

Game Design Document

Andrés Bustamante Díaz

Space Destroyer

Introduction

"Space Destroyer" is a Shoot 'em up game for Android and IOS that is inspired in the old Nokia game *"Space Destroyer"* that will not bring the exhaustive bullet hell from newer games and will let you enjoy space fights even with your friends. The game offers the player level ups for the spaceship, increasing shield rates and fire power.

Description

In Space Destroyer you can board your ship and travel through space scenes with animated backgrounds, where you confront different enemies that will try to kill you anytime. But be careful, if you don't destroy 'em all you will start losing points, beat your score every time you want and have a record of the highest score of them all. In the game you can track your hp and shields, also you can enable or disable the joystick controller for ease your gameplay.

Key features

The game will offer a variation of singleton pattern design to communicate certain classes of the game with others, player prefs for storing player requirements and a JSON stored in the default persistent path to keep safe and in future iterations implement cloud storage and document encryption to offer the highest level of security. Always supporting the central game manager and individual classes that will allow any further levels and upgrades integration without having to modify the complete code of the project.

Genre

The genre of the game is an Adventure with a Shoot'em up mix that will make you reach the highest scores.

Platforms

The main platforms to be launched are Android and IOS, thanks to the unity built up, one iteration of the game is needed to be able to play in both platforms.