**Project:  
*Code Name: Space Hunt***

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## **1.0 | Objectives:**

* Introduce the world to Larghord Studios name with a release of a first game.
* Visually define a universe where future games could potentially take place.
* Build revenue for the company to start paying and brining on other individuals into future projects
* First game should be both simple to play and story should be engaging.

## **2.0 | Genre:**

* Sci-Fi: Advanced technology/Space
* Fantasy: Medieval themed locations/Creatures.
* Action(Shooter): Following Shmup traditions.
* Arcade: Given it’s arcade style game play and possible endless mode choice.

## **3.0 | Planned Platforms:**

* PC (To start with)
* Nintendo (Need to research licensing)
* Xbox (Need to research licensing)
* PS5 (Need to research licensing)

## **4.0 | Description:**

In a galaxy nestled within the swirling chaos of a black hole, synthetic creatures known as Voidmelds emerge from the void, capable of assuming any form they consume. As they rampage towards the sun, threatening the entire system, the royal planet deploys their elite military force, the Dragoons, to combat the invasion. In a desperate turn, the Dragoons capture and reprogram one of the Voidmelds to aid in their fight, integrating it with a living pilot to navigate its powers against their monstrous brethren. As players, you'll embody these Dragoons, wielding the formidable abilities of the reprogrammed Voidmeld to repel the invasion and save the galaxy from annihilation. Explore the enigmatic depths of the void, engage in intense battles, and uncover the secrets lurking within the darkness of the black hole's heart.

## **5.0 | Demographic:**

5.1 | Age**:** Primarily targeting teenagers and young adults aged 13 and above.

5.2 | Gender**:** The game aims to appeal to all genders. Keeping the main character with a mask on and using the name given in game. The character should be left to players decision on how they look like and sound.

5.3 | Interests: The target audience is likely interested in science fiction, futuristic settings, and adventure. They may enjoy engaging in strategic combat and discovering hidden secrets within the game world.

5.4 | Social Interaction:While the game can be enjoyed solo, incorporating multiplayer features such as co-op play can enhance social interaction and replay ability.

5.5 | Storytelling**:** Teenage players often appreciate rich storytelling with well-developed characters and intriguing plot twists. The game story should grow and change as each time the player choses a new path in the game.

5.6 | Customization**:** Allowing character customization from the ships you destroy, and being given their abilities should allow the teenagers to express themselves through game play. Late in the game the ships abilities should be able to be switched out with others as well.

5.7 | Accessibility**:** Ensuring that the game is accessible across different devices and platforms allows teenagers to engage with the game on their preferred gaming system, whether it's on consoles or PCs.

## **6.0 | Graphics/Visuals:**

* 3D
* Cell-Shading
* Anime-Inspired
* High Fantasy

## **7.0 | Soundtracks:**

* Needs to be loop able
* Mysterious Feel
* Boss fights should sound epic.
* SFX can be found on stock websites as well as created by us.
* Soundtrack may cost money. Research into cost.

## **8.0 | Timing:**

Project should take less than one-year. If we reach this point we need to wrap up what we have and attempt to release. Game testing should begin with in 6 months from start of project.

## **9.0 | Budget:**

Minimal budget. Spend as little to zero as possible. Working only off of each other. Some funds maybe donated to the project but everything is out of our pockets.

## **10.0 | Value:**

10.1 | Strategic Challenge: The game should encourage the player to try different strategies and ships in each location. All areas of the game should be beatable with each ship type but each ship should allow a unique way of taking on different levels.

10.2 | Engaging Narrative:The story should be simple but fun to follow. The fate of the universe should feel important and entrusted to the player.

10.3 | Empowering Gameplay:Players should feel they are getting stronger as the game progresses. As each event unfolds the new abilities and skills should allow the player to feel in control of the events and not at the fate of RNG.

10.4 | Social Connections: Although the game is designed for solo players we encourage players to play with friends locally or online to take one more difficult missions.

## **11.0 | Game Economy:**

The game resources are unlocked through gameplay as each enemy type is destroyed the player will unlock new ships, abilities unique to that ship, and new skills as a whole. Example after a certain point a ship my use skills of a large bulky ship but in return you get a small ship as your choice. By the end of the game the players should be allowed to choose exactly how they want to play.

