

# Game Report

## LOST IN SPACE

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### Gameplay And Story

We planned to make a current version of space impact, which is the legend phone game but we added some changes the game.

Our game's main character name is Ruby. Ruby is a space ship and He is trying to return home from a remote planet. His family is in danger and must overcome obstacles to save them.



(Ruby)

Ruby has three type enemies.

Blue enemies just using the x scale while moving.



Green enemies using Sin function while moving.



Orange enemies using -Sin function while moving.



and ruby must avoid some objects while moving.



There are three type star to get extra special ability.

Yellow stars gives +40 health to our hero.



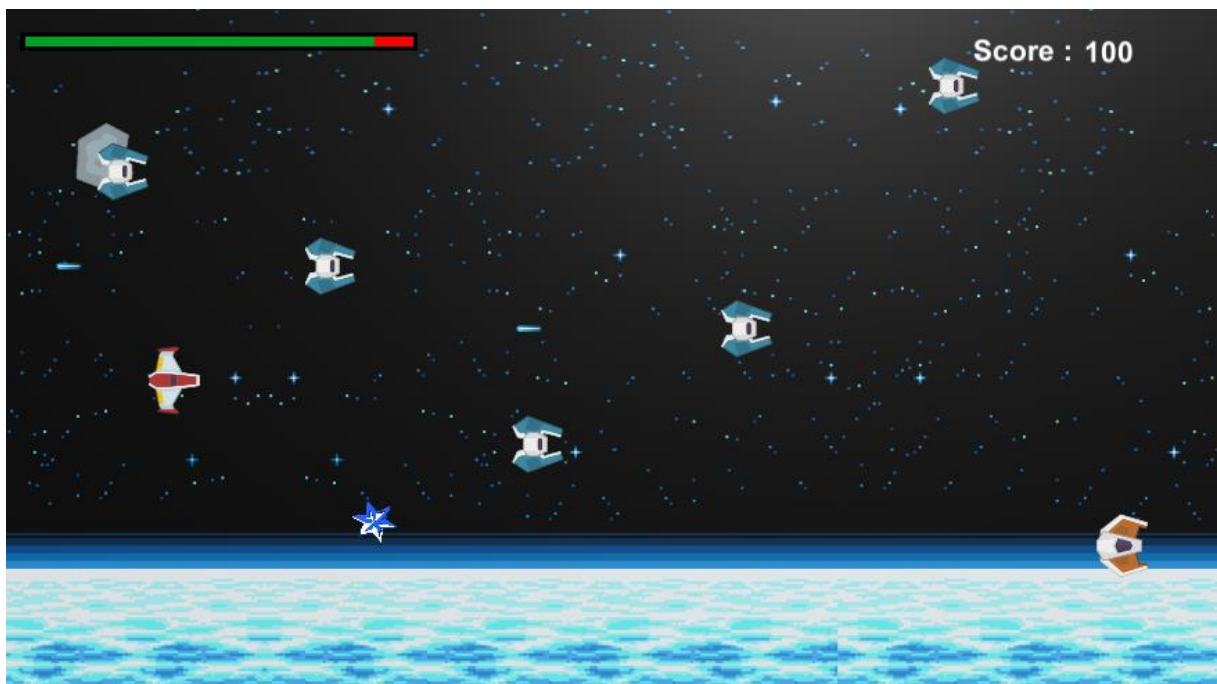
Blue stars gives shield to our hero for available ten seconds.



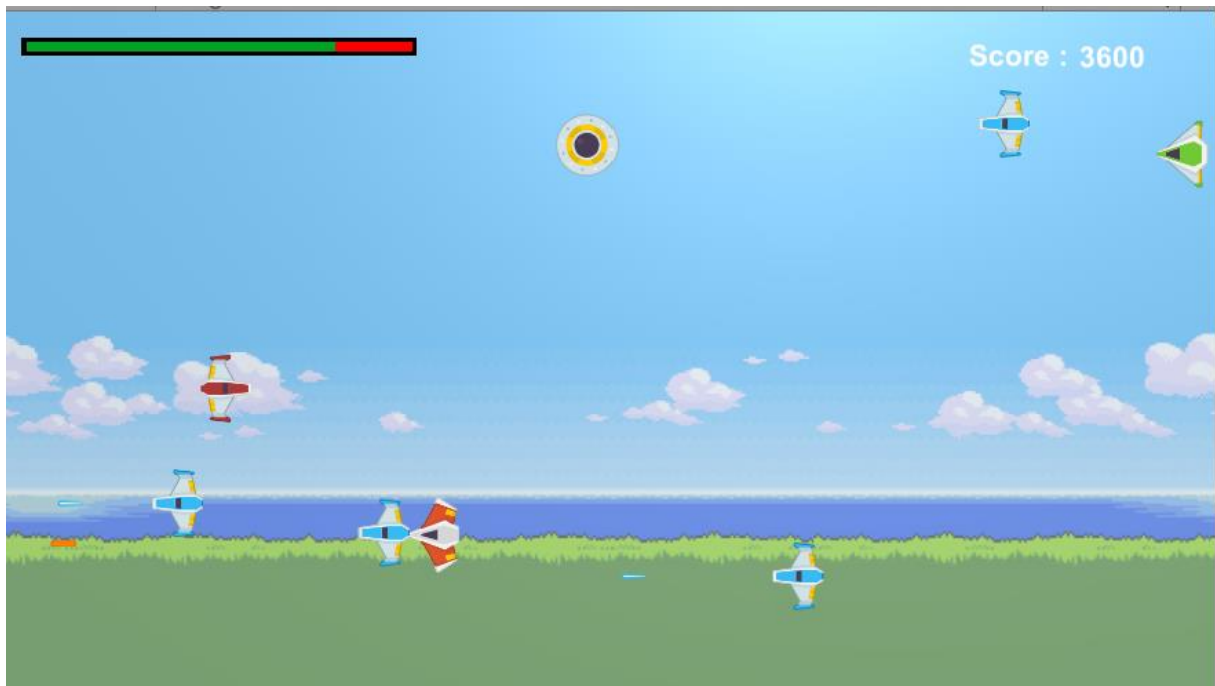
Red stars gives more powerful attack skill to our hero for available 5 seconds.



