

Angler in Space

Game Design Doc

Game Identity/Mantra

You are a space angler fish who's vision depends on the amount of energy you have

Design Pillars

Dangerous in space
Energy
Vision

Genre

Action

Platform

PC

Target Audience

Judges, Game Jammers, Friends,

Art Style

Clean vectored artwork
With bold colours

Musical Style

5/4 Clave or 5/4 timing
Examples:
Sungazer's Ether by Adam Neely
Hollow Bastion from Kingdom Hearts
Mission Impossible
Take 5 by Dave Brubeck

Something Spacy

Features

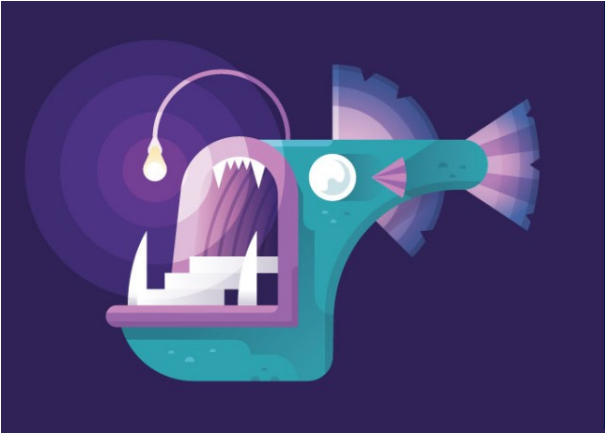
Swimming through space
Vision based on energy levels
Different forms of replenishing energy

Gameplay Summary



Similar to Feeding Frenzy your goal is to consume available food to keep your energy up which allows you to see more of space. If you run out of energy you will perish in darkness. To gain the most energy possible you want to eat only organic food sources, this means playing dead for space ships so they send astronauts out to investigate resulting in a delicious snack.

Interface



Players vision cone depends on the amount of food they have eaten. Their energy level is also displayed in a meter on the screen. The player stays in the middle section of the screen that will display more in front of them when they start moving.

Development Roadmap

Milestone 1	Base systems functioning	SAT 10AM
Milestone 2	First prototype with all systems	SAT 2PM
Milestone 3	Revisions of systems and implementation of new systems	SUN 10AM
Milestone 4	Final game	SUN 2PM
Release		SUN 4PM