Date 23/10/2017

Game Idea

Type

-Simple platforming game, similar to super mario.

Setting

-The game will take place on an alien planet, on which asteroids fall

Mechanics

-Being able to move around using the left and right arrow keys

-Jump using the upper arrow key

-The player will have a limited number of lives

-Asteroids will fall which will damage the player or with other words remove a life

- Goal: The player must collect artefacts(collectables) to complete the game

Music

-Electronic/arcade music

Background

-Deserted alien planet

Character

-Generic astronaut

Date 29/10/2017

I decided to change the main idea of the game since much of the syllabus is yet to be covered. I concluded that it would be more productive and efficient to concentrate on the rest of the syllabus and later make my research on the extra features the game should include. A platforming game will require basic physics for jumping, which is not a required extra feature. With that being said the type of the game will change but part of my initial idea will remain the same.

Changes

Type

-Similar to, Space Invaders

Mechanics

-There will be no jumping mechanic

Character

-A space ship