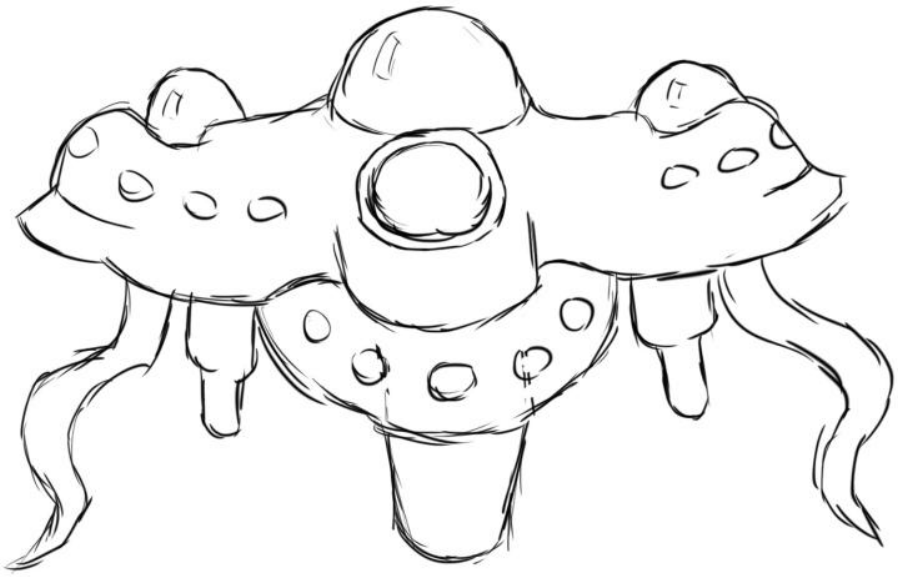
Space Slammers Game Pitch



Team: Space Slammers
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GAM20001-Introduction to Games Production
Thursday Class - 11:30-2:30

Outline

Game Inspiration

The game that our group has decided to reimagine is the classic game ‘Space Invaders’

How are we going to reimagine it?

We plan on making Space Slammers different from the original by implementing a reward system which will drop from enemies randomly. These drops include rapid fire which allows the player to fire at greater speeds, an orbital laser which destroys most enemies on screen, a shield bash which kills enemies within a line and finally the chance of getting an extra life. Another difference is boss levels where the boss can spawn enemies whilst shooting at the player. The final difference is the players ability to shield themselves for a limited time instead of shooting, whilst removing the classic barriers.

How is the gameplay different?

The gameplay is different from the original as the player's rewards and particle effects of dying enemies will create disorder for the player. Another difference is the change in the background of the scene which will be used to create a story.

Mechanics:

Player Mechanics:

- The player can shoot
- The players movement is constricted to the horizontal axis
- Has access to abilities, (Rapid fire, Orbital lasers, extra life, Shield bash. ect)
- Has a set amount of lives
- Can shield for a limited time, but can’t shoot whilst shielded

Enemy Mechanics:

