TEAM 2 Game Design Document

Game Genre: 2.5 D Space Shooter

Features:

Shooting

Movement

Bomb

Spinning dodge/deflection (has cool down)

Homing laser

Power ups

Enemies

Boss

Mechanics:

Space Flight

Shooting Lasers

Different power ups

Ship Models/Textures: Ryan

Environment/Textures, Audio: Barry

Programming (Shooting, Bomb, Movement): Devin

Programming (Power ups, Enemies, Boss): Chives

Platform: PC

Target Audience:

Science Fiction Fans and Anyone

Game Overview:

A Spaceship flying through space blasting asteroids and enemies.

Story:

There is no story in our game our game has no need for it.

Premise:

The game takes place in space, with the player controller a spaceship. Your enemies are bug type enemy spaceships. Your work your way through the level until you fight the boss.

Technical:

Detail any numerical value the programmer needs (ie. Health, weapon damage, ship speed in each direction, enemy stats, etc.)