

FRANCIS ET AL.



# SECTOR RANGER

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**A game about shooting things in space.**

Version #XX

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## Table of Contents

1. [Game Overview](#)
2. [Camera](#)
3. [Controls](#)
4. [Saving & Loading](#)
5. [Interface Design](#)
6. [Game World](#)
7. [Levels](#)
8. [Game Progression](#)
9. [Characters](#)
10. [Enemies](#)
11. [Items](#)
12. [Sound](#)
13. [Story](#)
14. [Art](#)
15. [Future Features](#)

### Version History

Version 0.01: A quick prototype of flying and shooting mechanics.

## Game Overview

The basic game mechanics are borrowed from *Asteroids*. The player controls a small spaceship with four button commands: rotate clockwise, rotate counter-clockwise, propel forward, and fire weapons.

That's where the similarities end.

Instead of asteroids, this game pits the player against enemy ships. of various sizes and behaviours. Everything will be rendered in detailed and colourful pixel art.

The game loop is arcade-style. Like Tetris or Galaga, there is no scene change between levels. Each level is a new wave of enemies, escalating in difficulty simply by their increasing numbers. The goal is to survive as many levels as possible before dying, and to achieve the best possible score (number of enemies killed).

At the start of each level, a powerup is spawned.

## Camera

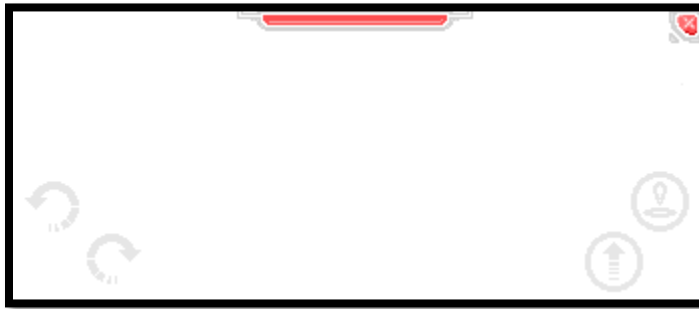
Top-down, of course.

## Controls

Touch controls will be the main inputs. Gamepad support will also be supported, because it's XCloud or bust.

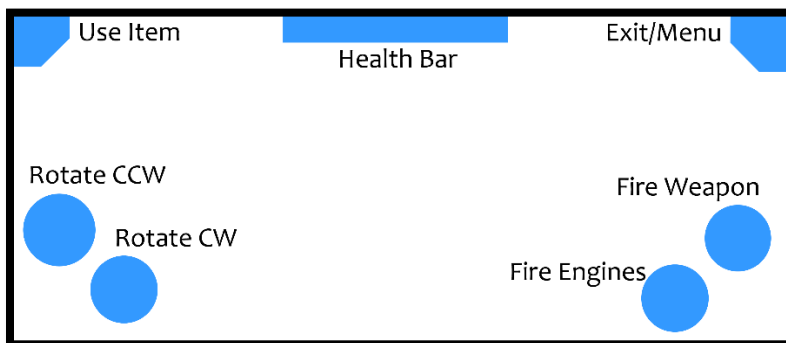
## Interface Design

### a. Current layout



- Health bar in center-top
- Exit/menu button in top-right
- Touch controls in lower corners for turning, firing engines, and firing weapons. (translucent)

Blueprint:



Starting menu blueprint:



The how-to screen will be similar to the main blueprint, with all key UI elements labelled. In the center of the screen, a text box will summarize the basic game loop.

## Levels

Each level contains a fleet of small-to-medium enemy ships, which must be eliminated.

## Characters

A tough little ship. Small, manoeuvrable, heavily armed and armored.

## Enemies

Space pirates. They seek and destroy.

## Items

Three kinds of powerups are currently available. Supersize ship (slower, but has more health), supersize projectile (damage boost), or missile projectile (slower projectiles and fire rate, but massive damage boost).

## Sound Index

**Three background songs – start screen, gameplay, and game over.**

**Two different laser blast sounds, one for the player and one for the enemies.**

## Story Index

You are a SECTOR RANGER starship captain, the Galactic Federation's first line of defense against hostile alien powers. Due to a recession of the galactic economy, the Federation can no longer afford to maintain a full military presence in its outermost sectors. Defense of these sectors now falls to the SECTOR RANGERS, a small, elite fleet of advanced pocket battleship.

Spread thin, the SECTOR RANGERS usually face impossible odds. Single ships are often forced to battle entire enemy fleets.

## Art / Multimedia Index

- Player sprite
- Enemy sprite
- Player projectile sprite
- Player missile sprite
- Enemy projectile sprites
- Asteroid sprite
- Powerup sprite
- Space background sprite
- UI for all screens

## Future Features

*TBD*