

MULTIMEDIA



UNIVERSITY

TGD3251

3D Games Programming



Spess Shooter X

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Design version: Spess Shooter X v1.0

Design perspective: Game is designed for pickup & play.

Synopsis

Spess Shooter X is an on-rails FPS mobile game for Android devices. Shoot enemies and try to survive as long as possible against the infinite legions of enemies. The game is built using the Unity Engine.

Gameplay

The player will take control as a space ship with the ability to shoot weapons by tapping the phone's screen. The movement will be automatic as the player will move forward by themselves and need to only control where the weapons are shooting. The player can rotate themselves using the gyroscope.

Controls

Controls: Touch screen to shoot and rotation/tilting using gyroscope.

Rules/Mechanics

Setup: The player starts with a space ship and twin-linked laser blasters.

Movement: The game is on-rails since both fingers normally used for movement in mobile games is used to aim and shoot weapons.

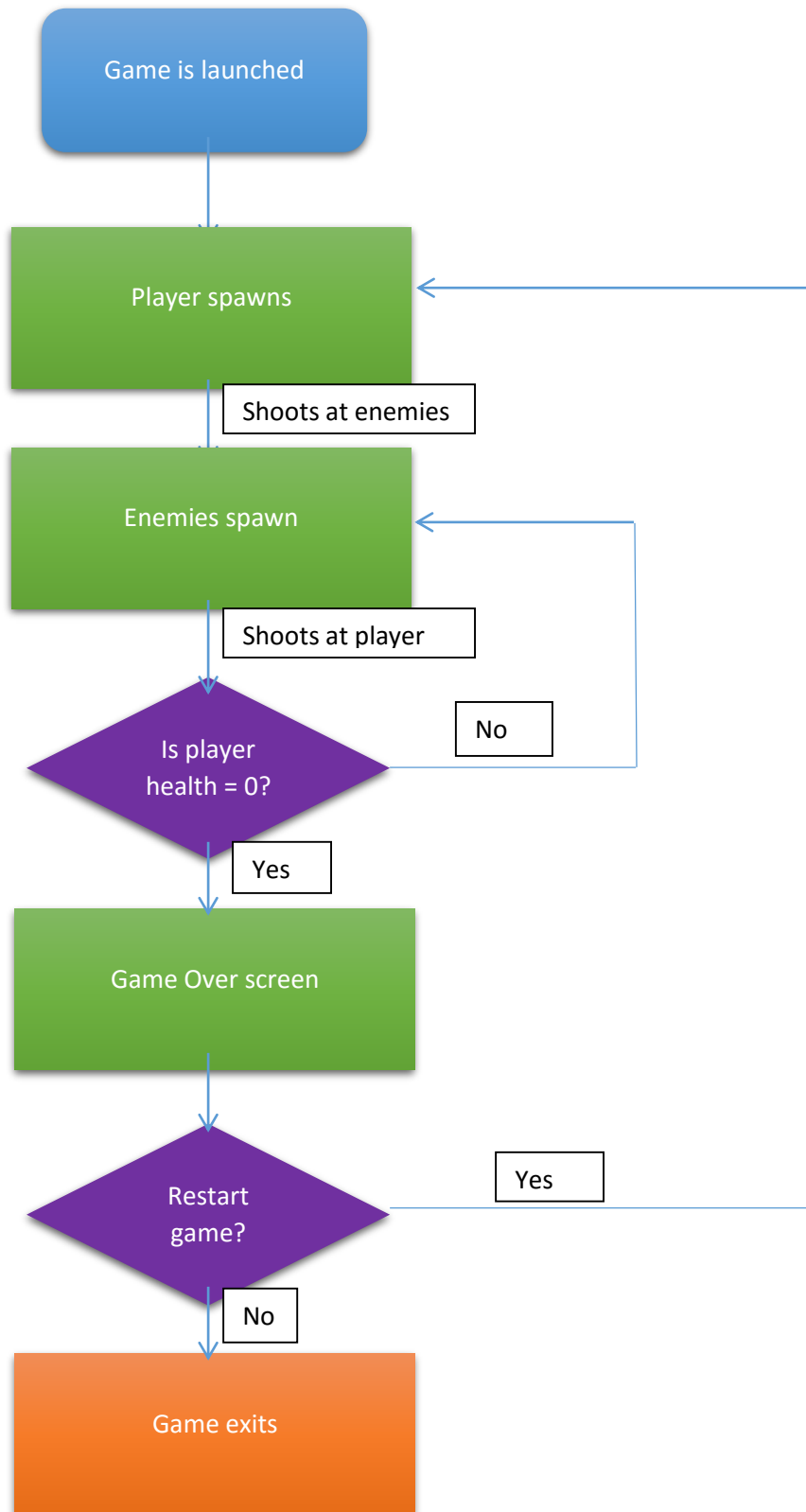
Win condition: The goal of the game is to get the highest score possible.

