Sub Survival

Game Design Document

Sub Survival is an endless defense-style game. The player controls a green submarine located on the left-hand side of the screen. The player's goal is to protect the core from enemy submarines that appear from the right side of the screen by shooting them before they collide with the core.

Player submarine:

- Moves only up and down? All directions? Wraps around screen?
- Physics: Maximum Speed / Acceleration?
- Limited ammunition? Limit rate of fire?
- Can collect powerups when colliding with them.

Enemy submarines (red):

- Enemies spawn repeatedly from random positions off-screen, and travel from right to left.
- If hit by a projectile, the enemy is destroyed, and the player earns points.
    Projectile destroyed? Explosions? Chain reactions?

Core:

- Positioned to the left of the player. Has fixed health points (HP).
- When hit by an enemy submarine, enemy is destroyed, explosion appears, decrease HP.
- If Core HP reaches 0, core is destroyed, "Game Over" message appears.

Powerups:

- Powerups occasionally appear and travel from right to left.

   Spawn from off-screen? Spawn when enemies are destroyed?
- Powerup effects: At least two. Increased ammo? (if using limited ammo.) Larger/faster projectiles?

    Extra points? Restore core HP? Slower enemy speed?

Sounds:

- Play background music when the game starts.

- Sound effects: when missiles are shot, when enemy destroyed, when items are collected.

User Interface:

- Menu screen contains a title, names of developers, and instructions.

Notes:

You may change any of the sounds or graphics as you wish.

You may add additional features to this game.

When you are finished, have someone playtest your game.