SPACE GAME PROJECT

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Project plan

Add a Gantt chart either with a link or a screenshot of it “A sprint/project plan for the duration of the project from ‘**Design**’ to ‘**Implementation & Testing**’ in a Gantt Chart”

Ends on 6/12

Rough idea on what it could look like



Mood board

ADD MOODBOARD (adding in spaceships, lasers, space, planets) Background research on the game analysis [no more than 200 words] through the comparisons of 2 existing examples (games).

Game analysis

The inspiration for “Starfighter 2050” came from “Galaga”. This was an arcade fixed shooter video game that was developed and published by Namco in 1981. The player was a starship captain who had to destroy the enemy forces (the “Galaga”) while progressing through the game levels.

Storyboard

Game type – Single player, fixed shooter space fighter. “Fixed shooter” means the player is limited in the game space to a single axis of movement.

Name – “Starfighter 2050”

The game controls require only a standard keyboard. The standard nature of the game means it can be played on computers with limited resources (in terms of memory, RAM and computing power). The game can be played on several operating systems (e.g. Windows, Apple iOS, and Android)

Keyboard control assignations:

* Move player position right – “D” key
* Move player position left – “A” key
* Move player position up – “W” key
* Move player position down – “S” key
* Fire player weapons – spacebar

How to initiate and end the game.

* To start the game -
* To end the game –
* To re-start the game –
* To pause the game -

*Story- (menu screen, buttons for it “start, info and exit”)*

Game rationale:

* Player progresses through the various levels
* Player will be attacked by a range of increasingly skilful enemies
* One of the goals is not to die,
* Player has the advantage of limitless ammunition.
* Ultimate goal is to get to the other side.

*colour, font, background*

*Basically, how the game will go from start to finish*

*So, a menu, pause menu, death scene if there is one, Levels.*

Background.

“Starfighter 2050” will be like the old-fashioned and classic arcade game “Asteroids”. The players enemies will fire upon/attack the player with harder levels as the player progresses.

Other stuff

In-game UI/HUD wireframe sketches/mock-ups 4 examples

<https://www.google.co.uk/search?q=In-game+UI/HUD+wireframe+sketches/mockups&tbm=isch&hl=en&sa=X&ved=2ahUKEwix_raYjOf6AhVHhM4BHTX4BukQBXoECAEQQg&biw=1903&bih=969#imgrc=nhE4PUnyBk_okM>