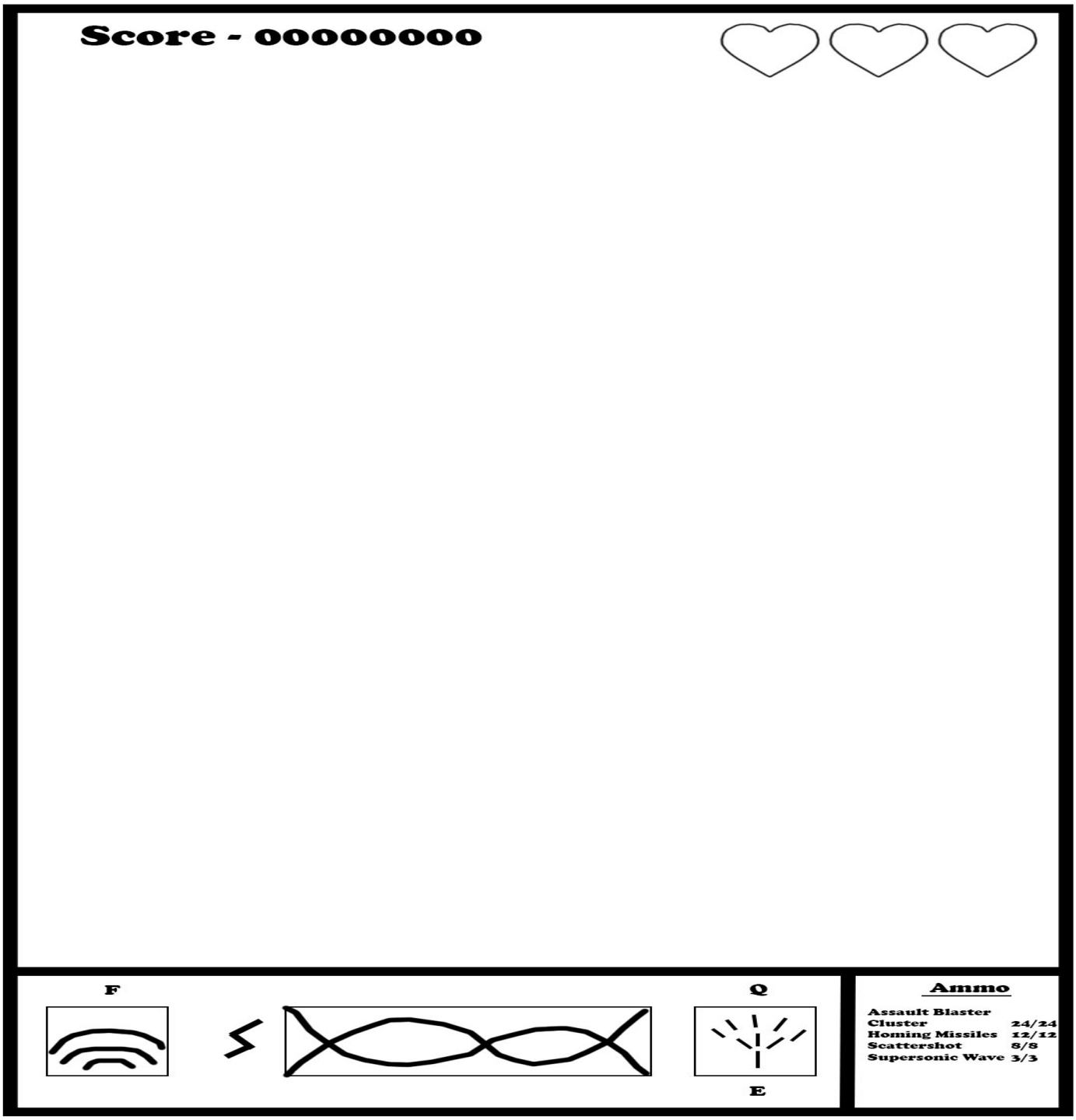
- Movement is constricted to the horizontal axis
- Certain enemies can shoot at the player
- There's a chance of an enemy coming from behind the player

Boss Mechanics:

- The boss can shoot at the player
- The boss can spawn enemies
- The boss attack differently

