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| Void oxygen Studios |
| Space Shooter |
| **COMP304 Assignment1** |
| Version #1.0  All work Copyright © 2015 by XX Games.  All rights reserved. |
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| Oct 04th 2015 |

**Table of Contents**

[Your Table of Contents should go here. Make sure that your document’s sections are hyperlinked to their corresponding pages.]

**Version History**

[This is where you keep track of the detailed changes made to your document throughout the course of development.]

[This is the body of your video game design document. You should add and delete sections as they pertain to your game’s design.]

1. **Game Overview**

*Your ship has entered an asteroid field being affected by a nearby planet.*

*Defeat several waves of enemy alien ships and other obstacles*

1. **Game Play Mechanics**

*(how does your game work?)*

1. **Camera**

*Orthographic view – top down over the player*

1. **Controls**

*Keyboard keys – W, A, S, D*

1. **Saving and Loading**

*(Does your game include saving and loading? When? How?)*

1. **Interface Sketch**

*(What does the game interface look like? Provide a screen shot or sketch)*

1. **Menu and Screen Descriptions**

*(Include additional screen shots and accompanying descriptions for any menus and additional screen)*

1. **Game World**

*Physics along the z axis*

*Attempt to bounce asteroids off each other*

1. **Levels**

*(Describe Each of your game levels)*

1. **Game Progression**
2. **Characters**

*(Describe Your game avatar if applicable)*

1. **Non-player Characters**

(Describe Any Computer controlled Allies and how they work)

1. **Enemies**

*Asteroids – move toward the player with random velocity*

1. **Weapons**

*(Describe any weapons available to the user)*

1. **Items**

*(Describe any in-game items that can help or hinder the user)*

1. **Abilities**
2. **Vehicles**
3. **Script***BGScroller – referenced from* [*Unity3d Tutorials*](https://unity3d.com/learn/tutorials/modules/beginner/live-training-archive/2d-scrolling-backgrounds)
4. **Scoring**
5. **Puzzles/Mini-games**
6. **Bonuses**
7. **Cheat Codes**
8. **Sound Index**

* *Explosion\_asteroid.wav*
  + *From* [*http://www.trekcore.com*](http://www.trekcore.com/audio/explosions/smallexplosion3.mp3)
  + *Smallexplosion3*
* *Explosion\_player.wav*
  + *From* [*http://www.trekcore.com*](http://www.trekcore.com/audio/explosions/smallexplosion3.mp3)
  + *Hullbreak3.wav*
* *Weapon\_player.wav*
  + *From* [*http://www.sa-matra.net*](http://www.sa-matra.net/sounds/starwars/)
  + *ISD-Laser.wav – Star Wars Imperial Star Destroyer Turbolaser 4*
* *Music\_background.wav*
  + *From* [*http://www.bensound.com*](http://www.bensound.com/royalty-free-music/track/epic)
  + *bensound-epic.wav*
* *Secondary Weapon ( not yet implemented )*
  + *From* [*http://www.stdimension.org*](http://www.stdimension.org/MediaLib/technology.htm)
  + *Shipphaser2 – Star Trek*

1. **Story Index**

*(Outline your game story here)*

1. **Art / Multimedia Index**
   * *Ship – From Free SciFi Fighter Pubvlisher CGPitbull*
   * *Engine – From SimpleParticlePack Publisher Unity Technologies*
     + *SimpleFlame(Blue) renamed to prop\_blue\_thruster*
     + *SimpleFlame(Green) renamed to prop\_green\_thruster*
     + *Torch(Green) renamed to prop\_green\_trail*
   *  *-* Background – 7.jpg From [Webtreats ETC](http://webtreats.mysitemyway.com/tileable-classic-nebula-space-patterns/#etc-download-box) renamed to tile\_nebula\_blue
   * *Laser bolts from graphic artist - Andrew R. Alberts – free to use*
   * *Vaster Outer Space – free pack – Publisher: Prodigious Creations*
     + *Asteroids prefab, made copies of Material, Prefab, Mesh, Texture and edited references as needed to prop\_asteroid\_d*
     + *Destruction01 - Particle effect for asteroid explosion, renamed to explosion\_asteroid*
     + *FlashRingFlame04 – Particle effect for player explosion, renamed to explosion\_player*

1. **Design Notes**

*(Include additional design notes here)*

1. **Future Features**

*(Include any future features that are planned to be implemented)*