A game concept and design document for

Project: Elba

A new video game for Computers and Web Apps

Game Name: Pyxis

Developer:
MRTsquared Production
Lead: Barrett Funderburk

Overview:
A DOS styled arcade action shooter

Genre:
Arcade - Action

Platforms:
HTML5

Engine:
WiMi5

Target Audience:
Kids who play on unblocked game sites, Ludum Dare 43

Flow:
The game will be wave based, there are up to 20 waves each with increasing difficulty

Look and Feel:
The game will be reminiscent of 80's DOS games, with a CGA color palette, 8x8 sprites, and a 320x200 screen resolution.

Gameplay:
The game will be mainly based on Shoot'em up arcade games such as Galaga, Raiden, Zaxxon, and Raid on Bungeling Bay. With aliens invading the city in the air by the dozen the player is tasked with blowing up and destroying as many alien spaceships as possible while periodically getting extra support from the air force.

Mechanics:
● Drifting
  The player can "drift" across the sky to move sideways while still being able to fire guns and cannons. The player does this while manually shutting off the engine for a short period of time while holding the strafe key.

Constraints:
● CGA Graphics Palette

Story:
Sgt. Estefani is an Ace pilot that has been called to arms to slow down the alien invasion over Union City until backup from the air force arrives from Los Angeles. He and his squad of men must destroy as many alien planes as possible while remaining unscratched. Sgt. Estefani must use his men as bait to lure the aliens into a favorable position so he can blow them up.

World:

The game level will be 4 screens large, will feature two screens with the city on near the water and two screens of large city buildings.

Characters:
- Sgt. Estefani
- Cap. Xarter

Items:
- 1 Life Medal
- Purple Heart
- Medal of Honor
- Extra Plasma (Ammo)
- Extra Lead (Ammo)
- Extra Aluminum (Defense)
- Photon Charge (Missile)

Levels:
- 10: Daughtership
- 20: Mothership

Visuals:
The game will feature parallax scrolling for the city background, CGA color palette, 8x8 sprites, and 256x256 sprite sheet. The game will also be 320x200, and can be scaled up to 1920x1200 with 6x6 pixels making up one in-game pixel.

Controls:
- Q / Shift = Speed up
- W / Up = Move up
- E / Ctrl = Slow down
- A / Left= Move left
- S / Down= Move back
- D / Right = Move right
- K / Z = Boost
- L / X = Shoot
- Enter = Start
- Esc = Pause

Audio:
- Sub Morphine - Ascension
- Absolute Valentine - Extreme Drift
- 憂鬱 - Slow (RPMix)