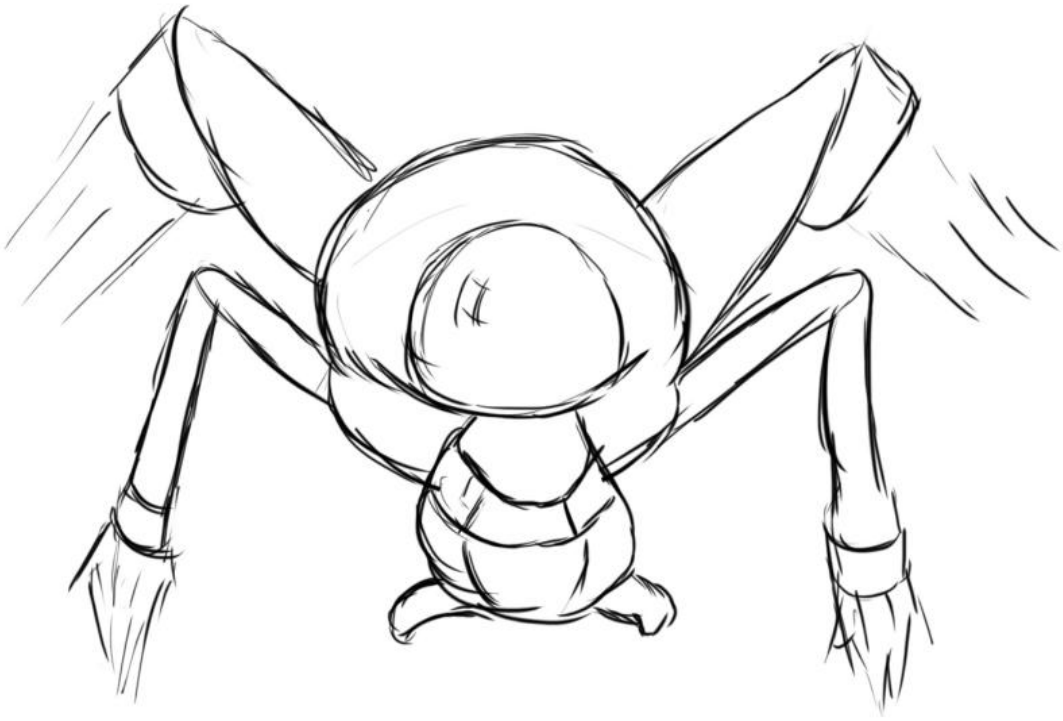
Pre-visualisation

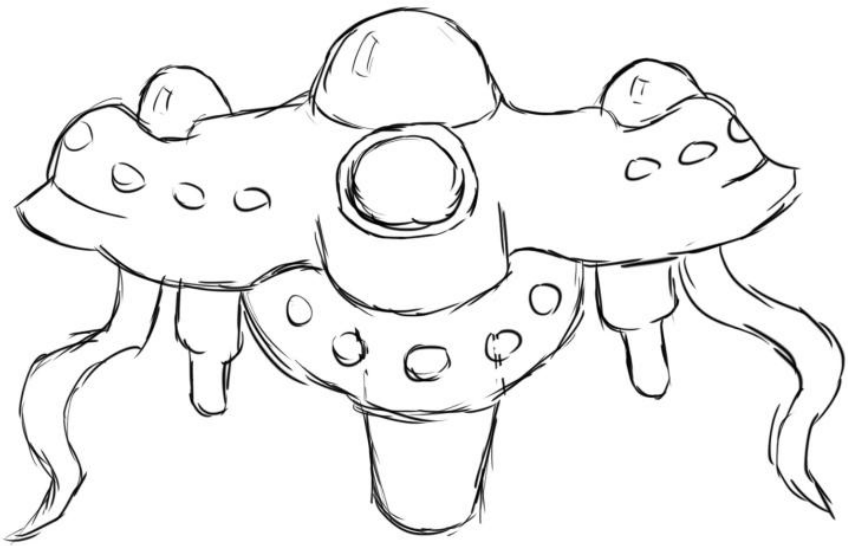
UI Layout



Enemies

