**Game Proposal**: *The Space Game*

**Overview**

The Space Game will be a 2D game that simulates the growth of space organization that has the goal of defending and exploring space. The player must lead the efforts to develop and manage resources in order to successfully complete the assigned space defense missions. They will start their journey as the commander of a space defense element and build their organization from a small unit to an entire space force.

**Purpose of Game**

This game will afford players the opportunity to explore the possibilities of what a space force could accomplish and what might go into managing a space force. This game is purely for entertainment, it is not designed for educational uses.

**Purpose of Project**

This is an opportunity for cadets to develop skills in computer science, game design, graphic arts, and human-computer interaction.

**Opportunities for Involvement**

There is a strong need for game story/progression designers and art/graphics designers and eventually, programmers to implement designs.

**3 Stage Plan**

Stage 1: Basic Features

* Overview
  + The first stage will consist of the game background, base features, and initial game programming.
* Deliverables
  + A basic graphical interface with working buttons and a moving sprite
  + A thoroughly-developed plan of the features of the game

Stage 2: Storyline and graphics development

* Overview
  + The second stage is focused on meeting the needs for the features of the game as determined in stage 1 through game art design and storyline development.
* Deliverables
  + All game art implemented into game graphics
  + A fully developed guide for game storyline logic and progressions

Stage 3: Completed Game

* Overview
  + Stage 3 is the final stage of version 1’s development. This stage has a focus on implementing logic designs and algorithms that support said designs
* Deliverables
  + A fully developed game that is a playable and contains all features of the storyline