

# MECH GAME

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DESIGN PREVIEW.  
NAME WILL CHANGE UPON FURTHER MILESTONE.

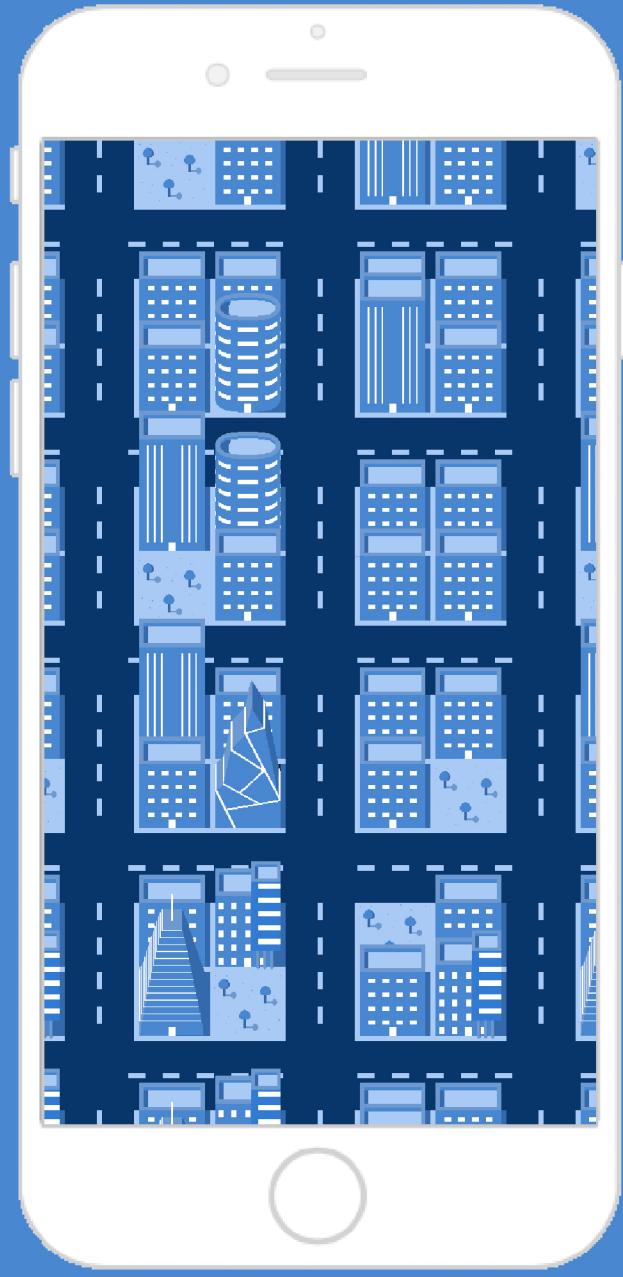


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# Level Design



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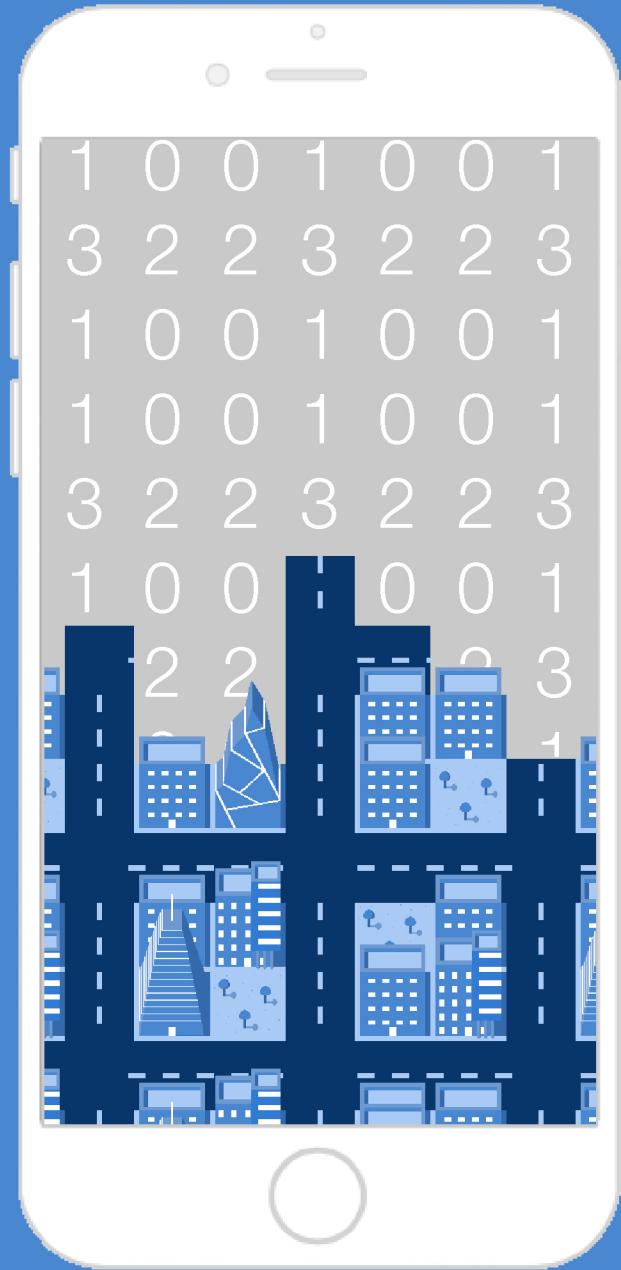