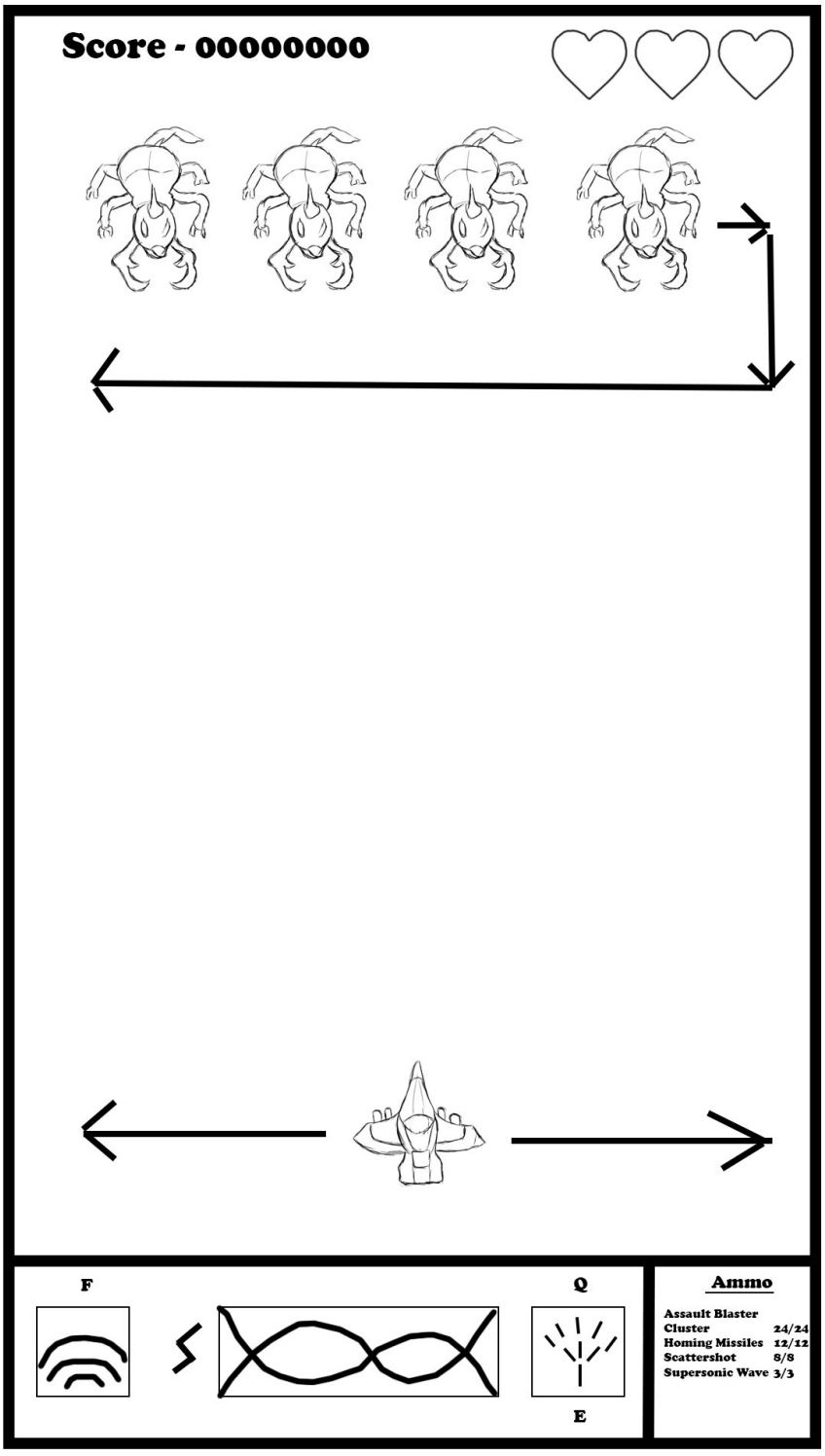
Bosses





Player

Mock up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