



# 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: Art from Ikagura(1998)



Figure 3.2: Sci-fi warrior



Figure 3.3: 'Cowboy Bebop' concept art



## 4 Gameplay and Game Setting

Hattori will be a

### 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,.. )