**Workshop Produksi Game**



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**PROGRAM STUDI TEKNOLOGI GAME**

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**POLITEKNIK ELEKTRONIKA NEGERI SURABAYA**

**SURABAYA**

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Game Design

1. **Enemy/Obstacle**
2. Asteroids
3. Normal

Normal asteroid that floats randomly and will damage the player ship upon impact.

* HP : 2
* Speed : Slow
* Damage : Normal

1. Small

Smaller asteroid that deals lower damage.

* HP : 1
* Speed : Slow
* Damage : Low

1. Armoured

Armoured asteroid that’s a bit harder to blow up using guns

* HP : 4
* Speed : Slow
* Damage : Normal

1. Splitting

Normal asteroid that creates 2 small asteroid when destroyed.

* HP : 1
* Speed : Slow
* Damage : Normal

1. Fast

Small asteroid that floats faster than the counterpart.

* HP : 2
* Speed : Normal
* Damage : Low

1. Ships
2. Scout Ship (Unarmed)
3. Fighter (Fast, lightly armed)
4. Bomber (Slow, heavily armed)
5. Merchant (Drops upgrade when destroyed)
6. **Upgrades/Power Up**

Upgrades and power up drops from merchant ships (and rarely from other destroyed obstacles/ship) and can be collected by the player to strengthen their ship.

1. Engine
2. Level 1
3. Level 2
4. Level 3
5. Level 4
6. Level 5
7. Guns
8. Level 1

* Spread : 1

1. Level 2

* Spread : 2

1. Level 3

* Spread : 3

1. Level 4

* Spread : 5

1. Level 5

* Spread : 9

1. Hull
2. Level 1

* Total HP : 5

1. Level 2

* Total HP : 10

1. Level 3

* Total HP : 15

1. Level 4

* Total HP : 20

1. Level 5

* Total HP : 25

1. Repair
2. Small Repair

* Heal (HP) : 2

1. Medium Repair

* Heal (HP) : 5

1. Large Repair

* Heal (HP) : 10

1. **Level**

This game will only have one endless level with increased difficulty as the player progress further and longer. Increased difficulty includes increased obstacle speed, higher damage, and rarer upgrade/power up drops.