TEAM 2 Game Design Document

***Super Hyper Rem Lezar Turbo:***

***Mega Tournament Edition***

**Game Overview:**

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.

**Game Genre:**

-2.5 D Space Shooter

**Features:**

-Space Flight

-Different power ups

-Boss

**Mechanics:**

-Shooting Lasers

-Spinning dodge/deflection (has cool down)

-Homing Missile

-Power ups (Boosted Attack)

**Platform:**

-PC

**Target Audience:**

-Science Fiction Fans

- Vertical shooter / Bullet Hell Fans

**Story:**

Player: Good

Alien Bugs: Bad

**Technical:**

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

**Team Members / Jobs:**

Ryan: Ship Models/Textures/Programming(Misc.)

Barry: Environment Models/Textures/Audio /Programming(Misc.)

Chives: Programming (Main)

Devin: GDD/Programming(Misc.)