

Space Defender Document Ver. 2

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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 shoot faster.

Earth Shield

The shield defending earth can withstand a certain number of plasma shots, each dealing 2 damage to the shield. The shield will regenerate 5 Damage per second. The player can block shots from hitting the shield as stages, later on, many more ships will be on the screen at the same time spawning quicker and quicker. Powerups and Ships that hit the shield will deal large damage to the shield eventually leading to the stage end. If the Ship hits the player, however, It will deal drastic damage to the shield.

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, every 5 enemies killed will add the enemy total count spawning in many more, the player must pick up Powerups and plan their kills to not increase the difficulty too quickly but also not destroy the shield protecting the earth.

Score

The score will be determined per enemy killed * Multiplayer (Based on Enemy Class), Survival Time, and per powerup picked up by the player.

Power-Ups

There will be one power-up that will reduce the shoot delay time for the player when shooting, BUT if the power-up hits the shield it will be destroyed. The player must leave the shield to obtain the buff risking taking a lot of damage to the shield.

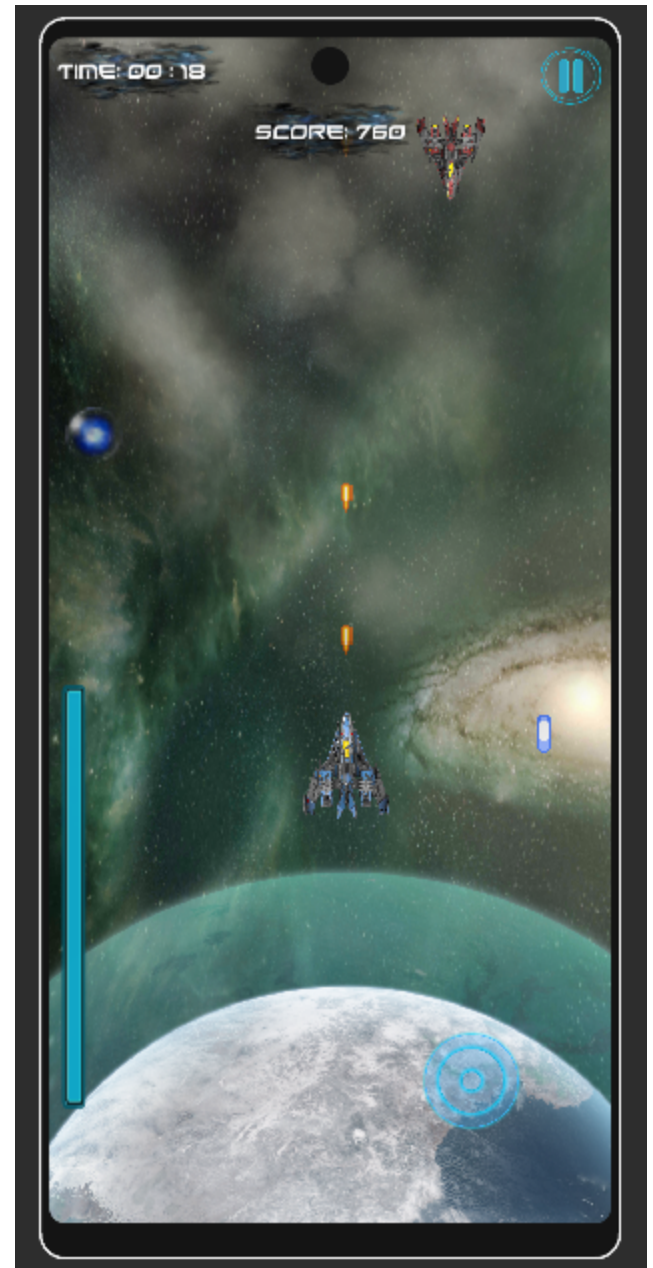
Enemy types

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

Details

The blue ship will always be the player ship, only upgrades via the powerups which will make the player shoot faster.