## **12.0 | Games Feedback Loop:**

### 12.1 | Engagement Phase:

* Intense Combat: Players are immediately thrust into fast-paced, adrenaline-pumping battles against waves of Voidmelds.
* Dynamic Challenges: Each mission presents unique challenges and introduces new enemies that create new patterns. Every level has unique environmental hazards.

12.2 | Reward Phase:

* Every enemy you kill that is part of the Voidmelds you can choose as a playable ship/character. This can create unique and new ways of playing the game.
* Succeeding at unique scenarios could introduce you to new paths and unique enemies.
* Achievements for completing levels with specific ships and finding secrets.

### 12.3 | Progression Phase:

* Customization Options: With each new enemy that has been destroyed means a chance for a new unique ship with a new ability. Some new ships may make the game easier or more difficult.
* Skill Development: As players continue to hone their skills and experiment with different weapons and tactics, they become more proficient in combat. Mastery of advanced maneuvers, such as barrel rolls, grazing, and precision targeting for score multiplayers and special recharge, allows players to tackle increasingly difficult challenges with confidence.

### 12.4 | Feedback Phase:

* Performance Evaluation: After each mission, players receive a detailed performance evaluation, highlighting key metrics such as accuracy, enemies killed, and mission completion time. This feedback not only reinforces positive behaviors but also encourages players to strive for improvement in areas where they may have fallen short.
* Player Progress Tracking: Players can track their overall progress and achievements through a level select system and a in-game profile that will show things like there arcade score, highest level ranks and scores

### 12.5 | Re-Engagement Phase:

* Multiple routes and secrets: There is plenty of secrets and paths in the game for players to find and explore. To continue and learn new things about the worlds and the game.
* Leaderboards: Leaderboards will be used to show the top players of ever planet and arcade mode. The leaderboards should bring in players to try to reach first.

## **13.0 | Mechanics:**

### 13.1 | Main Weapons:

* + Rapid-Shot
  + Normal-Shot
  + Big-Shot
  + Laser Canon
  + Small Laser
  + Electric Shot

### 13.2 | Movement:

* Dash
* Grazing
* Barrel Roll
* Directional

### 13.3 | Missiles

* Slow Missiles
* Tracking Missiles
* Multi-Missiles
* Forward Missiles
* Big Missiles

### 13.4 | Game

* Level Select
* Ship Select
* Story Mode
* Arcade Mode
* Multi Ship Select (late game up to 4 ships useable in arcade modes

### 13.5 | SPECIALS

* ???

### 13.6 | Enemies/Unlockable ships

* ???

## **14.0 | Dynamics:**

14.1 Tension and Excitement: Large waves of enemies and projectiles coming at you while you dodge and weave.

14.2 Risk and Reward: Chance to do risky maneuvers and attacks to get more bombs/missiles as well as unlock secret paths and routes in the game.

14.3 Skill Mastery: Mastering both the hidden tech and regular tech in the game will help players gain upper hands in any situation.

14.4 Adaption and Strategy:Players will see and go against repetitive bullet patters that will start off easy and become more difficult as more enemies are introduced into the game.

14.5 Progression and Achievement: Progression through the game will unlock new skills and abilities as well unlock achievementsthat could only be achieved by preforming unique task or find secrets.

## **15.0 Aesthetics**

15.1 Futuristic Sci-Fi Visuals:Some locations will show off futuristic setting and plant designs.

15.2 Alien Worlds and Environments:Every location will be unique in it’s own way showing off many alien wild life and environments

15.3 Atmospheric Sound Design:Sounds should be unique to the planet while capturing the feel of a planet.

## **16.0 Scrapped Content**

### 16.1 Galactic Conquest

A turn based pvp/pve mode where you take turns trying to invade planets. Each player would start with one third of the planets with the last third being neutral territory. On your turn you move your fleet one planet. If you invade an enemy planet the shmup section starts. If you're playing against AI you just do a normal level set on that planet. If you're doing pvp then the opposing player has the opportunity to defend against you (using the pvp from touhou 9)

### 16.2 Card Based System

Players will use a card based system that will count as how many hits you can take. Each hit would mean you would lose a random card unless you had a shield card. Cards would be dropped randomly by enemies. As well as golden cards that would recharge your current ships special.

### 16.3 PVP

Simple Player vs Player setup where two players would be put in a arena to fight with each others custom builds.