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

Ship Models/Textures: Ryan

Environment/Textures, Audio: Barry

Programming (Shooting, Bomb, Movement): Devin

Programming (Power ups, Enemies, Boss): Chives