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| Void oxygen Studios |
| Space Shooter |
| **COMP304 Assignment1** |
| Version # 0.20  All work Copyright © 2015 by XX Games.  All rights reserved. |
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| Oct 04th 2015 |

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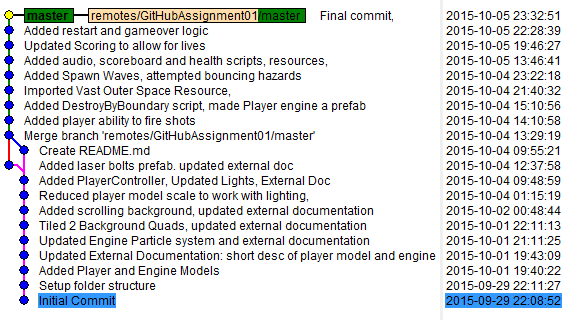
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1. Version History

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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

*Survive the asteroid field*

1. Camera

*Orthographic view – top down over the player*

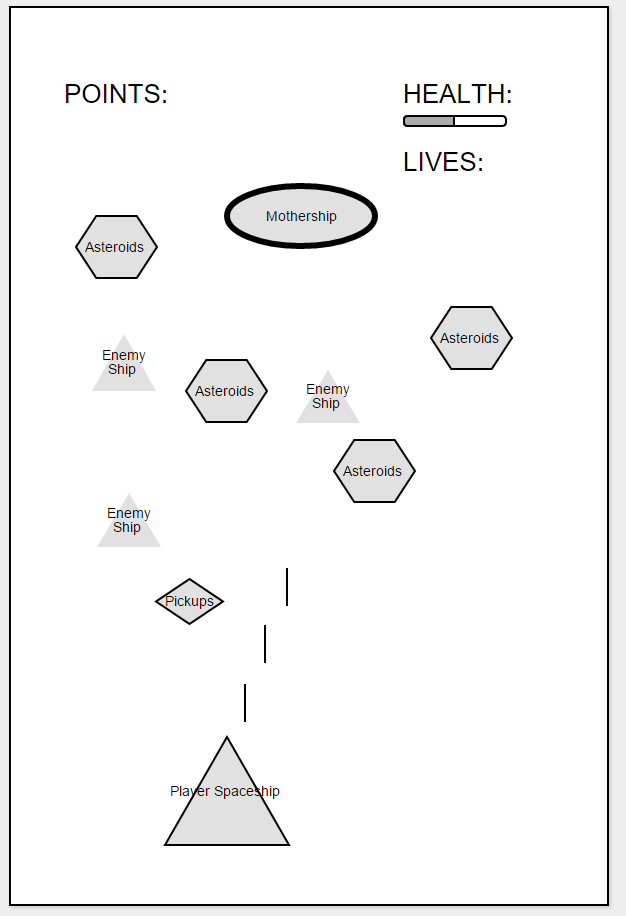
1. Controls

*Keyboard keys – W, A, S, D*

1. Saving and Loading

*Press play to start, no save feature yet.*

1. Interface Sketch



1. Menu and Screen Descriptions

*A simple menu will appear after the game is over.*

*The player will press ‘R’ to Restart the game. See below the 3 screenshots of the game at Start, During and End.*







1. Game World

*There is gravity along the negative z-axis, i.e. from top to bottom of the screen.*

1. Levels

*There is currently one level of infinite asteroids.*

1. Vehicles

*A sleek spaceship with a moderately powerful laser cannon*

1. Enemies

*Asteroids – move toward the player with random velocity*

1. Weapons

*There is a main laser cannon on the spaceship.*

1. Script  
   *BGScroller – referenced from* [*Unity3d Tutorials*](https://unity3d.com/learn/tutorials/modules/beginner/live-training-archive/2d-scrolling-backgrounds)
2. Scoring  
   *Destroy the asteroids to get 10 points*
3. Bonuses

* *Listen to the cool soundtrack*

1. 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. Art / Multimedia Index
   * *Ship – From Free SciFi Fighter Publisher 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

*Add different sized asteroids*

*Add enemy ships*

*Add health counter*