

[I4 GAMES]



I4 GAMES

GAME DESIGN DOCUMENT

[Dogfight]

Version #01

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Game Overview

It is an arkanoid clone game. Player moves a paddle left to right and bounce a ball to destroy a structure, but there are also enemies who the player can shoot and they will bounce the ball back to the player or even try to shoot the player.

Game Play Mechanics

- Bounce a ball to destroy a structure
- Bounce the ball to shoot moving enemies
- Enemies spawn among the structure
- Limited lives
- Gather energy by collecting pickups to trigger a special attack

Camera and Game World

A 2D Top down space/sky world where the player and the enemies move and shoot.

Controls

Keyboard control:

- AD / Left and Right arrow Keys: move the paddle
- W / Up arrow key: release energy for special attack when it's available
- P key: pause game

Game Progression

Player in this game has to dodge the enemies' bullets and bounce back the back to destroy the structure or to kill the enemies. Once the structure is been ridden of clearly, the player wins.

Characters

The character in the game are basically the paddle and the enemies, which will be mostly comprised of alliin crafts.

Enemies

The enemies will be randomly generated at the top of the screen, stay a distance from the paddle and move left and right to shoot the player. There will be approximately 3-6 enemies exist at the same time, once they got shot, will regenerated onto the screen until the main structure is destroyed.

Weapon

The only weapon that player can use is the bouncing ball which will always exist in the game. But a special attack can be triggered by accumulating collectables.

Item

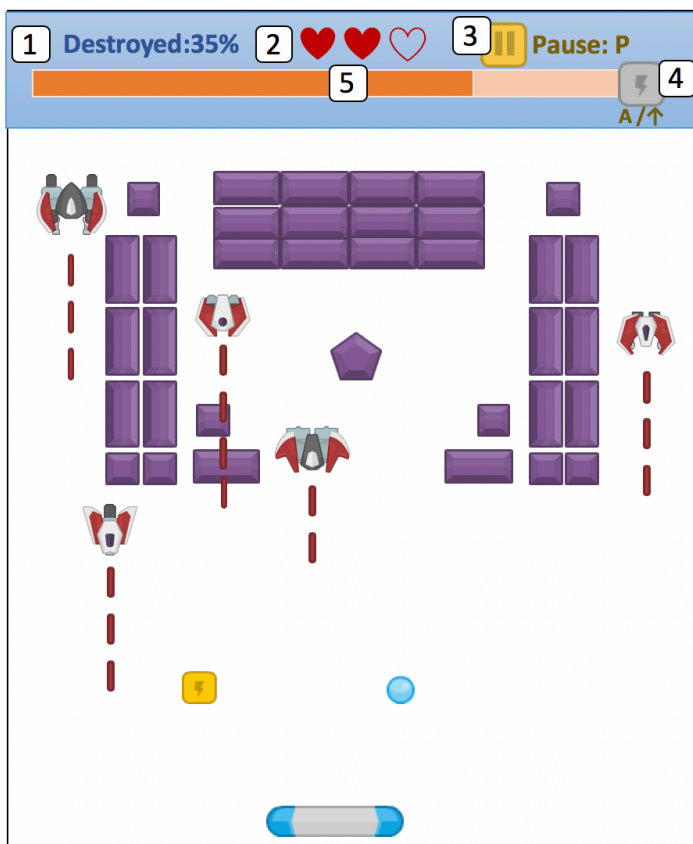
When killed, enemies drop down between 1-2 items randomly. By picking up the items, player can gather energy for special attack.

Scoring

The score will be the percentages that the structure being destroyed.

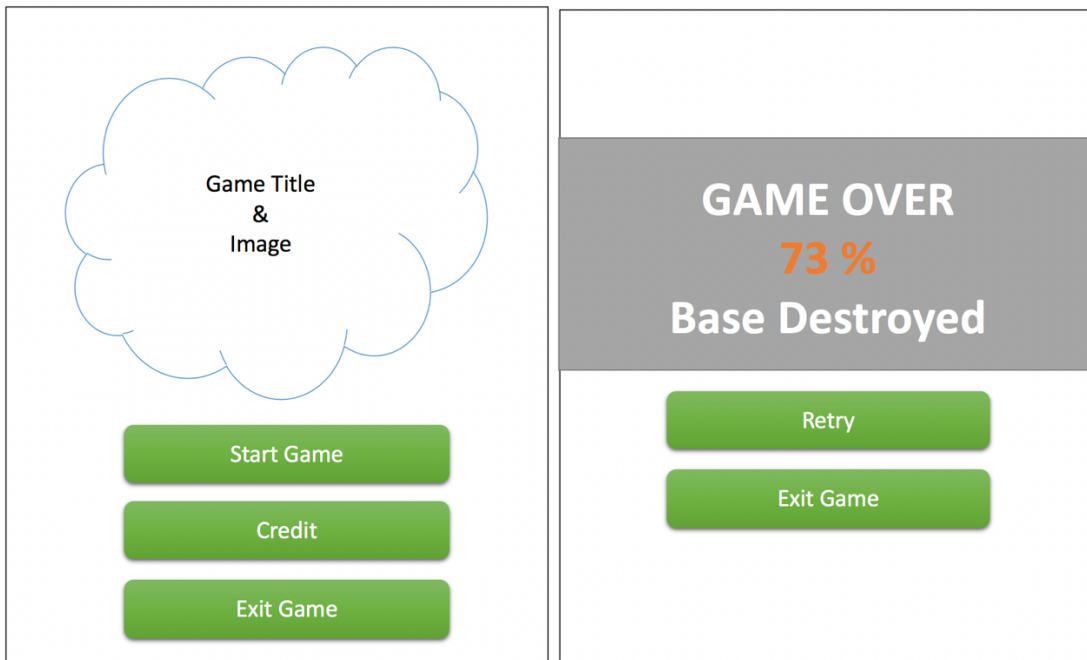
Interface Sketch

Gameplay screen



1. Score(How much is the structure being destroyed)
2. Lives
3. Game pause hint
4. Special attack activate hint (When lighten, player can press A or Up arrow to release energy for special attack)
5. Energy accumulated indicator (for special attack)

Game Menu & Game over screen



Art / Multimedia Assets Index

2D sprites

1. Bricks pack



2. Enemy crafts



3. Collectable



Sounds

1. Background music
2. Shooting sound
3. Ball bounced sound
4. Collision sound
 - a. Enemy/brick is destroyed
 - b. Player is hit
 - c. Get pickups
5. Game over
 - a. Win
 - b. lose