Lose condition: The player loses when their health is zero.

Objectives/Goals

- Destroy as many enemies as possible
- Survive as long as possible

Game Flow Chart



User Interface



Press back to Quit refers to the phone's "back" button.

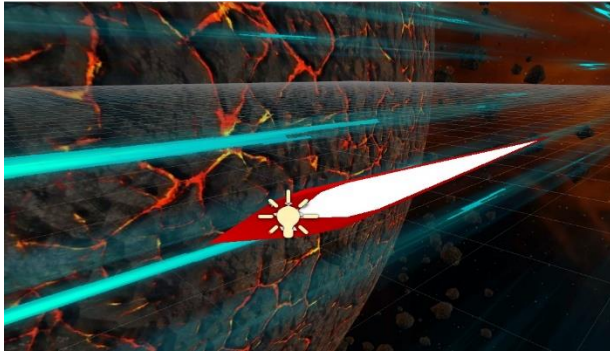


Heads up Display



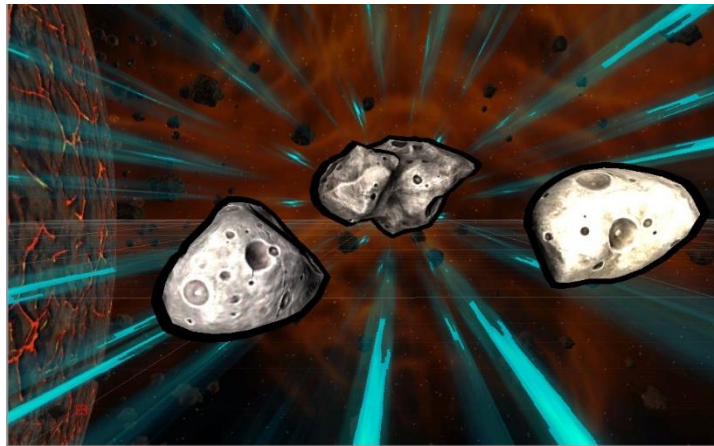
Spess Shooter X has a minimal HUD, displayed in this screenshot are the only HUD elements in the game which are the scoreboard, healthbar and crosshairs.

Enemies



Gunship[Enemy_Cell_Shaded] and Gunship laser[EnemyBullet_Cell_Shaded_1]

Gunship will spawn randomly and seek the player out and shoot them with its laser blasts which cause 1 damage per hit. Gunships are the primary threat in Spess Shooter.



Asteroids from left to right [asteroid1_Cell_Shaded, asteroid3_Cell_Shaded, asteroid2_Cell_Shaded]

Asteroids will spawn randomly and move in a straight line while rotating. Collision with the player will result in instant death but asteroids are slow moving and should only cause trouble for the careless player.

Phase 2 Development Plan

Planned Features

- Add a boss type enemy
- Add additional enemies
- Add additional levels
- Implement powerups
- Polish the game to be ready for release on Google Play

Main Challenges

- Time constraints, as I am also developing a PC game this trimester using a different engine for Final Year Project.

Implementation

- All planned features will be made by building upon existing scripts for the project.
- The Google Play release will depend on player feedback during Open Beta testing. If the game is found lacking, then the Google Play release will be delayed to further polish the game.