Game Engine Dev GDD

Space Docker

Developed By Team Derp

Developed in the Derp Engine

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Genre: Arcade

High Concept: The game is a 2D arcade game. The idea of the game is that you will have to land a ship onto earth successfully without exploding. The player will have a limited amount of fuel to land with, so they will have to carefully position themselves so that they do crash. There will be different zones that the player can land in, but the more difficult zone rewards more points. The goal of the game is to successfully land the ship in one of the landing zones while trying to achieve the highest score possible.

Game mechanics:

The player is constantly fighting against gravity

Must manage fuel

All or nothing thrust

Points are determined depending where you land.