Game design document (GDD)

Story

Lost in the space (value space: the background of the game), you are a spaceship driver (value spaceship: only one life if you get touched by an asteroid you're dead) who has to survive the a belt of asteroids (value asteroids: formula to make them appear randomly with the appearance increased in accordance with the level difficulty = the higher the level, the more the appearance of asteroids is increased; when the asteroids are destroyed by a shoot of the spaceship, they divide themselves in different parts that can still destroy the spaceship).

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 (value time: 1 second in real life = 1 hour in the game, value level: 1 level = 1 day in the game = 24seconds in real life).

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.