Vertical Scrolling

Infinite / No End



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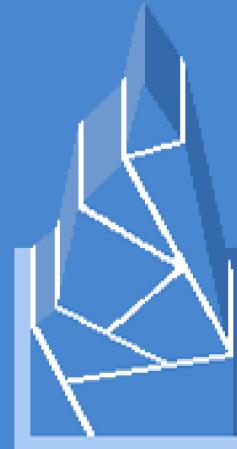
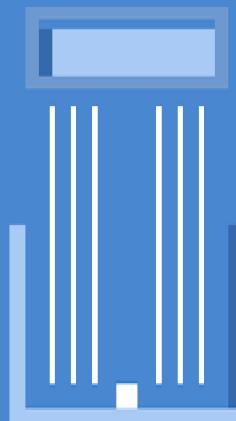
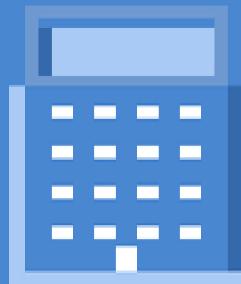
Level sections generated through sudo-random algorithm.

Engine selects predefined sections at random, populates level based on array values



Most frequent

Least frequent

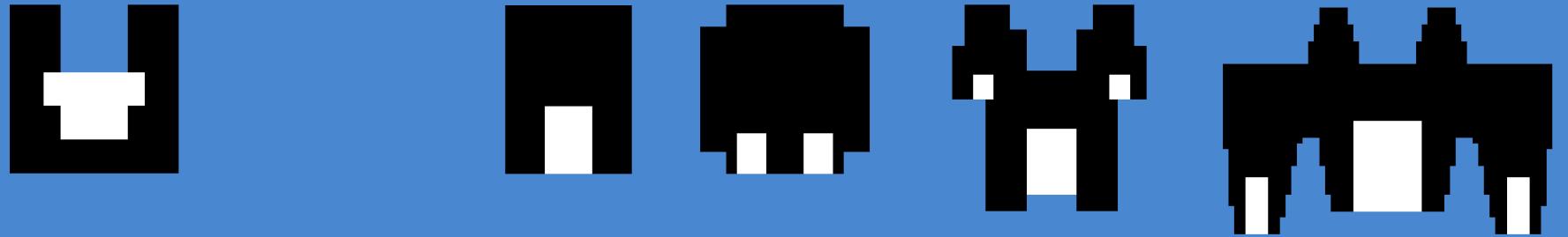


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# Player and Sprite Design



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Minimal sprite design.  
Small canvas means less detail.  
Creates element of confusion / disorientation.



