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Space Defender Document Ver. 1

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General Overview

Space Defender is a mobile Space Shooter game based on the classic Space Invaders with a small twist, the player will defend earth from waves of enemies while having to block both enemies and missiles from reaching earth or the player ship.

Gameplay

The player will spawn into the map beginning with 1 plasma ball, as the waves progress the player can upgrade their arsenal throughout the game by picking up upgrades that will allow the player to obtain 2 additional plasma shots.

Earth Shield

The shield defending earth can withstand a certain number of missiles (tbd) and will regenerate overtime allowing the player to allow some missile/enemy ships to pass through but points will be awarded per missile destroyed by the player. The shield defending earth will also represent the current health of the player, but if the player gets hit it will drastically damage the shield hampering it's regeneration.

Detailed Gameplay Cycle

As Stated above the player will be fighting waves of enemies, each wave that passes internally a "Difficulty" counter will increase per enemy killed until it reaches breakpoints, Breakpoints will add more Enemies, Increase Fire Rate, Increase Damage, etc. (tbd)

Score

Score will be determined per enemy killed * Multiplayer (Based on Enemy Class), Survival Time and per missile destroyed by the player.

Enemy types

More enemy types will be added as the game is iterated later on but currently the game is only being planned to only have 1 Enemy type with 2 to be implemented later. Currently all Enemy Types will Slowly progress towards Earth and it's Shield.

Details

The blue ship will always be the player ship, only upgrades visually will be the type of "Plasma Shots" the player will be shooting per shot.

The Red ship top left will be the basic enemy ship, shooting 1 missile, Moves Quickly towards the player.

The larger Red ship top right will be a "Cruiser Class" ship, shooting missiles quicker than the basic Red Ship as well as a "Spread Shot" to be implemented later on, Moves at a medium speed towards Earth.

The Largest Red Ship bottom middle will be a "Destroyer" Class ship, shooting missiles very fast and using Spread Shots, moves at a slow pace towards earth.

Controls

Left Joystick - Movement

Right Button - Shooting

(Gameover, Assets, Return is in the scene for current demonstrating purposes and will not be there for the final version)

User-Interface

Time - Current time

Score - Current score obtained by the player

Pause - Top Right, Gives player access to restart level, main menu or to return to the game

Progress Bar - Shield Bar, decreases whenever hit by a missile or enemy ship

Joystick Bottom Left

Shoot Button Bottom Right