



Hattori

"A vertical scrolling space-shooter"

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Hattori aim's to be a top-down vertical scrolling shooter taking inspiration from games such as Galaga, Space Invaders and Ikagura. Expanding on the core mechanic of these games, Hattori aim's to add a new layer of depth to these games by introducing an in-depth resource management system combined with new and exciting weapon upgrades for your ship.

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1 Overview

Hattori aim's to be a top-down vertical scrolling shooter taking inspiration from games such as Galaga, Space Invaders and Ikagura. Expanding on the core mechanic of these games, Hattori aim's to add a new layer of depth to these games by introducing an in-depth resource management system combined with new and exciting weapon upgrades for your ship.

2 References

Ikaruga

3 Specification

3.1 Genre

The game will be a score-based, endless, vertical-scrolling shooter.

3.2 Art Style

The art style of the game will be mainly sci-fi/space focused but will take inspiration from Eastern culture and art.

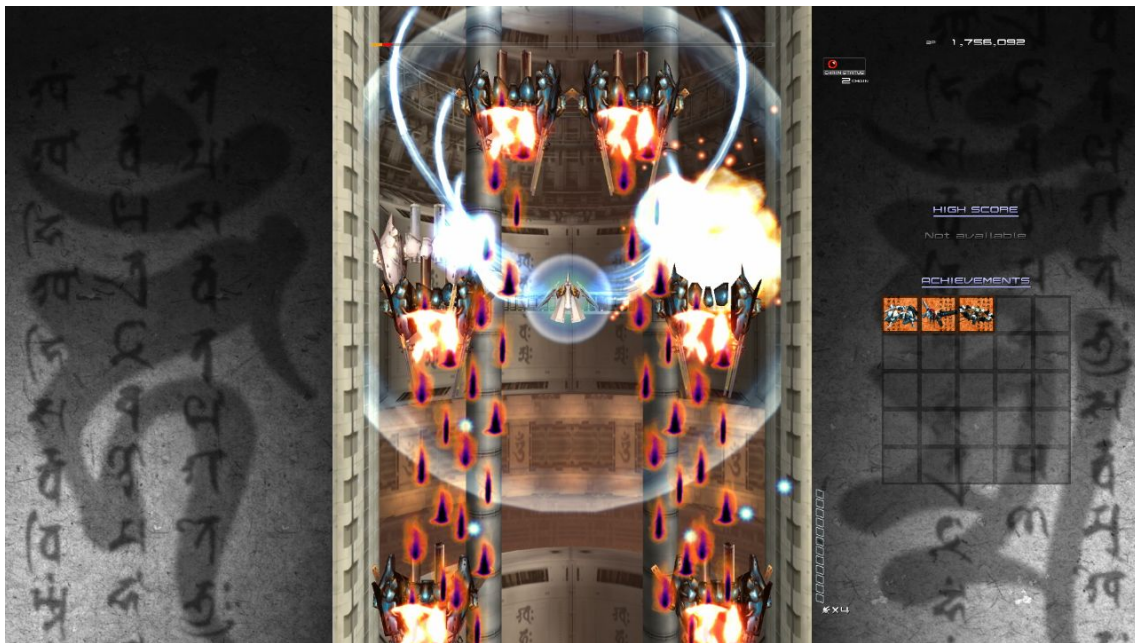


Figure 3.1: Gameplay from Ikagura(1998)



Figure 3.2: Art from Ikagura(1998)



Figure 3.3: Sci-fi warrior



Figure 3.4: 'Cowboy Bebop' concept art

4 Gameplay and Game Setting

Hattori will be an endless, vertical scrolling

4.1 Story

the story of the game

4.2 World/Environment

what is the settings of the game

also, add here a map of your environment or a picture of your world if necessary

4.3 User Interface

who are the characters in the game?

4.4 Main Objective

what is the goal / main objective of the game?

4.5 Core Mechanics

very important section: what are the core mechanics? be specific

4.6 Controls

describe the controls of the game also, add here a controller diagram if necessary

5 Front End

description of front end such as start screen, menu screens,...

5.1 Start Screen

5.2 Menus

5.3 End Screen

6 Technology

This game is designed for the Universal Windows Platform but will hopefully be available in both desktop and mobile versions.

6.1 Target Systems

Android, Windows desktop and Universal Windows Platform

6.2 Hardware

Mouse and keyboard or an accelerometer/touch screen device.

6.3 Development Systems/Tools

The game will be developed in the Unity engine, using the Unity editor. C Sharp will be the main programming language. Paint.net will be used to design art with Visual Studio 2017 and Visual Studio code being used to write the C Sharp code.

7 Topic and Inclusion

describe here how you plan to address the main topic (main theme) and the

7.1 Main Theme

7.2 Inclusion

7.2.1 Diversity

7.2.2 Accessibility

7.2.3 Humanity

8 Timeline

planned schedule

Milestone	Description	Date
	Official Start Date	01.12....
1	Milestone Description ..	01.12....
2	Milestone Description ..	01.01....
3	Milestone Description ..	01.03....
	End of Project	01.04....

Table 8.1: Example Schedule.

9 Team and Credits

most important - who are you, who takes what role?

e.g. : Project Management:

Programming:

Art:

Design:

Additional Credits (e.g. sources of art, audio,..)