

Game design document (GDD)

Story

Lost in the space, you are a spaceship driver who has to survive the a belt of asteroids

Character

One spaceship driver

Level/environment design

At moment levels are based on how many asteroids were evaded by the spaceship and the time survived.

Gameplay

You have to evade the asteroids popping on the screen by either moving aside or blowing them up and try survive as long as possible.

Art

The art is based on what swift is giving us in its game design library.

Game Controls

You just tap on the screen with your fingers so that you can evade the asteroids that appears on the screen, you can shoot the asteroids too if you are in a pinch by tapping twice on the screen.