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| --- |
| Vicenary Games |
| Space Shooterz |
| **C:\Users\Karem\AppData\Local\Microsoft\Windows\INetCache\Content.Word\TeamLogo.jpg** |
| Version #1  All work Copyright © 2019 by Vicenary Games.  All rights reserved. |
| **Abdulkarem Alani** |
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| October 5th 2019 |

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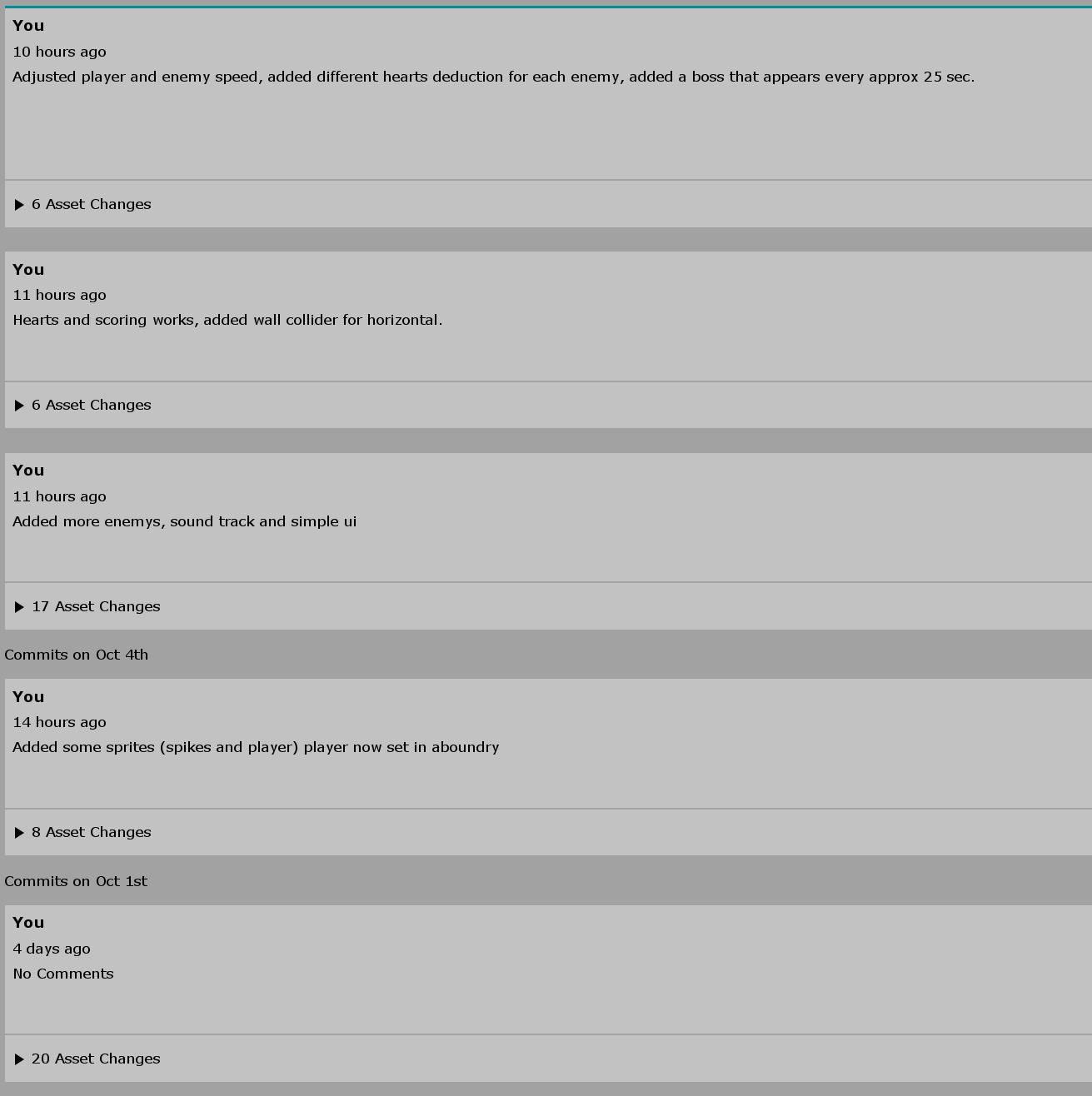
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# **[Version History](#_Version_History)**



[This is the body of your video game design document. You should add and delete sections as they pertain to your game’s design.]

# [Game Overview](#_Game_Overview)

*The goal of the game is to avoid hitting the space ship and collect the rocks for a higher score with only 20 hearts, there are 4 types of spaceships and each one looks and damages the player differently.*

