Game Design Document

Judul Game : Fly My Plane

Genre : Shoot ‘Em Up, Casual

Target Audience : Semua Umur

## Gameplay

Game kami bergenre shoot em up top down dimana player ditugaskan untuk mengendalikan sebuah pesawat luar angkasa untuk menghindari/menghancurkan obstacle berupa asteroid, meteor, dan benda langit lain. Dalam mengendalikan pesawat, player hanya dapat menggerakan pesawat ke kiri dan kanan menggunakan accelerometer (memiringkan device) sedangkan pergerakan maju ditampilkan secara paralax. Dalam permainan player diharuskan menghindari obstacle yang akan menabrak pesawat dan dalam beberapa kasus menghancurkan obstacle dengan mekanik shooting yang diaktifkan dengan gesture tap pada layar.

## Game Design

Obstacle Asteroid

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Name | HP | Speed | Damage | Special |
| Normal | 3 | Slow | 4 | - |
| Small | 1 | Slow | 2 | - |
| Armoured | 6 | Slow | 4 | Tougher |
| Splitting | 3 | Slow | 4 | Creates 2 small asteroid when destroyed |
| Fast | 1 | Normal | 2 | Faster |

Enemy Ship

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Name | HP | Speed | Damage | Special |
| Scout | 5 | Normal | - | - |
| Fighter | 10 | Normal | 5 x 1 Gun | - |
| Bomber | 15 | Slow | 5 x 2 Gun | - |
| Merchant | 15 | Normal | - | Drops power up/upgrades when destroyed |

Power Up

|  |  |
| --- | --- |
| Name | Description |
| Shield | Grants invulnerability for a few seconds |
| Time Dilation | Slows incoming enemy/obstacles |
| Supernova | Destroys all enemy/obstacles on screen |
|  |  |

Offensive Upgrade

|  |  |
| --- | --- |
| Level | Number of Bullet/Shots |
| 0 | 0 |
| 1 | 1 |
| 2 | 3 |
| 3 | 5 |
| 4 | 7 |

Defensive Upgrade

|  |  |
| --- | --- |
| Level | HP |
| 0 | 10 |
| 1 | 12 |
| 2 | 15 |
| 3 | 19 |
| 4 | 24 |
| 5 | 30 |