**Space Shooter Assignment 2 GDD**

**Game Overview**

2D space shooter in the side scroller perspective. The player will shoot at enemies that spawn into the level over time with a laser beam that can be upgraded by picking up powerups. The player will lose when they get hit by an enemy or enemy projectile or a hazard. If I have the time to figure it out, the player will have health, so you don’t die in one hit. Killing a certain number of normal enemies will spawn a boss. Defeating the boss will win you the game. Play will happen across one large level with a single background with the camera following the player.

**Plot & Setting Information**

You are the last defender of the galaxy. It is up to you to save humanity from the evil invading aliens. The game is set in space. There is only going to be one level so it will be a space backdrop with planets, meteors, and cool objects in the background.

**Core Game Play (any special features you are adding to make your game unique)**

The player will be able to fly around freely in all directions on the 2D plane of the game. There will be a boost feature to increase your speed. Upgradeable laser to destroy the enemies. Picking up laser power ups will increase the number of lasers as well as the angular spread of the lasers (maybe). Defeat enemies to get more power ups and progress further. Once you’ve defeated a certain number of enemies, find and kill the boss to win. My game won’t be very unique. Very generic with the constraints of the project.

**Environment Elements (environments, ships, weapons, etc.)**

Ships in the game:

Player Ship – controlled by the player to play the game

Enemy Ships – generic enemies that must be defeated. Will try to kill the player.

Boss Ship – spawns after a certain goal is reached. The win condition of the game.

Obstacles:

Bombs in the level that will explode when collided with by the player, an enemy, or any projectile.

Pickups:

Health pickups – recover lost health (if implemented in time)

Laser powerups – increase your laser strength. Different options could include more power, more lasers fired per shot, a wider fire spread, bigger lasers.

**Interface Usage (mouse, keyboard, etc.)**

The game will be controlled by the keyboard. WASD to move the player around. Hold shift to activate the speed boost. Spacebar will be to fire. Escape key to access the pause menu.

**Menu and General Game Usage (play / pause / settings / credits)**

Main Menu ---> Gameplay screen ---> Game over screen ---> Quit

---> Pause menu ---> Victory screen