Level1 Scene Example



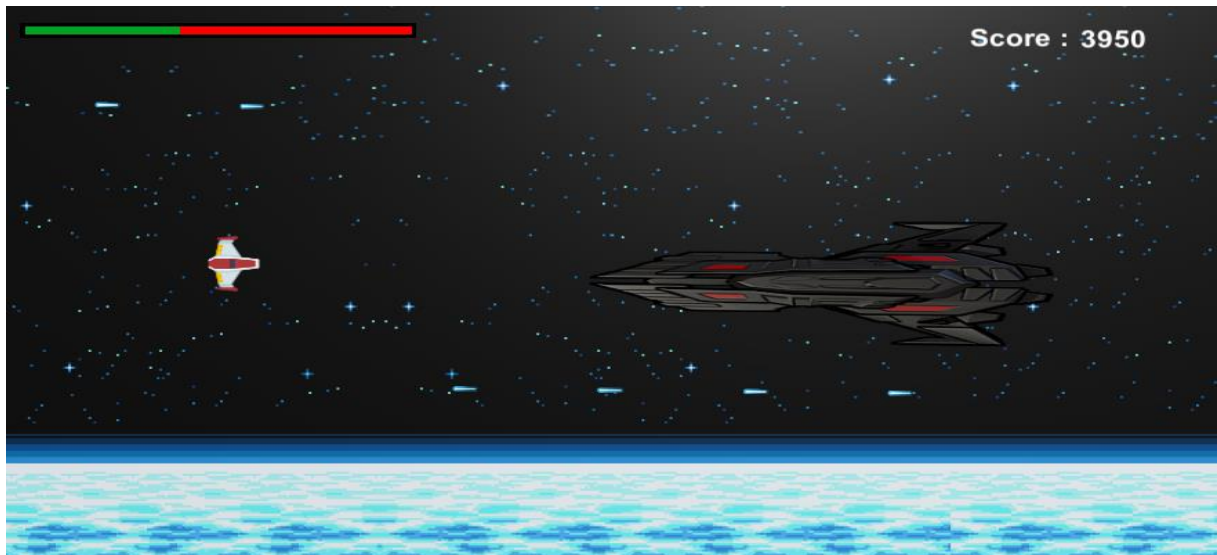
## Level2 Scene Example



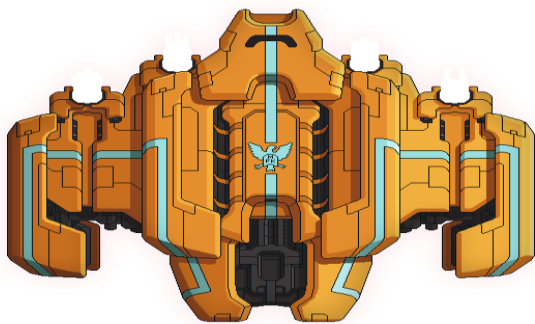
Ruby's total hp is 100 and all taken damages gives -10 to its health and Ruby's attack gives 10 damage to enemies, also all enemies has a 10 hp and one shoot enough the destroy them. All given damages give us 50 score and we need at least 300 score for past Level2. All objects are generated by randomly at random position. For first level we need stay alive for 30 seconds and destroy the Level1 boss.



