TEAM 2 Technical Design Document

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

***Mega Tournament Edition***

1. **Technology**

* Unity 3D (Game Engine)
* Unity Particle System

**1.2 Unity Particle System**

The Particle System are prominently used on the enemy ships and lasers

1. **Enemy Ships**

There are four enemies in this game. Each with its own abilities. All enemies currently are killed in one hit except for the Boss.

* 1. **Scarab**

The Scarab type ship will attempt to fly into you and if they succeed in doing so they will detonate on contact.

DMG: Kills on contact with player

Movement: Tracks the player ship until it is destroyed

* 1. **Wasp**

The Wasp type ship stays at the top of the screen firing a beam that goes across the screen and then the ship strafes slightly to the left or right for a few seconds then stops and flies straight down.

DMG: Laser shot or contact kill player

Movement: Flies toward bottom of screen after strafing

* 1. **Killer Bee**

The Killer Bee type ship fly will fly in wave like pattern across the screen and shoot burst from their guns when they face the middle of the screens.

DMG: Laser shot or contact kill player

Movement: Flies in wave like pattern left to right toward the bottom of the screen.

* 1. **Boss**

The Boss type enemies have more health and drastically different attacks

DMG: Laser shot kills player

Movement: Slight moves left and right stays at the top of the screen

1. **Player Ship**

The player ship can move, shoot, and pick up weapon upgrades. The player dies in one hit.

* 1. **Player Movement**

The player movement is bound to

W for forward

A for left

S for backwards

D for right

3 on Num Pad is for a dodge

* 1. **Player Weapons**

The player weapons are a Laser that shoots in a straight line and the Seeker Missile which tracks the enemy ships

The laser is bound to 1 on the Num Pad

The seeker missile is bound to 5 on the Num Pad

* 1. **Player Power Ups**

The power ups are pickups that allow the player to get stronger by picking them up.

The Laser Power Up which both makes the laser stronger and has the ship fire more.

The Missile Power Up which both makes the missiles stronger and has the ship fire more.

1. **Menu**

**Start Game**

**Quit Game**

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Game Start

Goes Back to Desktop