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Explosion animation

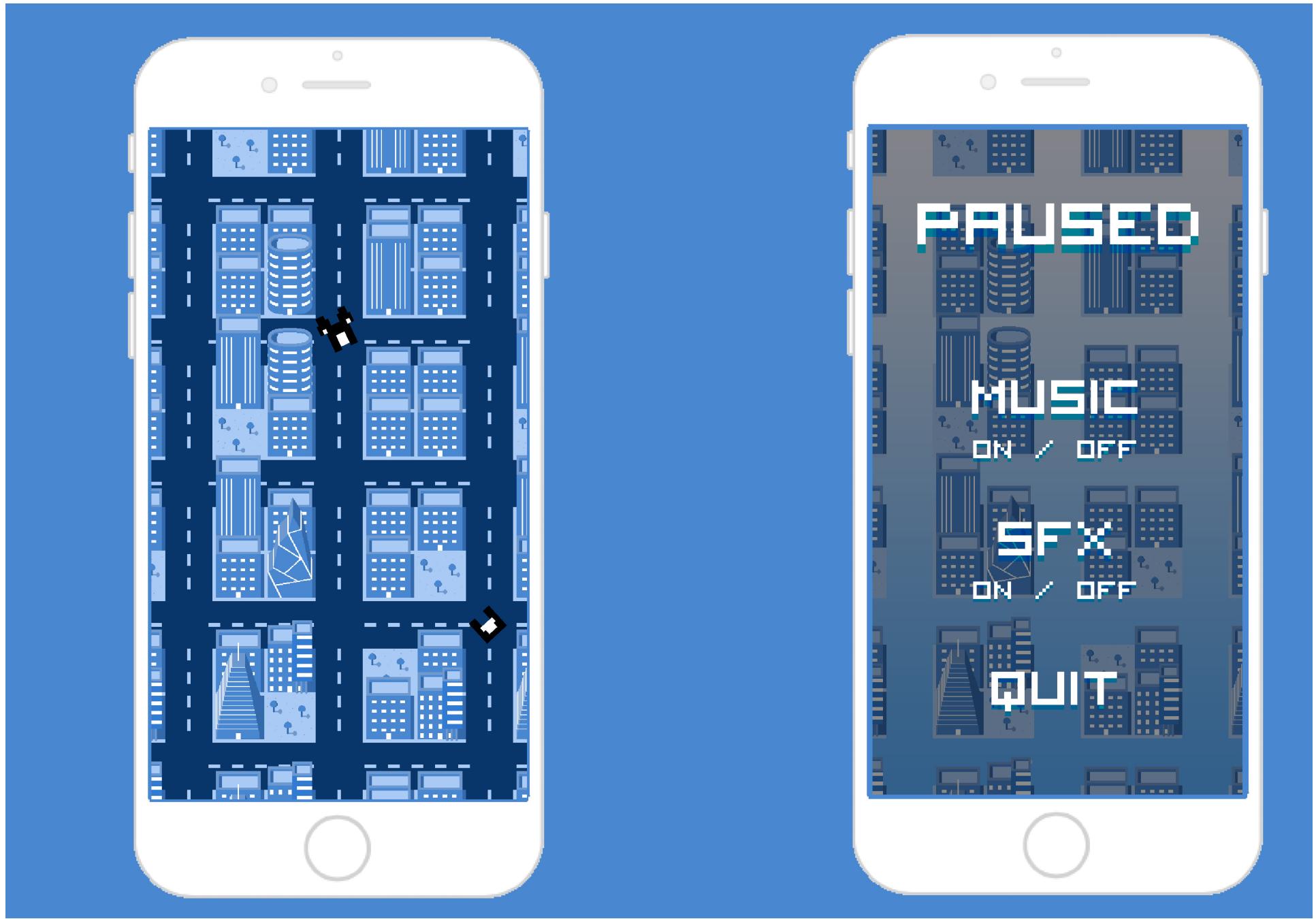


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# User Interface



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Swipe left / right during pause mode to change screen.