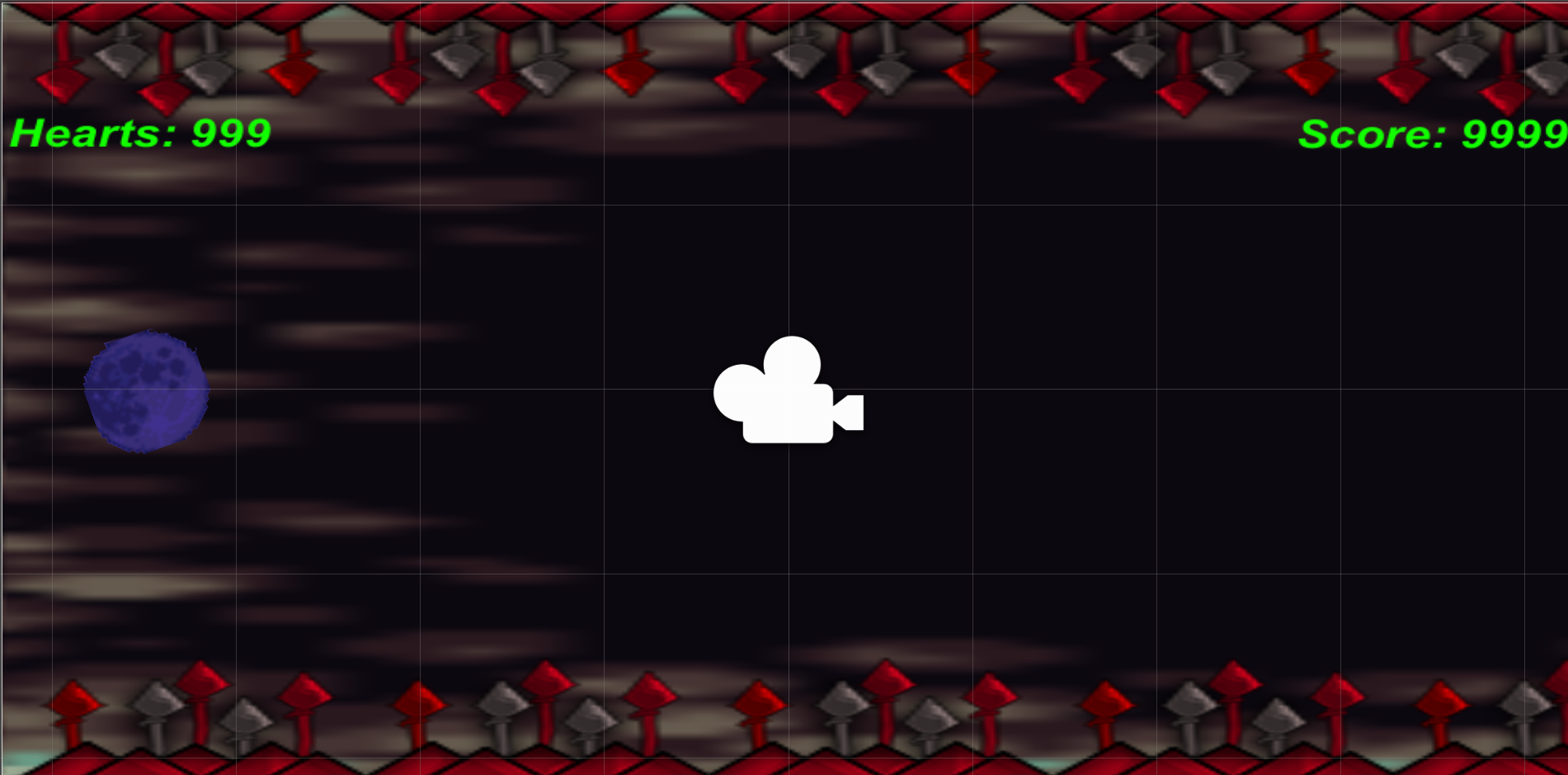
# [Controls](#_Controls)

Use WASD to move or even the arrow keys.



# [Interface Sketch](#_Interface_Sketch)

*(What does the game interface look like? Provide a screen shot or sketch)*



# [Menu and Screen Descriptions](#_Menu_and_Screen)

*(Include additional screen shots and accompanying descriptions for any menus and additional screen)*

*Start screen:*



*Playing:*



*Boss/End:* 

# [Game World](#_Game_World)

*A Player (Moon) in space trying to avoid spaceships from hurting it and trying to collect stones to increase the score.*

# [Characters](#_Characters)

Player will be playing as a start (moon):



# [Non-player Characters / Enemies](#_Non-player_Characters_/)

Randomly placed spaceships that scroll from right->left, trying to damage the player.

* Yellow enemy will subtract one of the player’s heart.
* Orange enemy will subtract two of the player’s heart.
* Red enemy will subtract three of the player’s heart.
* Purple enemy will subtract ten of the player’s heart, spawns after approx. 25-30 sec.



# [Scoring](#_Scoring)

Every time the player successfully touch a stone the score will be increasing by 50 points.

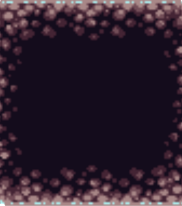
# [Sound Index](#_Sound_Index)

* *Sound track starts when the game is launched*

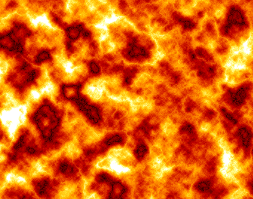
# [Art / Multimedia Index](#_Art_/_Multimedia)

*(Include an index of all your graphic and video assets here)*

**Background:**

*[](../Desktop/Shooterz_Assignmnet_1/Assets/Assets/Ground.PNG)*

***Lava Stone:***

**

***Player:***



*Obsticle(Spikes):*

**

*Enemy UFO:*

**