SGM Course Assignment Ten-Pager

## Story and Gameplay

*Set in the vast outer regions of the Milky Way, a small crew onboard the spaceship \_\_\_\_\_\_ are doing mining operations in an asteroid belt.*

* Fly the \*spaceship name\*
* Navigate through asteroid belt
* Enjoy the scenery
* Master the controls of \*spaceship name\* and bring the crew safely to the asteroid settlement

## Game Flow

* Timer

A timer will track how fast the player is able to land the \*spaceship name\* successfully at the settlement. As the player becomes more skillful in controlling the vessel the player will be able to decrease the time it takes to land the vessel.

The goal of the game is to simulate the controls of a spaceship in a vacuum, hence the adventure is focused on mastering these controls, not so much the environment in which the spaceship exists.

## Character(s) and Controls

You’re not introduced to specific characters. It will be YOU flying the spaceship and you are in control of everything. You will be driving the \*spaceship name\* and controlling motion in all axes:

* Vertical axis (yaw)
* Lateral axis (pitch)
* Longitudinal (roll)

## Main Gameplay Concept

The player engages in a space simulation. With the use of VR Oculus Rift, a joystick and motion controller, the player will, from the cockpit of a spaceship, navigate/control the spaceship to its destination and land it.

**Platform**

PC

## Game World

The game takes place in space, somewhere in the outer regions of the Milky Way, in the vicinity of a black hole surrounded by asteroid belts. The player is navigating from a location within one of the asteroid belts to a small settlement located on an asteroid also within one of the asteroid belts. The small settlement is responsible for the mining operations in the asteroid belt, and your mission is to bring supplies to the settlement. That is easier said than done, as you’re landing the vessel on a moving asteroid while avoiding collision with other asteroids.

## Interface

Display monitors inside the cockpit shows the values for velocity in all axes, rotation in all axes and distance to the settlement in the asteroid belt. With a joystick and motion controller the player manipulates these motions.

By looking around, the player will notice buttons inside the cockpit as well. These will be highlighted when looked at and the player can then interact with them.