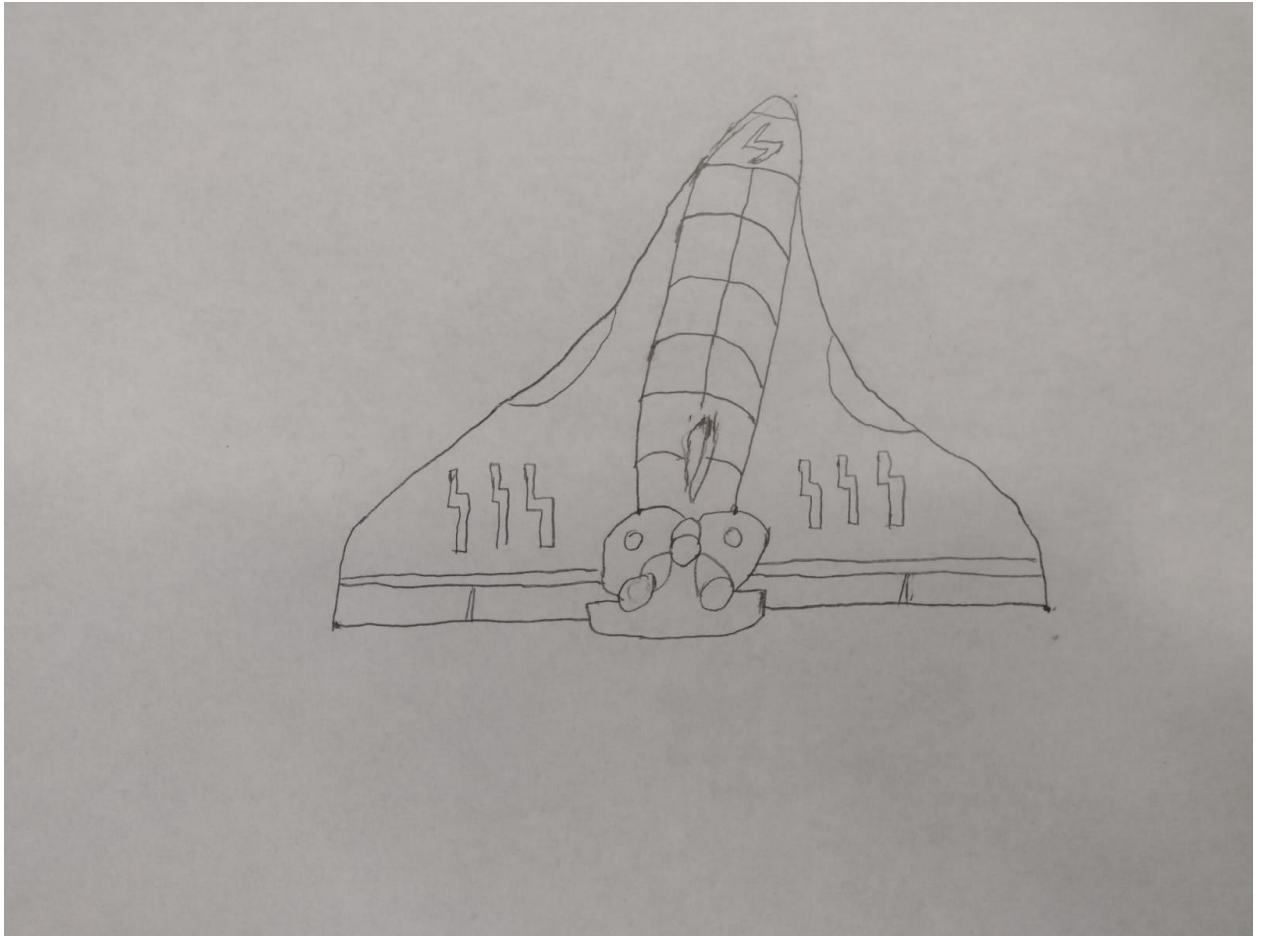# COSC 2036
Final Project
Art Design Document
Space Mania

