Lost In Space...
Game Design Document
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This game is based on classic arcade games like Galaga and Galaxian. The game is one where the player commands a ship in space. With the goal of surviving against a waves of enemies and destroying them to in order get points. In turn completing against other player scores and achieving a higher score than everyone else.

Goals of the Game

As described before the goal of the game is having the player trying to survive as long as possible. In order to achieving points by destroying enemies that in turn try to destroy the player. Once the player is defeated there score is compared to the top scores set by other players who have played to see if they have gained the highest score.

Interaction

The interaction that the player will have with the game will be achieved through the use of the mouse's left button to interact with the buttons in the game. Such as trying to start the game, selecting to read the instruction and entering your name for the high score. In the live game itself the player will interact with ship by using the keys W to move up, S to move down, A to move left, D to move right and the space bar to fire the ship weapon. The other interaction that the player will have in the live game will be the keys combination of ctrl-m, ctrl-h, and ctrl-n. Those key combination each cause the interaction of turning off and on the music, pulling up the quick help screen and turning off and on the sound effects. The last interaction is when a high score is obtained the player use the keys from A to Z, to enter the name to represent the score.

Menu Layout

The menu layout will be relativity simple. The main menu will be accessible from the start screen of the game where on the page there will be a layout of two buttons that either starts the game or goes to the instruction page. The instruction pages layout will be one where the center portions while have text explaining how to play the game. Directly below the text will be two buttons that changes between the instruction pages to display more information. The other screen that will have some menu like feature will be the quick help screen will be layout out like typical game legend. The game screen will be layout as the whole active playable screen. In this screen the top right of screen will display the score, number of lives and number of special weapon left.

Story

Since the game is more an arcade survivor based game it doesn't have a story running throughout the game but does have a small intro story in the introduction/welcome screen of the game. The story is the player ship was patrolling there sector of space all of a sudden a ship appears and fires a wormhole weapon that send the player to an known sector and filled with enemy ships. Now the ship must survive against the enemies and make there way back home.

Overview of enemies

The enemies will have five different types. The different types of enemies will have different movement patterns, such as moving diagonal across the game screen or moving horizontally across the game screen then down a few spots then in the opposite horizontal side. The different types of enemies will fire different kinds of weapons. To some not firing any weapons at all. Some enemies also spawn more enemies on there destruction. The enemies themselves will spawn in group follow different design patterns, which are create before handed, and will be chosen at random while the game runs.

Image theme

The image theme the game will use for the player and enemy will be a mixture of a cartoon and old arcade games. Like the one in the game Galaga The score text will be one where it looks like old registrar display numbers.