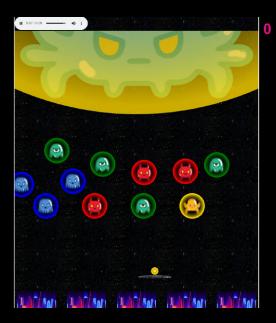
SilverFOCS Incubator





An immersive world beyond your imagination





Thrilling and exciting heroic experience that will leave players on the edge of their seats. As the general of the space force, players are immersed in a sensational adventure. Not only must they devise a game strategy to enhance effectiveness of kills against the elemental monsters, they must also protect their cities. Players will be rewarded with a sense of accomplishment when they successfully defend their colony.

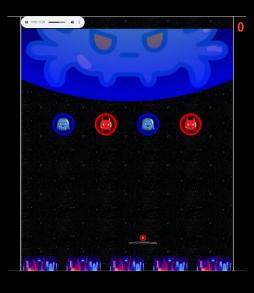


Operating instructions

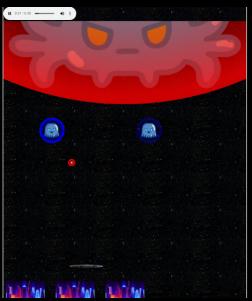


How to play

- Score
- Boss Elemental Monster
- Small Elemental Monster: 4 elements (Water, Fire, Nature, Earth)
- 4 Elemental Bullets: changes element after hitting monsters
- Spaceship (paddle)
- 6 Protect your cities (number of lives)







170



170

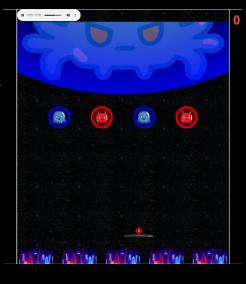
Accumulate points by destroying the monsters, get extra points when counter aliens'element, and the amount of cities you have saved.

- Element effectiveness: Water > Fire > Nature > Earth > Water
- Effective hit: +50 points (water bullet hitting fire monster)
- 3 Equivalent hit: +20 points
- Ineffective hit: +10 points (water bullets hitting earth monster)
- **5** City saved: +100 points/city
- 6 Boss defeated: +1000 points



Level 1

- The monsters have 2 different elements: Fire (red) and Water (blue).
- Boss elemental monster functions as a border
- Monsters are not moving
- Water is more effective against fire
- More damage to monsters and higher scores awarded if water bullet hits fire monster







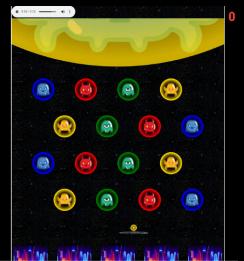
Pevel 2

- 1 The monsters have 2 different elements: Nature (green) and Earth (Yellow).
- Boss elemental monster changes element randomly
- Ball changes element after coming in contact with the boss
- Monsters are moving down
- 5 2 lives (cities) will be deducted when monster touches the cities

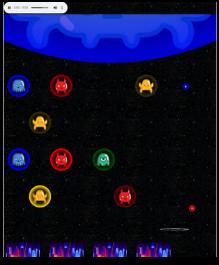


Level 3

- All 4 elements present and the monsters will move down faster.
- Boss elemental monster still functions as the border. The boss monster will only be killed in level 5.
- Monsters will move down faster







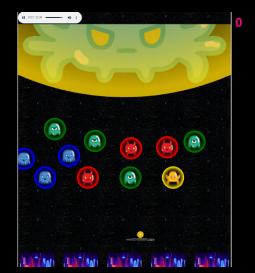
1900

Level 4

- 1 2 balls
- 2 Player chooses when to fire the ball
- Monsters will be moving around

Boss Level

- Defeat the boss
- Boss randomly spawns smaller elemental monsters



Creator goals:

To immerse our players in a sensational heroic storyline with a thrilling and mind-boggling sci-fi game experience.

Concept diagram



Background Music Musictown and GioeleFazzeri

Fonts Helvetica

Quotes None

- - Wang Yi Jun

- Jovan Yap
- Ekkanat Tanchavalit Yuan Jiale



Game Logo: https://www.vecteezy.com/vector-art/

4946223-celestial-bodies-space-logos-set

Monsters: https://www.freepik.com/free-vector/

retro-video-game-monsters-set_1529195.

htm#query=game%20character&position=0

&from_view=keyword#position=0&

query=game%20character

City: https://www.freepik.com/free-vector/

future-metropolis-seafront-with-illuminating -neon-colors-lights-futuristic-skyscrapers_

4758668.htm#query=neon%20city&position=46

&from_view=search



Spaceship https://www.freepik.com/free-photo/

Background: science-background-fiction-interior-rendering-sci-fispaceship-corridors-

red-light_9600038.htm#query=spaceship

%20background&position=11&

from_view=keyword

Astronaut: https://www.freepik.com/free-vector/

astronauts-talking-cartoon-illustrationscience-technology-concept-isolatedflat-cartoon-style_16424094.htm#query=

astronaut&position=37&from_view=

search



Music 1: https://pixabay.com/music/ambient-cinematic-atmosphere-score-2-22136/

Music 2: https://pixabay.com/music/main-title-infinity-heroes-epic-inspiring-adventurous-soundtrack-9278/

Others: Unsplash, Canva