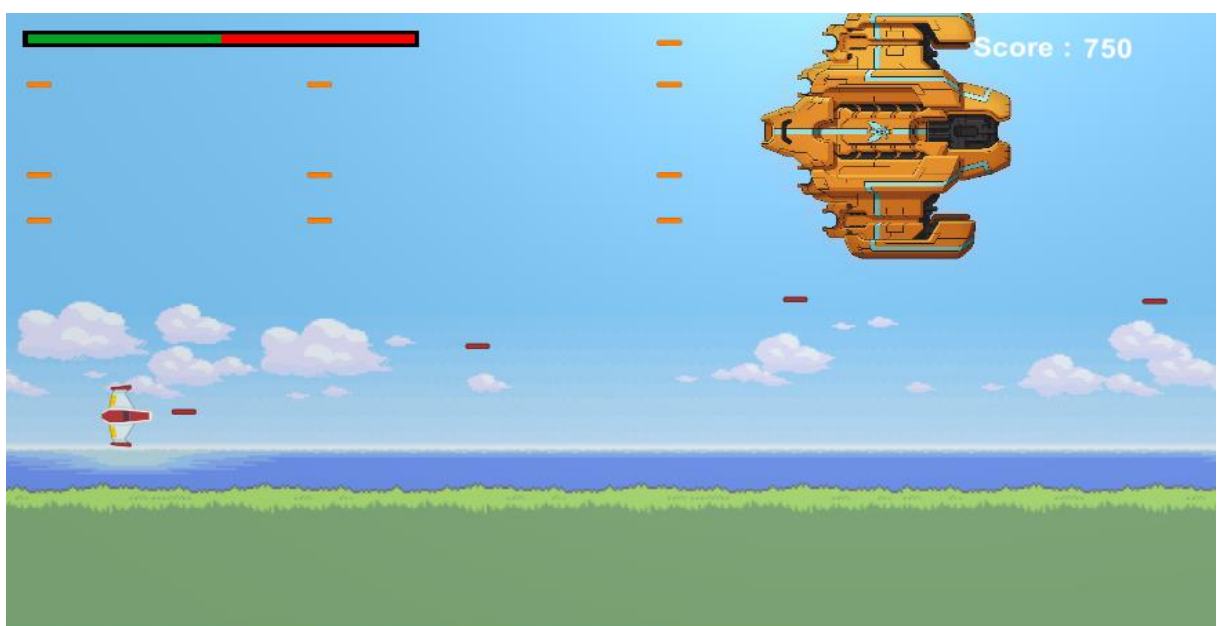
(Level1 Boss Has 200hp)



and For second level we need stay alive for 90 seconds and destroy the Level2 boss.



(Level2 Boss Has 350hp)



## Scenes





Menu3D is our starter scene



You can change the volume value from Settings Button.

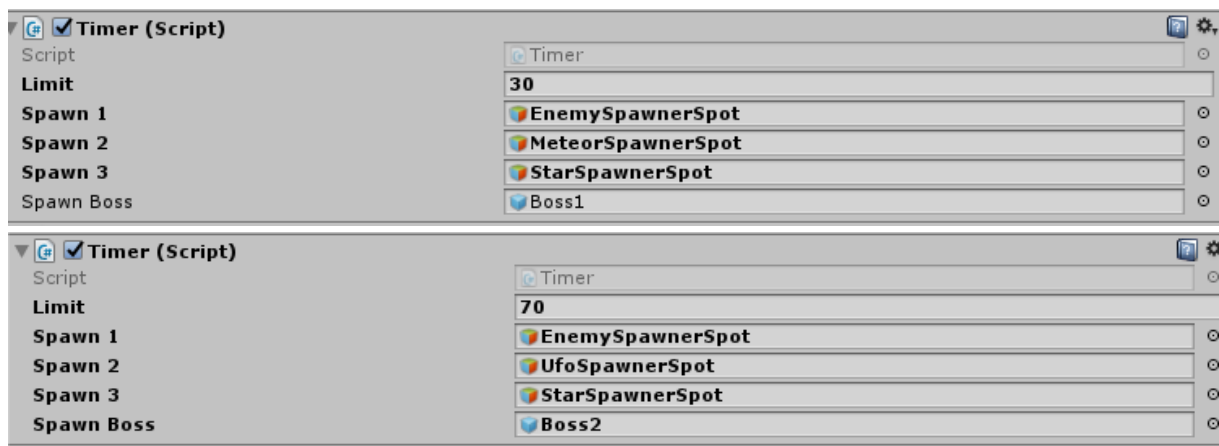


Start Button Directy link to Level1 Scene and after destroy the boss of Level1 you can access to Level2 Scene and Level1 and Level2 exactly have same gameobjects.

▼  Level1	▼  Level2
Main Camera	Main Camera
Background	Background
Directional light	Directional light
PlayerSpawnSpot	PlayerSpawnSpot
EnemySpawnerSpot	EnemySpawnerSpot
► Stats Menu	► Stats Menu
MeteorSpawnerSpot	UfoSpawnerSpot
EventSystem	EventSystem
StarSpawnerSpot	StarSpawnerSpot
ScoreHolder	



in Main Camera you can changes spawntime of selected enemies.



in Enemy Spawner, all enemies are defined for spawn.