Darrel Asare
(Project done in Group)

sketch drawing prototype of the G36 Rocket
- Meant to be one of the most advanced rockets of this games timeline
- Can travel at lightspeed without causing discomfort to passengers
- Enough oxygen that can last 30 days
- 1000 people can fit at once
- Has strong durability

Prototype for game level
- Asteroids are obstacles and need to be avoided
- The yellow and silver coins are the gasoline particles and are meant to refuel the rockets tank
- Blackholes may be around to take you to different dimensions and locations
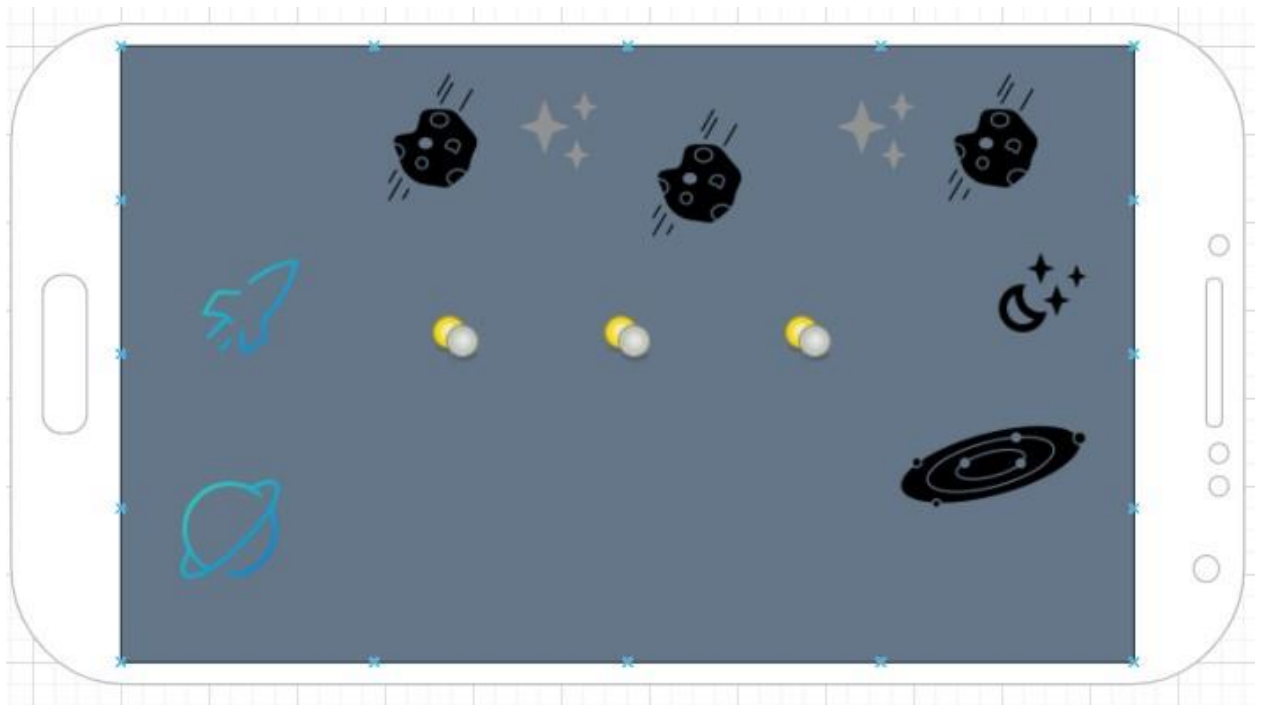
G36 Rocket Mid-fidelity Prototype
- Made in PiskelApp
- Will be used for the game level in the Godot engine
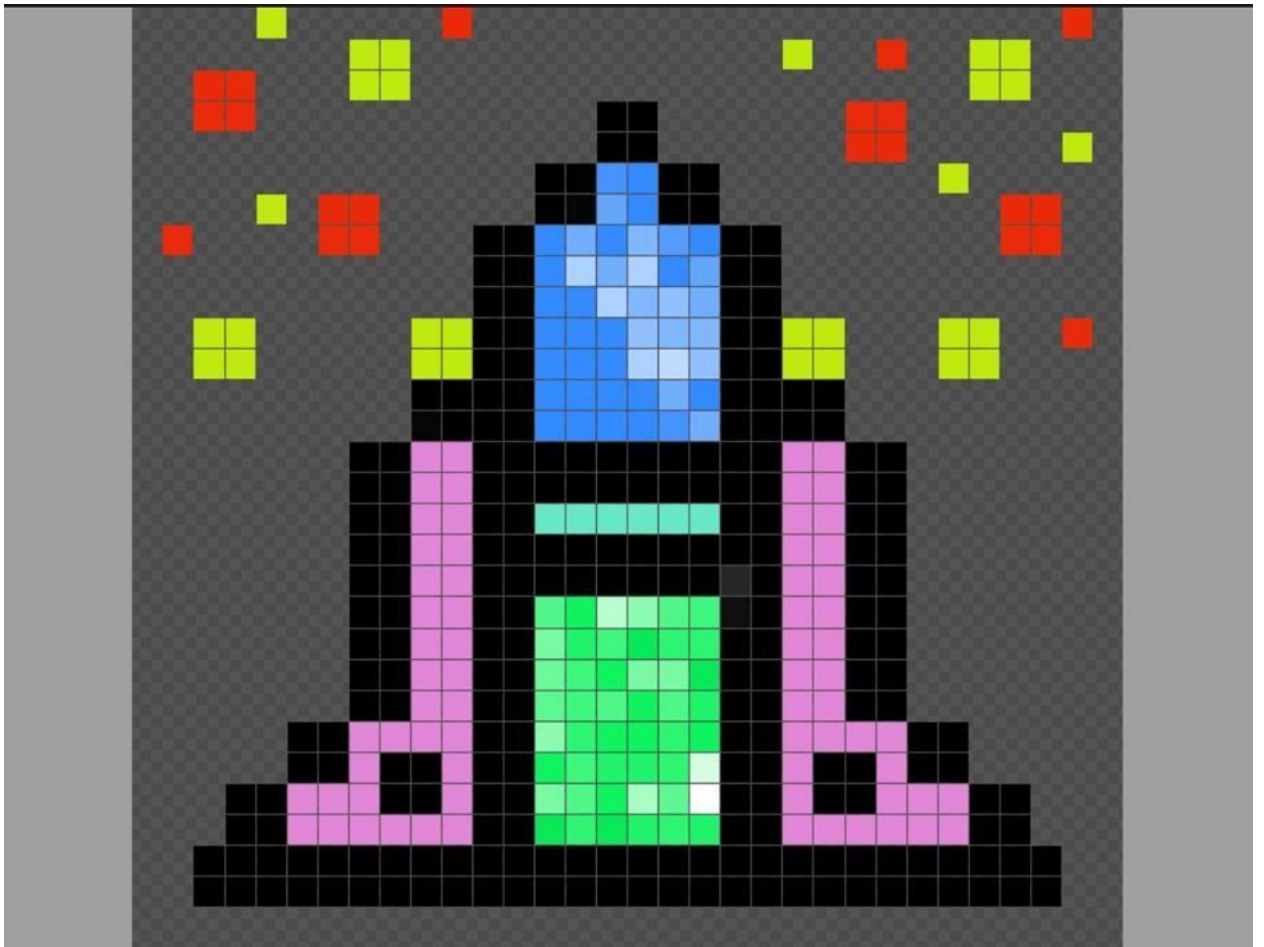
Mid-Fidelity Prototypes for game level

- In the game level we have 3 lives
- The goal is to avoid enemy ships and asteroids by dodging or shooting them out of the way.

<u>Sound effects and music</u>

- There is a sound of the laser when the gun shoots from the ship
- The music is based on serious situations