Unnamed Space Game Design Doc

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# Specification

## Genre

The game will be built on a top-down perspective, 2-D environment. The game will supply a system of building the players arsenal using the in-game item shop.

Create an executable game using DirectX 11. In this top-down 2-D game, the player takes control of a spaceship with free movement using WASD and 360 degree aiming using the mouse.

The player must survive a constant barrage of enemies for as long as possible, gaining coins along the way to unlock new weapons in the item shop, which is accessible at any point whilst playing the game (excl. the Title Screen).