

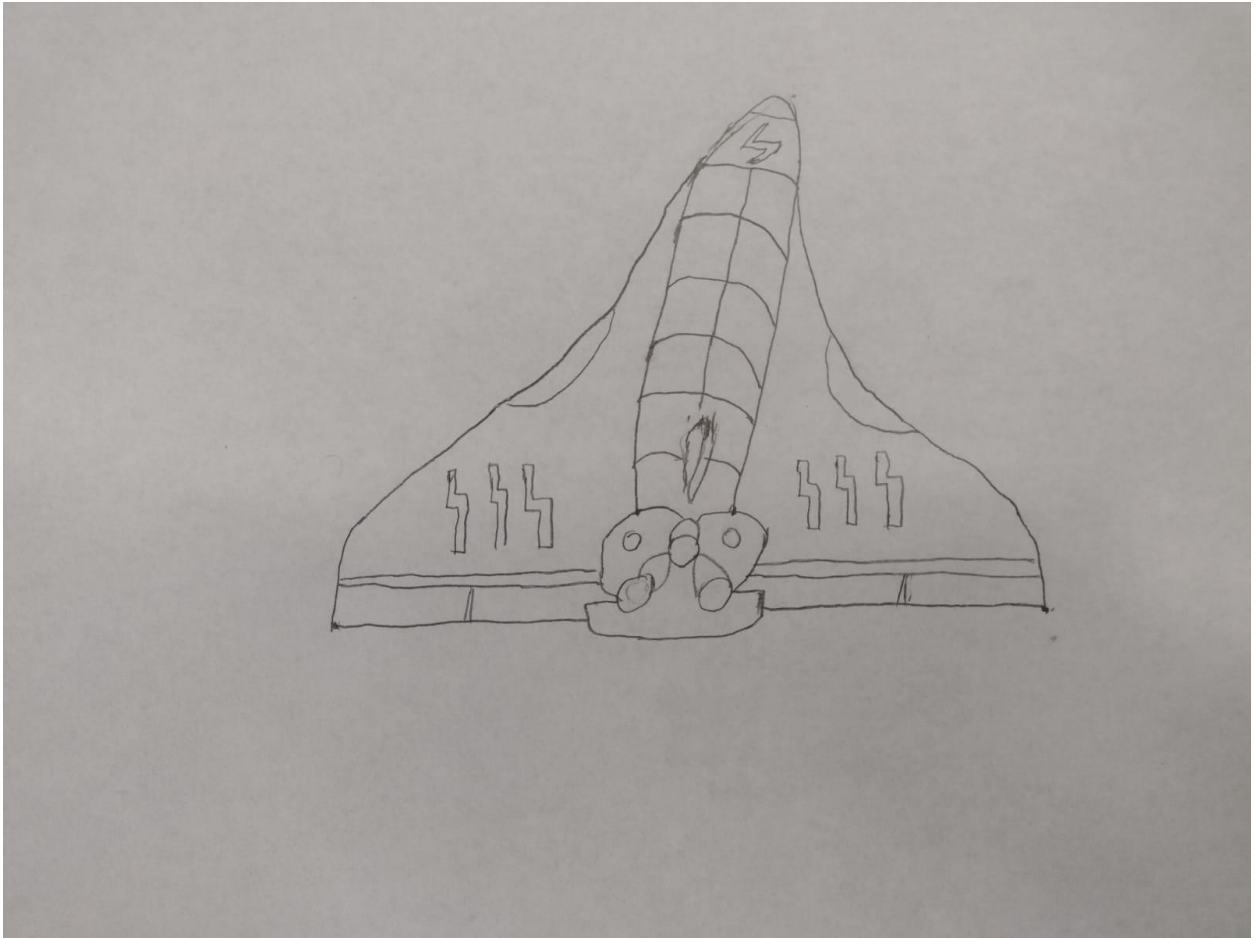
COSC 2036
Final Project
Art Design Document
Space Mania

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(Project was 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

