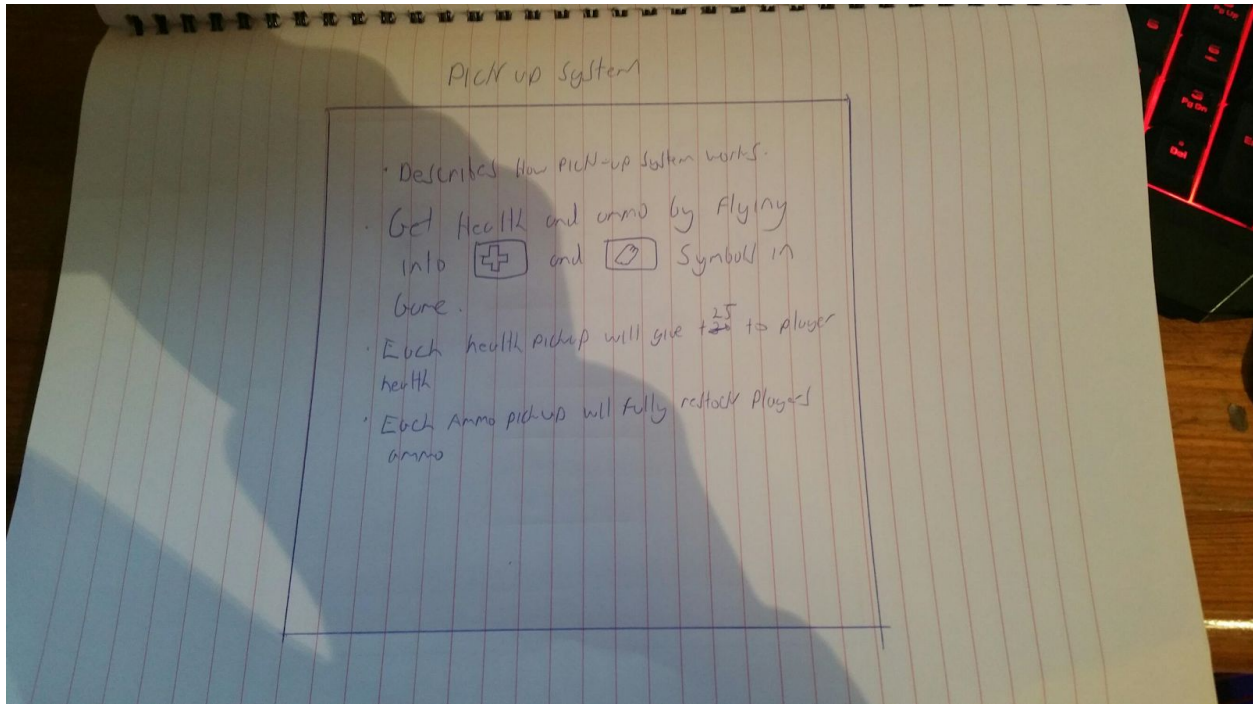2. Upgrade System Explanation: take user to that screen.

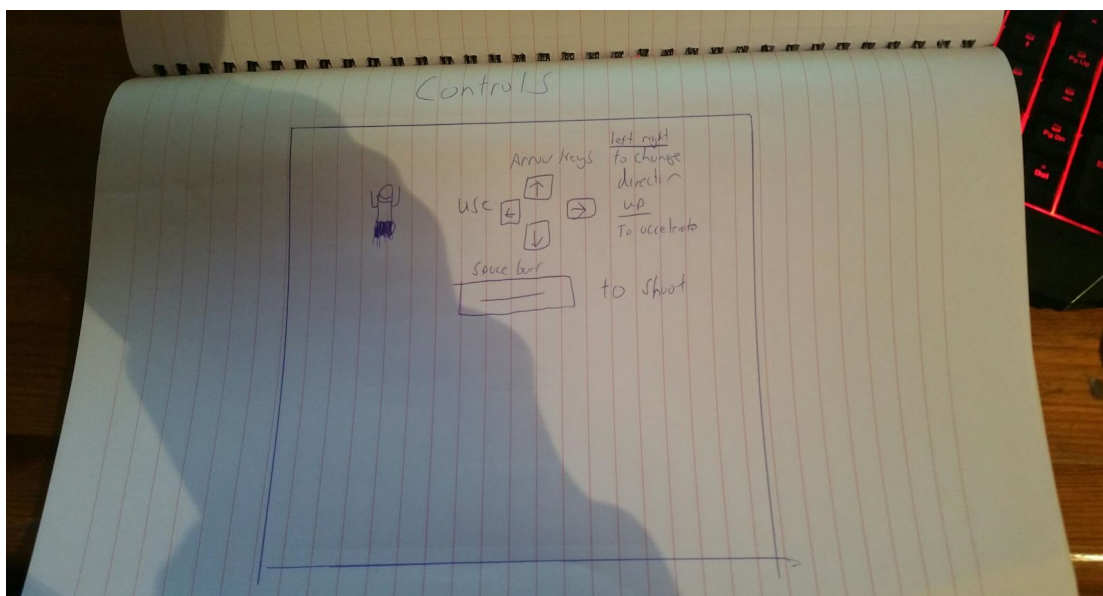3. Pick-up system: Take user to pick up system explanation screen.

