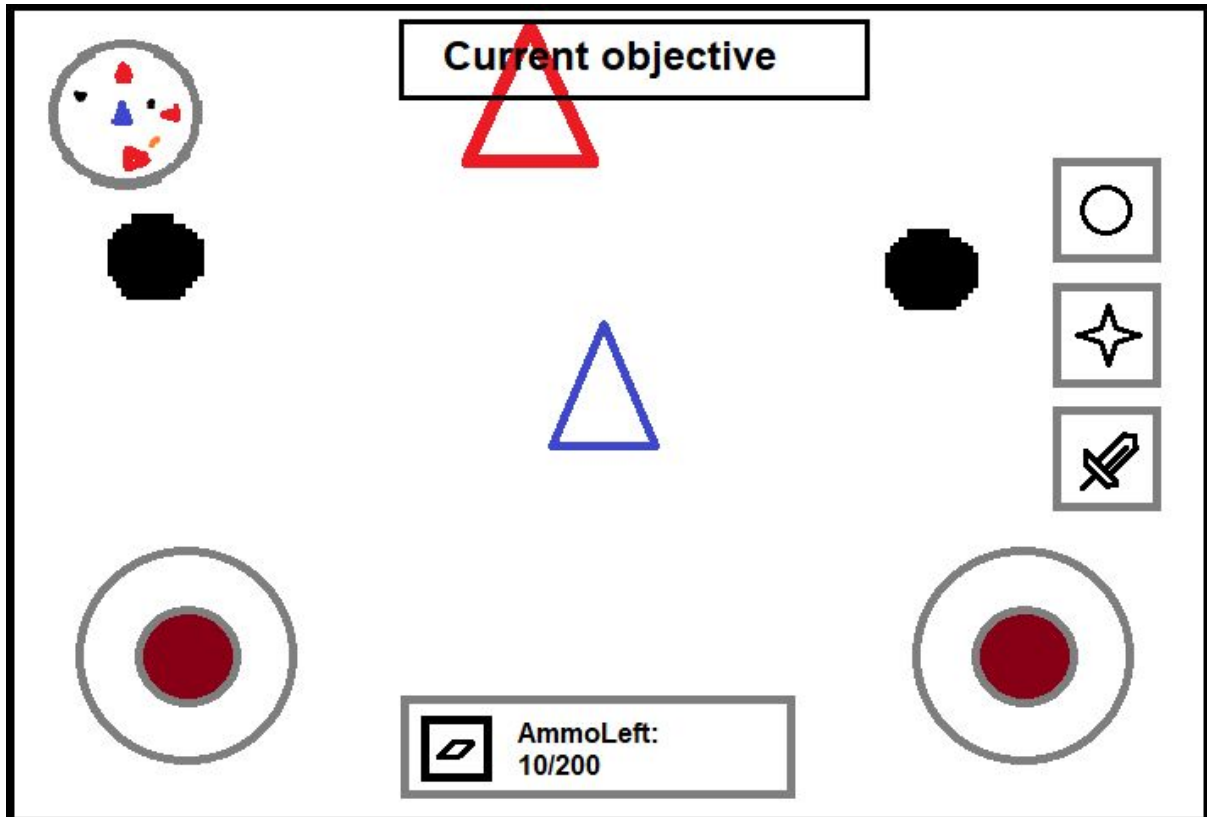# Space Attack

Concept statement

A game about space fights in 2D top-down perspective for mobile devices. Where a player must go further in a storyline and defeat the last boss.

Visual Style

In-game view reference

Platform

mobile, 2D view

Objectives and Progression

The game has it's own storyline with different levels. The last objective of a level is to beat a boss. At the end of the level, the user gains points which he can use to upgrade ship systems, weapons, and abilities. The main goal of the game is to beat the last boss and capture the Galaxy.

Game Systems

Player part:
1. Ship will have his own parameters (Health, energy field, defense, self-repair, speed) which can be upgraded
2. Ship will have an ability list(1 to 3) that every list slot can be unlocked and every ability can be upgraded
3. Ship will have a weapon, that can be upgraded or changed

Player abilities:
1. ShieldBarrier - restores energy field and creates a strong temporary barrier around the ship
2. AttackBoost - boosts attack to a bigger level
3. Explosion mine - leave mine at your position which blows up when an enemy is near
4. AutoAim - automatic targeting weapons fire on enemies
5. RepairDrone - creates a drone that flys around the ship and repairs it. Has it own health

Player weapons:
1. Simple laser gun - fires to a selected direction small laser shots
2. Laser Beam - creates a beam to a selected direction that burns enemy if it collides
3. Rocket launcher - shoots a rocket to a selected direction (if combined with AutoAim skill than it will create a missile, that always targeted on an enemy

Interactivity

The game scene will consist of many objects:
1. Player ship, which can move and shoot by its weapons in different directions
2. Player ship abilities, which player can use in battle and they can affect combat
3. Asteroids which can damage ship if collides with it
4. Enemy ships that fly toward the player ship and attacks it
5. Minimap, that shows player surroundings in an easy format

An objective of the game scene is to defeat all enemies and the boss of a level

At the upgrade stage player selects objects that he wants to upgrade or change to another and he is spending points on it.

At the levels stage user selects a level that he wants to start or continue the game. Saves work by Papers Please principle, where you can start new difference of a story from a checkpoint that is in previous save