



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 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: Art example

4 Gameplay and Game Setting

be specific about the core game features

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

what technologies is the game designed for, what is the target platform, what technologies are used for the development?

6.1 Target Systems

what platforms is the game designed for

6.2 Hardware

what hardware is needed to play the game? any additional interface? recommended controllers?

6.3 Development Systems/Tools

please describe the tools you are using (game engine, art tools, ..)

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,..)