Pick-up system:

This screen will tell the user how the pick up system will work.

Controls:

This will show the user how the controls for displaying the four arrow keys ⅓ down the screen and the spaceBar at the bottom of the screen. Showing how the player

Level:

This is an in-game screen which shall look like below.The user will have the ability to move in all four directions and shoot. If the user flys left off screen they will appear on the right of the screen. Asteroids will fall from the top half of the screen and the player will shoot these asteroids and gain score which will be displayed on the bottom left of the screen. Upon being shot the asteroids will split into two. If the player is hit by an asteroid they will lose a life which will appear on the top left of the screen. If all asteroids are shot the victory screen will appear. If the user loses all their lives the defeat screen will appear.
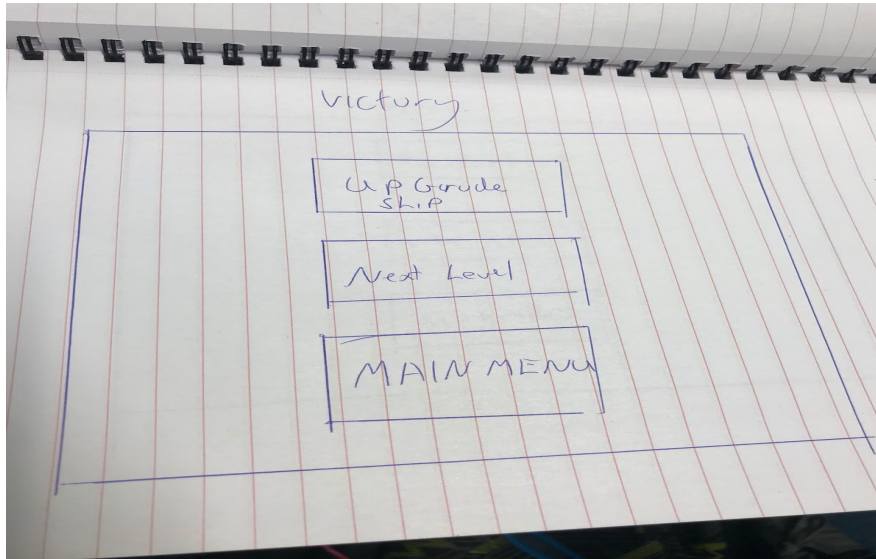
Asteroids will come in two different sizes big and small,When a big one is shoot it splits into two smaller ones with different velocities.
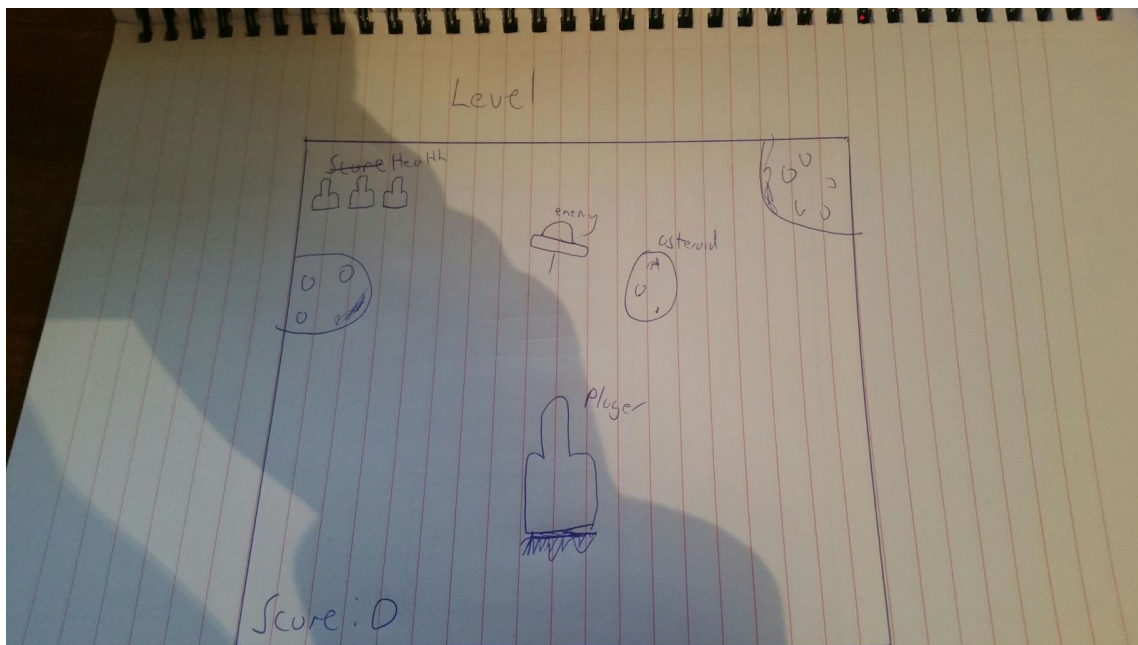
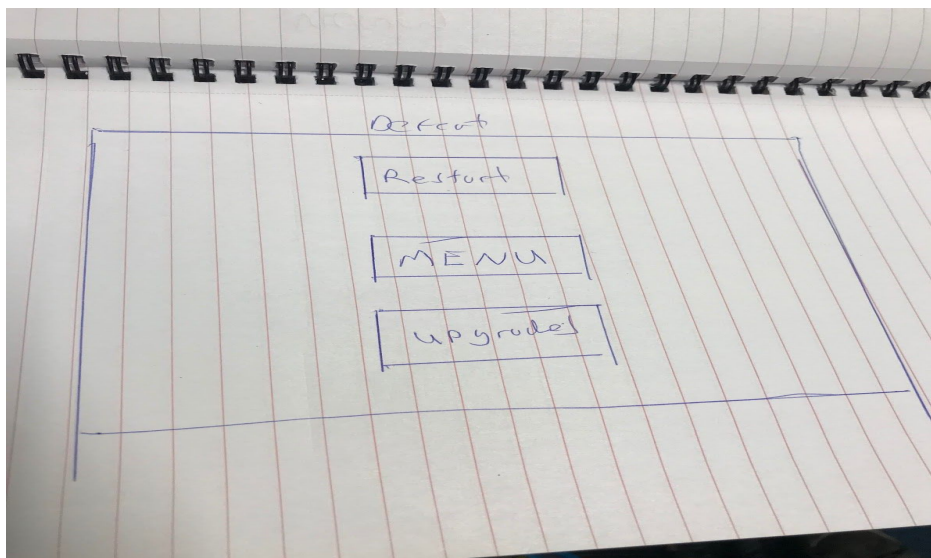## Victory Screen:

This screen will display 3 buttons.
1. Upgrade: will go to upgrade screen
2. Next Level: will take to next level of game.
3. Main menu: will return to main menu screen.

Defeat screen:

This screen will display 3 buttons.
1. Upgrade: will go to upgrade screen.
2. Restart: will restart level screen.
3. Main menu: will return to main menu screen.

Upgrade screen:

The upgrade screen will display five upgradable aspects of the ship and their current level out of five using boxes. It will also display the cost of each upgrade.
They will each appear ⅕ further down the screen than the other.