**PAUSED**

## ACHIEVEMENTS

**UNLOCK MISSILE**  
KILL 10 ENEMIES WITH NO  
BUILDING DAMAGE

**UNLOCK LAZER**  
SURVIVE FOR 5 MINUTES

**UNLOCK SHIELD**  
KILL CERTAIN TYPE OF  
ENEMY

## MUSIC

ON / OFF

## SFX

ON / OFF

## QUIT

## SCORES

RAF	99999
JCB	87777
AAA	08990
BBB	04556
CCC	00900
ZZZ	00001

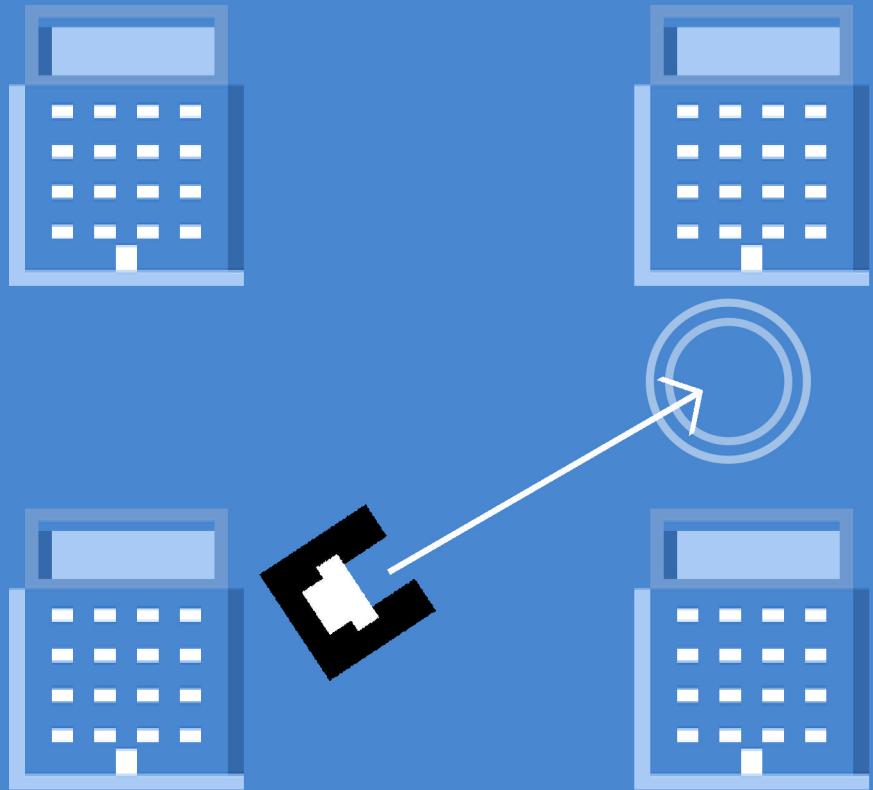


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# Mechanics and User Input



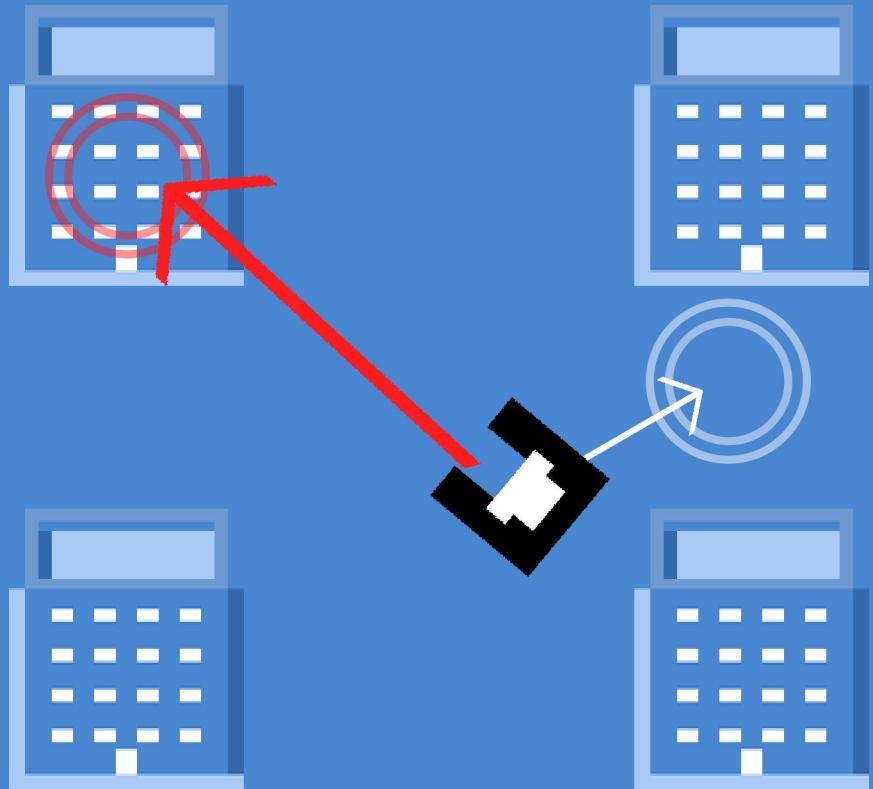
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Tapping an empty space sets a move-target for the player.  
The player will move at a set speed until he meets the move-target.

