Dodger Game Design Elements

1. Characters –
   1. Playing character – controlled by player (object)
   2. NPC – controlled by comp (missiles/grenades, powerups)
2. Goal –
   1. Goal of playing character – avoid missiles/grenades
3. Rules –
   1. 3 lives
   2. Avoid missiles/grenades
   3. Point given for each wave of missiles/grenades avoided
   4. Missiles/grenades speed increases with every point / number of missiles/grenades increases
   5. Game is won at 20 points?
   6. If player loses all three lives, game is lost
4. Balanced rule:
   1. Power-ups that slow down the speed of missiles/grenades, allow playing character to move faster etc.
5. Adaptivity:
   1. Waves can come from anywhere
6. Elements of chance vs Elements of skill
   1. Avoiding missiles/grenades and getting power-ups
7. Feedback:
   1. Score
   2. Lives
   3. Text (rules, ready, game over)
8. Story
   1. A nuclear war has started..
   2. China has launched nuclear missiles/bombs attacking your country
   3. You have to try and avoid getting hit by these things