**Rapid Games Prototyping**

**Tutorial - Game Design Document**

Please fill-in the game design document template that includes all critical sections that can assist:

**Objective**

I will be creating a simple yet fun vertical side scrolling shooter game where the players objective is to not only survive the oncoming obstacles and enemies but also collect enough fuel to keep going. Ideally obstacles and enemies will also be randomly created but in the case its not possible with the time they will be carefully placed to provide a balanced yet challenging experience.

**Gameplay Mechanics**

This prototype will be a single player side scrolling shooter experience. The player will be able to move from left to right in addition to firing their weapons.

The player will need to keep track of their current fuel levels as they will be constantly draining as the game goes on. Collecting fuel from defeated enemies or destroyed obstacles is another mechanic as well as avoiding being destroyed by enemy fire or debris.

Their overall performance will be gauged by their score when they die. They can earn score from time survived and enemies defeated.

**Level Design**

The game will consist of one endless autogenerated level. As time goes on more and more enemies and obstacles will spawn in an effort to stop the player.

As for design I will go for an ocean setting with the player character being a ship. Enemies will be helicopters and planes whilst obstacles will be rocks and small islands.

**Technical**

**Scenes**

Main Menu –

Shows the games title and this session’s high score. A simple play button to let them start the game.

Game –

This is the scene where the actual game takes place. After the player is defeated, it transitions to the final scene, game over.

Game Over

Here the player can see their score as well as the option to return to the main menu or start again right away.

**Controls**

The entire game will be controlled with WASD. A and D will move the player left and right whilst W will fire their weapons. S will be reserved for any extra keys the player might need to navigate menus.