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



Controls

Left Joystick - Movement

Shooting will be done consistently

(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

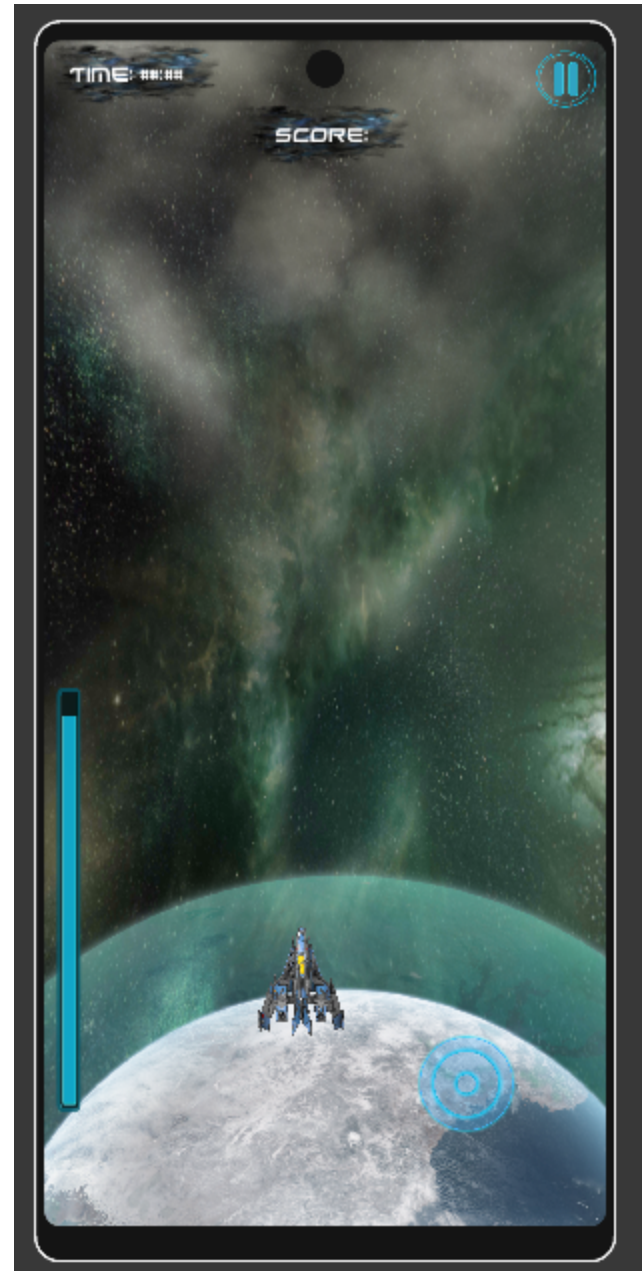
Score - Current score obtained by the player

Pause - Top Right, Gives player access to restart the 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



Change Discussion

Ver 2:

General: I Have dramatically overestimated the amount of total time I would be able to give into this project so throughout the week I started lowering the Scope and working on things I deemed essential for this game to work in its Base State where in the future If I were to continue working on the game it wouldn't feel like a foreign project and would leave a place where I could easily implement further.

Control Scheme: Found out that when the player's best interest is to either hold down the shoot button or spam click it, It is just better to have the ship always fire a bullet for the player.

Game Design: In general I feel it would be more fun if the player instead of being punished for leaving the barrier was actually rewarded. In this case, if the player leaves the barrier they will be able to pick up damage buffs and actually block a majority (75%) of the damage from hitting the shield, however it still needed to be punished, therefore, damage the shield drastically if the player were to come into contact with an enemy Ship.

With the difficulty scaling It was made to sort of encourage the player to actually think about the timing of the enemy kills, If too many were killed too early the player would die out fast, But, If the player times their kills accordingly managing their shield bar they would be able to delay until they got more powerups taking the game to very late stages.

Could be some Game Balancing changes specifically for the very late game but it's pretty fun so far.