The move-target will only be set if no geometry is in place between the player and the target.





Tapping a non-passive object, such as a building or an enemy, sets a point-target.

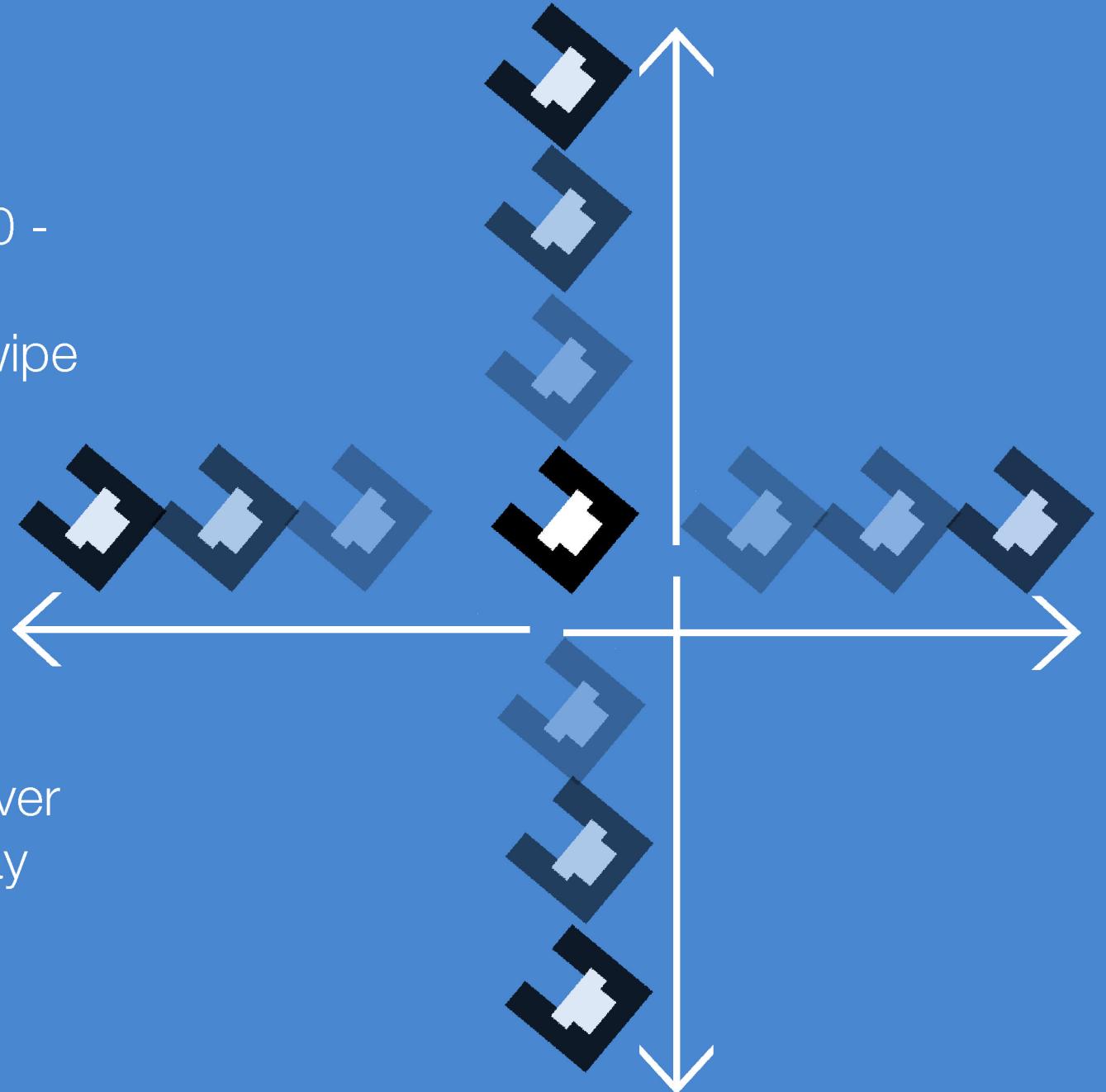
The player will continue to shoot at the point-target until the point-target is destroyed ( $hp \leq 0$ ).

The player will still move towards the move-target.



Swipe to dash

Player will dash 50 -  
100 pixels in the  
direction of the swipe



Player will cause  
damage to whatever  
object is in the way  
when dashing



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