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Game design document

Computer science 120

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Initial idea:

Obstacle gravity target practice.

Diving deeper:

You are in space and your goal is to shoot and hit the target. There is one planet that has a larger mass than you so in turn you are orbiting it. You must shoot a “space bullet” through the planets gravity fields to hit the target.

Screens:

Menu:

Will be the starting menu displaying the directions, play, and quit.

Game play mode:

Background is a picture of space. In this background there will be 5 sprites being, the target, planet, space bullet, space man. There will also be a tracer that follows you bouncing around the screen. Purely for visual effect.

Sprites:

Target: Will be an image that is in the bottom half of the screen. A sound will also be attached and activated when space bullet sprite hits.

Planet: Will be an image of a moon/planet. The mass will be set to 100 as to slow the spaceman down a little so as to not be as sporadic. Will be located in the center of the screen.

spaceman: Will be an image of a spaceman. Random in nature as to only populate at the top part of the screen. Can either move left or right depending on where it randomly generates. The mass will be set at 10 as to provide a gentil pull towards the planet. The movement of the spaceman will be bounce as well.

Space Bullet: This will be a 10 X 3 pixel box that will move from the spaceman. Will be activated when the space bar is pressed. The bullets will move in a straight line and the exit behavior of the bullet will just be leave.

Game sketch:

A paper with lines and a drawing on it

Description automatically generated