Joseph Schell

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Final Project Game Design Document

**Overview**

I would like to create some soft of plane/rocket ship/UFO 2D driving game that consists of mazes to get through that grow increasingly more difficult as you pass each level.

**Theme / Setting / Genre**

* Flying / Maze Game

**Influences**

* Any flying simulation games
* Snake
* Operation (Board Game)

**Core Gameplay Mechanics**

* Movement along X and Y axis, with ability to rotate to change direction
* Safety area at starting position and in order to win, the aircraft must reach the winning platform at the end of the maze. Touching any other surface between the two safety platforms would cause instant death.
* Increasingly more difficult levels that have obstacles between starting area and winning platform.

**Input Types**

* **Space Bar:** thrust / movement
* **A-key:** rotate left
* **D-key:** rotate right

**Visual Style**

* 2D linear path to winning platform
* Obstacles will be able to move on the X, Y or Z axis

**Audio Elements**

* Thrusting / Engine acceleration sound
* Explosions on fatal impacts
* Winning scenario sound (upon landing on winning platform)

**Intended Audience**

* Anyone 5 years and up, although I want the game to be difficult, so I imagine it will attract an older audience.