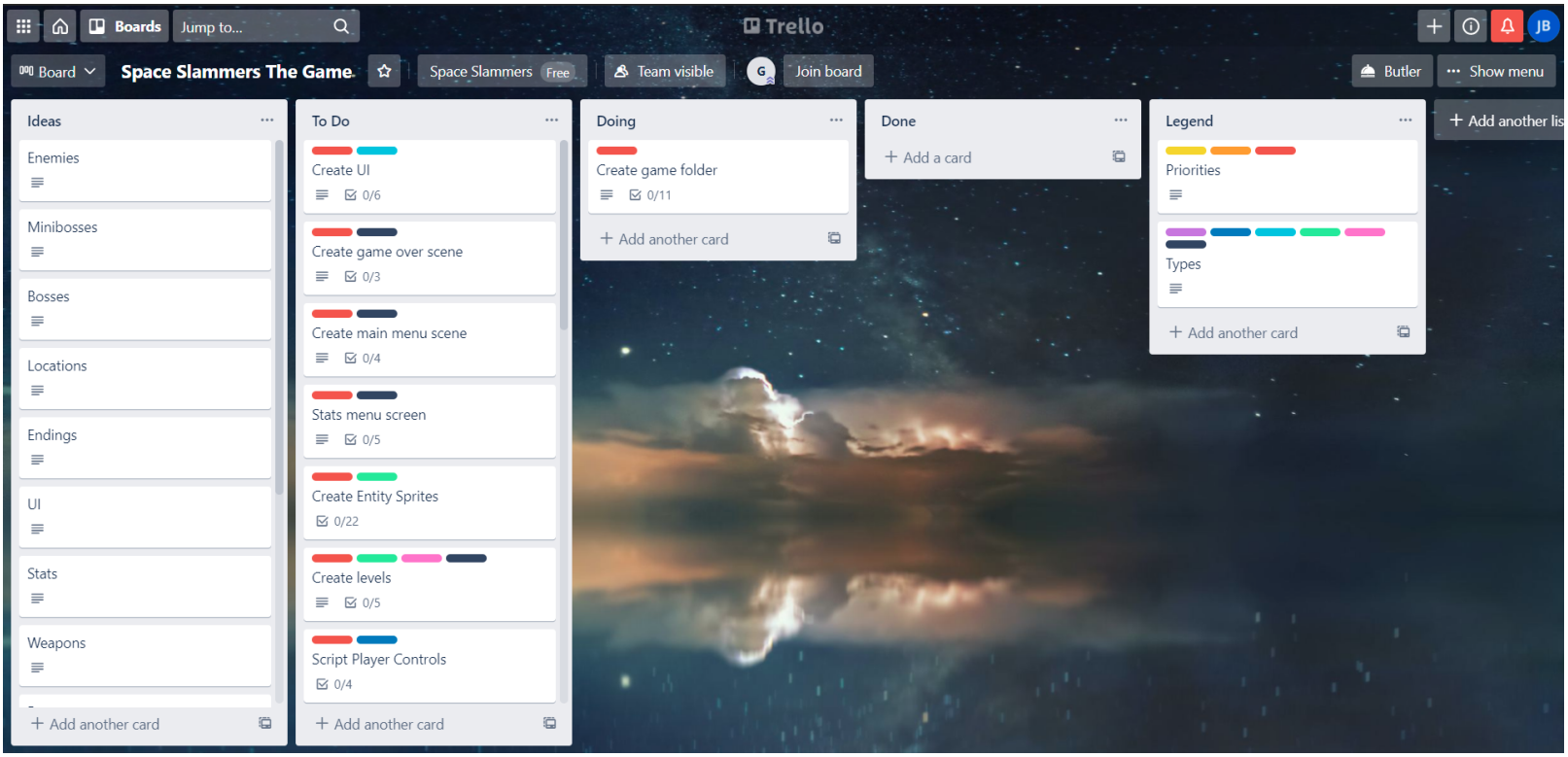
Q
E
Ammo
Assault Blaster
Cluster 24/24
Homing Missiles 12/12
Scattershot 8/8
Supersonic Wave 3/3

Trello Board