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| MittyKitty Games |
| Space Flight |
| **[External Documentation** |
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**Version History**

V1:

Only the base choice that sets the player down each decision tree/path. The choice is whether to head to the Asteroid Belt, or the Kupitor Belt, and from there the game will branch off into different directions and decisions. Basic comments are also included.

V2:

The path that plays out if the player chooses the Asteroid Belt is fully developed. This is the path that will eventually lead to the player winning the game if the right decisions are made. Additional comments have been added.

V3:

The path that plays if the player chooses the Kupitor Belt is fully developed, thus finishing the game. All choices and paths are complete.

V4:

While loops added to ensure the player cannot enter an invalid command, as well as additional comments. Also, basic text clean up and grammar fixes applied.

1. **Game Overview**

*You are the captain of the asteroid mining ship, El Cavador. You will need to travel to the far reaches of space to find suitable asteroids for mining to ensure the highest profit possible, and the safety of your crew. You will come across several difficult decisions.*

1. **Game Play Mechanics**

*This is a simple text based game; player is given 2 options and picks one. They continue to do so until they reach the end of the game, resulting in success or death*

1. **Controls**

*Uses a keyboard to record the player’s input*

1. **Game World**

*The game takes place in space, which is inhabited by many different objects and creatures*

1. **Story Index**

*You are the captain of a mining ship, the El Cavador. It is your job to ensure the safety of your crew and that the mining operation goes smoothly. You will come across many different challenges; do you have what it takes?*

1. **Detailed Game Description**

*The first decision is go to the Asteroid Belt, or the Kupitor Belt.*

*Should they go to the Asteroid Belt, They then have the choice of to continue drilling the ice in the asteroid, or to pack up and go home.*

*If they continue drilling they are successful and begin to head home with their payload. They are then faced with the choice to either take a small detour to appease the crew or to stay the course, if they take the detour; they eventually return home, winning the game, if not the crew shoots them out of the air lock, killing them.*

*If they decide to pack up and go home, they then have the choice of shooting the block of ice with their laser, or to just leave it as is. If the fire the laser, a chunk of debris crashes through the ship, resulting in death, if they leave it be, it is revealed that some sort of creature has snuck aboard and will kill them.*

*If the player goes to the Kupitor belt, they will come across an alien space craft. They then can either follow it or ignore it.*

*If they follow the ship they run into some wreckage, they can then stop and search it for survivors or continue following the ship. If they stop, they come across a pod left behind from the alien craft, and it kills the player. If they don’t stop, they get close enough to the ship where the aliens can hack the life support, shutting it down resulting in the player suffocating.*

*If they ignore the ship, they find the perfect asteroid, already occupied by a rival company. They can then attempt to fight them off, or to search for another asteroid. If they try to fight, they succeed, however, the other ship booby trapped the asteroid with mines, blowing up the ship and killing them.*

*If the search for another asteroid, they find one by its rather close to a star, while mining, the star goes super nova, killing them.*

1. **Future Features**

*Future features would include, cheat codes, to see the whole decision tree so you can plan your route. Also, the ability for the player to “retrace” their steps and return to the previous node, though it wouldn’t make much sense, in the context of the story but I’d figure something out.*