

DL836 - Y2 Software Project

CA 1 - Game Design Document

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Story:

This game takes place aboard a spaceship that has been invaded by hostile extraterrestrial beings. The entire crew has abandoned ship, except for one lone soldier who slept through his alarm. The soldier's only chance for survival is to reach the ship's control room so that he may take back control of the ship. With extraterrestrial's blocking his path he must destroy them to make his way to his control room.

Game Concepts/Objectives:

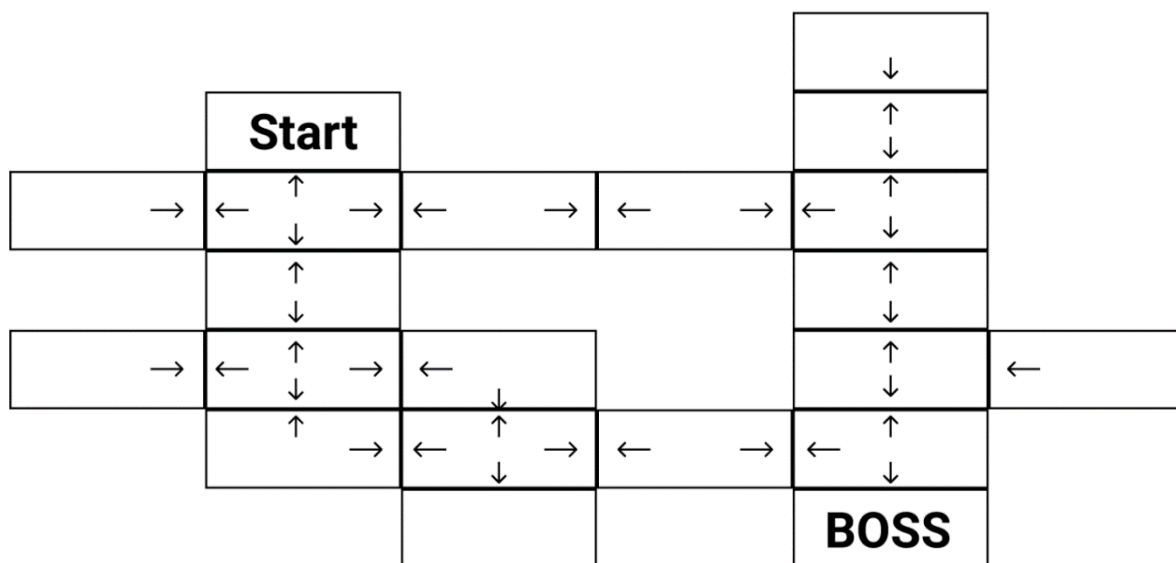
The game will be a top down shooter. The player will have to navigate through multiple rooms and defeat enemies to reach the end of the level, where they will face a final boss enemy. Once the player enters a new room, they will not be able to progress to the next room until they have defeated all enemies. There will be multiple routes a player can take to reach the end of the level, but some routes may lead to dead ends. The number of enemies that spawn in each room will be random, so each time the game is played it will be different. There will also be power ups hidden throughout the levels. These powerups will be able to help the player by increasing their health, increasing their damage or increasing the rate at which they fire their weapon.



Controls/Gameplay:

The player will be able to move in all directions, but will only be able shoot up, down, left and right. The player will control the character using the keyboard, using keys W, A, S, D to control the player up, left, down and right. The keyboard will also be used to fire, using keys I(fire up), J,(fire left), K(fire down), and L(fire right).

The player will have their life bar in the corner of the screen represented by 3 heart icons. If the player loses all their heart by taking too much damage from enemies, they will lose the game and reach a game over screen. The player will be able to recover some of their life bar by destroying enemies and finding health items hidden in levels. The player will also have their score and a timer displayed in the corner of the screen. The player gains points to their score by defeating enemies, but as the timer goes up their score also decreases. This will force the player to act fast in order to obtain a higher score, which will make the game more difficult. It also may encourage the player to explore the entire map to defeat enemies and achieve a higher score as opposed to trying to finish the level as fast as possible. The player will be able to navigate their position by bringing up a map by press M on the keyboard. The map will not show where the boss is located, it will show the rooms they have visited, as well possible routes to take.



The enemies There will be a variety of enemy types within the game. Some enemies will follow a set path, while others will charge into the player and track their movements. The different enemy types will have varying degrees of strength. At the end of the level, the player must defeat a boss enemy. This enemy will be much larger and stronger than a regular enemy and be much more challenging to defeat. Once the player defeats the boss enemy. They will be presented with a game over screen, displaying their time and score, with the option to start again.