

GAME DESIGN DOCUMENT

The game is going to have an arcade style but in 3d, a bit low poly.

I am going to use version 2021.3.16.

All assets will initially be downloaded from the unity asset store .

The game will be divided into levels.

The game will consist of a map in which a ship will have to avoid different enemies (turrets) in order to survive and collect as many coins as possible at the end of the level.

The levels are set in space, so I will add particles and effects to create a feeling of being in space.

Character Interactions

- The player will have several functions:
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- A boost, which will be guided by a bar. This bar will go down progressively if the boost is used, once it reaches 0, the bar will go up slowly. when it is at 100% it can be used again.
- A Spin, that is, the ship will make a 360° turn to give more mobility and to distract the enemies and the bullets fail.

Motion

- The player will follow the movement of a dolly track, that is, the movement will be constant, so the player will have freedom of movement in the X and Y axes, in order to dodge projectiles or aim at enemies, marked by limits. .

Shooting

- The player will be able to shoot in order to destroy the enemies:
- It will have a scope which is constant shots as if it were a submachine gun.

Coins

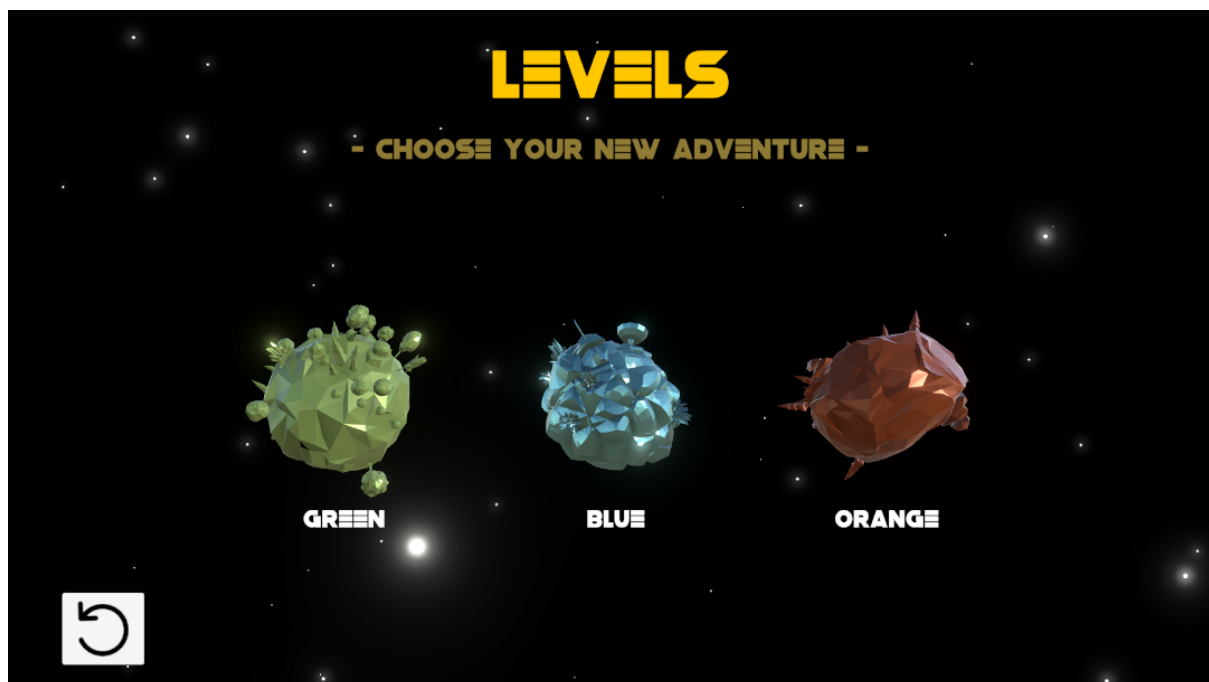
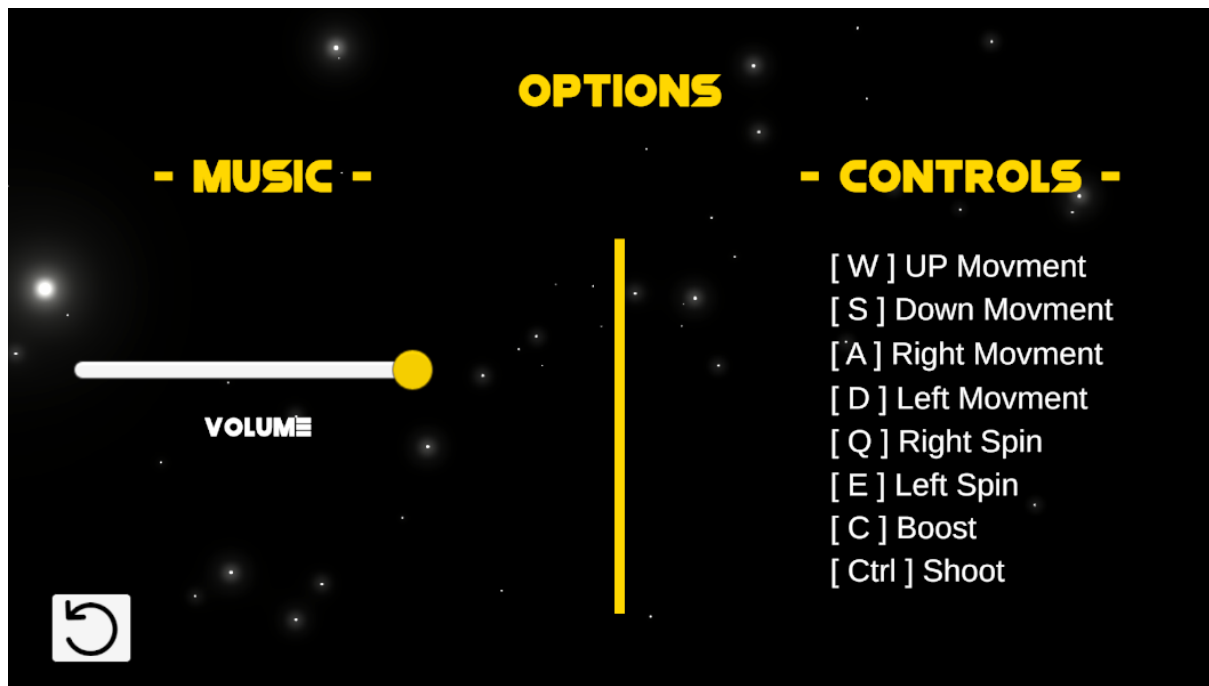
- We will find 3 coins per level, we must collect all of them in order to complete the level to the maximum. Also if we get the coins of a level, we unlock the next level and so on.

Menús



We will find three buttons:

- Levels → which will send us to a scene with the different levels.
- Options → It will send us to a scene with the game controls and settings.
- Exit → It will take us out of the game.



The level menu, which will be different planets which will be rotating to give movement to the scene, when you click a planet it sends you to the level. When you start the game for the first time, only the first one will be unlocked, once the others will appear on the screen with their proper material.

SOUNDS

- The game will have a volume bar that adjusts the sound of the music.
- Pretty much every action in the game has a sound for it.