# Infini Space

## Concept

Players try to see how long they can survive. Each enemy they defeat increases their score which will allow the to purchase upgrades.

### Genre

Shmup, arcade, round based survival

### Inspirations

Space Invaders, Galaga

#### Title of Inspirational Source

This game was inspired by classic shmup games and games that feature a loop of earning points, upgrading and then trying again.

### Development Software

The tools used for this game will be:

* Godot
* Aesprite
* Blender
* MagicaVoxel
* Sfxr

## Gameplay

Players try to survive as many rounds as they can. Every round, the number of enemies that need to be defeated will increase. Along with this, different classes of enemies will spawn. Players earn score points for each enemy defeated and when they die that score is converted into credits which the player can use to upgrade their stats.

### Mechanics

Each mechanic in the game gets its own section. Every game should have a few mechanics, which will be included alongside a generic template.

#### Mechanic Name

A description of how the mechanic works. Be as concise as possible to allow room for implementing the mechanic to breathe. Additionally, consider including a visual mockup of the mechanic’s function to aid the description.

### Controls

***Move:*** *Keyboard & Mouse:* WASD/Arrow Keys

***Shoot:*** *Keyboard & Mouse: Spacebar*

## Visuals

Talk about the specific design criteria and identity which will be used for the game. What kind of style should the game have? What kinds of colors will be used? How do these aspects relate to the jam’s theme?

### UI

Describe, in a single paragraph, how the UI will be designed. Take into consideration the visual style used for the game overall and specify what information it will communicate to the player and how.

## Audio

Provide a one-sentence description of the overarching design goals for the game’s audio.

### Music

Describe the kind of music this game will have and when it will play. Will there be ambient music constantly playing, or will music be reserved for intense moments, like fights? What kind of musical style will be used? Keep this section to a paragraph at most.

### Sound Effects

Describe how sound effects will be used in the game, as well as their style and when, generally, sound effects should be used. Like with the music section, keep this description’s length at about one paragraph.