

Galactic bat dodge - Game Design Document

Game Title

Galactic bat dodge

Game Purpose/Genre

Welcome to Galactic Bat Dodge, where you navigate a spaceship through space, dodging swarms of bats. Show off your reflexes and strategic skills as you evade increasingly complex formations. Compete against your opponent!

Target Audience

The game is targeted towards players aged 10 and up who enjoy fast-paced, competitive games. Test your reflexes as you evade swarms of bats. Perfect for arcade game enthusiasts looking for a fast-paced challenge!

Platform and Technology Requirements

Platform: Any computer that has Python and Pygame installed

Entertainment Software Rating Board (ESRB) Game Rating

ESRB Rating: Everyone (E) - The game contains no objectionable material and is suitable for all ages.

Game Description

Welcome to "Galactic Bat Dodge" an electrifying arcade-style game that pits two players against each other in a cosmic battle of survival! Take control of your own spaceship and compete head-to-head as you dodge relentless swarms of bats. With the stakes high and the tension palpable, the objective is simple: be the last spaceship standing! Maneuver through the chaos of the sky, utilizing lightning-fast reflexes and strategic movements to outmaneuver your opponent and avoid being touched by a bat. With

vibrant visuals, intuitive controls, and thrilling gameplay, "Galactic Bat Dodge" promises endless excitement for players of all skill levels.

Level Design (Storyboard)

The game unfolds within a singular, expansive sky setting

- 2 spaceships trying to survive while there are many bats around

Graphics

2D game with great moving graphics.

Characters and Objects with Behaviors

- Red spaceship (Player 1):
 - Controls: Arrow keys for movement.
 - Behavior: Try avoiding bats
- Yellow spaceship (Player 2):
 - Controls: WASD keys for movement.
 - Behavior: try avoiding bats
- NPC bats:
 - Behavior: Move randomly across the screen. Bounces of borders.

Instructions for Players

- Spaceship Instructions:
 - Use the arrow keys to navigate the spaceship.
 - If you get close to a poisonous bat your spaceship will break down and the opponent will win.

Scoring, Win/Lose Conditions, and Objectives

- Scoring: No points scoring; the game is win/lose based on survival.
- Win Conditions:
 - spaceship : Last to touch a bat.
- Lose Conditions:
 - Spaceship: first to touch a bat.

Additional Notes

- The game features simple 2D graphics with a side view, making it easy to observe and plan movements.
- Sound effects include an arcade esc sound when someone wins.

- Added start, pause and unpause features