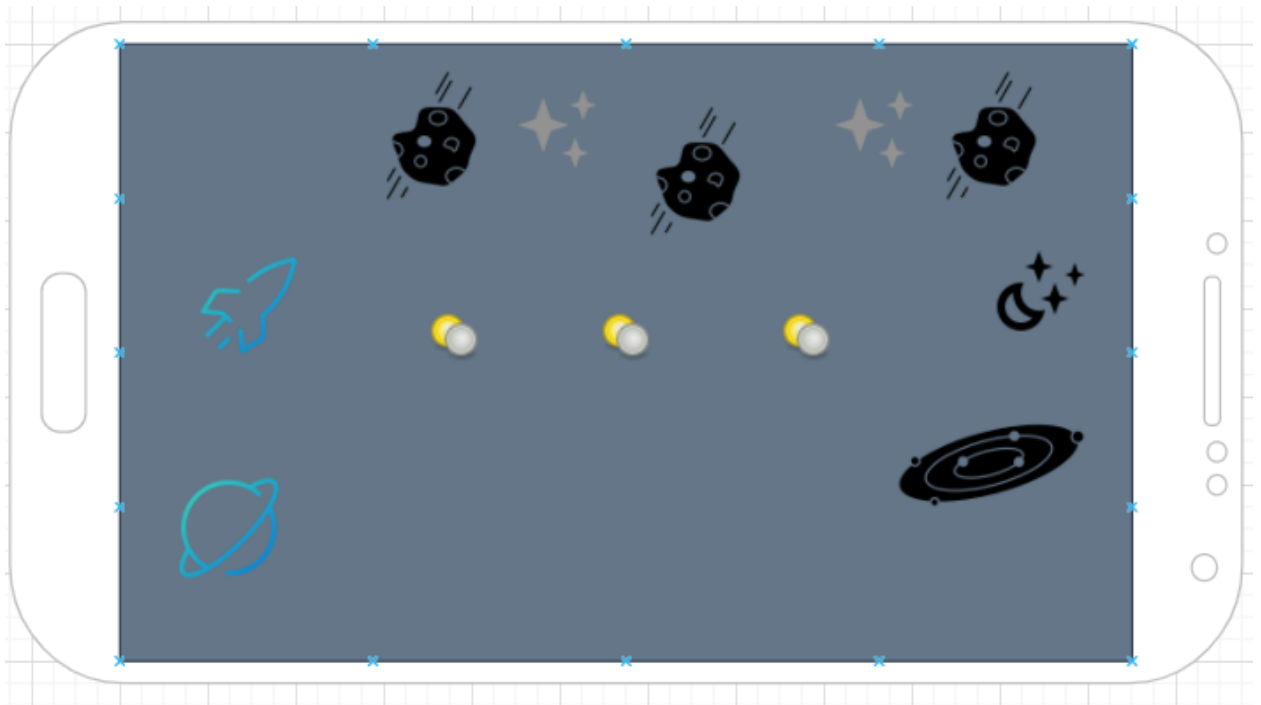
- Has strong durability



Prototype for game level

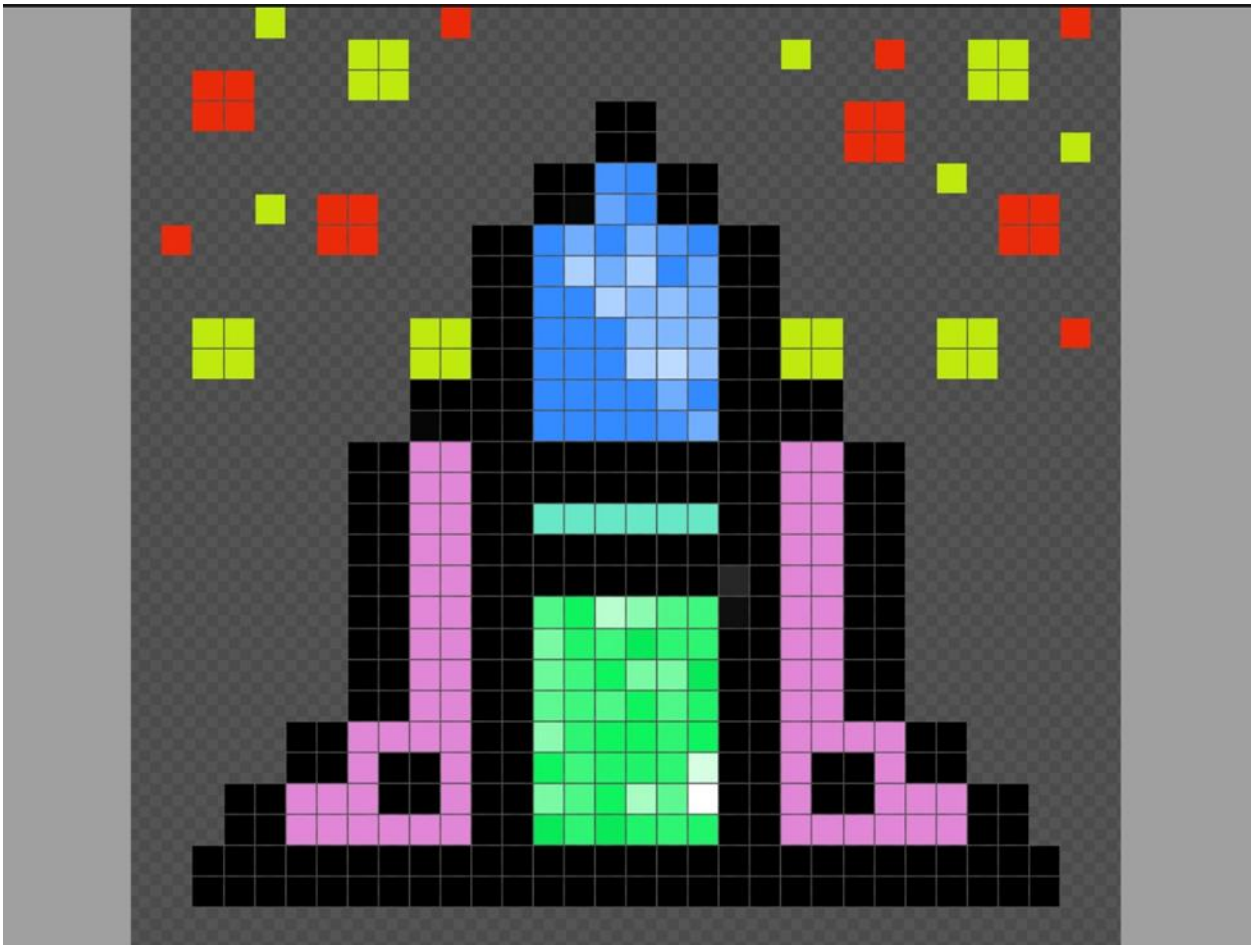
- Asteroids are the obstacles and need to be avoided
- The yellow and silver coins are the gasoline particles and are meant to refuel the rocket's tank

- 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 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.

Sound effects and music

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