**Ship Wars**

Platform: PC

Target Audience: Children of the ages 10+

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**Concept**

**Overview/High Concept Statement**

War against Aliens and Humans, UFO’s (Aliens) Vs. Ships (Humans), in the depths of outer space.

**Premise & Story Synopsis**

Year 2050 where NASA can now leave our galaxy (Milky Way) to discover others, they end up in the Pinwheel Galaxy, which for the longest time we thought was safe, ended up being a galaxy full of Aliens, and they don’t really like visitors. After the Aliens destroy NASA’s team, they decide to come to our galaxy and start a war.

Your goal is to stop the many waves of Aliens coming into our galaxy, teach them a lesson and send them back home. Of course the more you destroy the stronger they become, and harder enemies come, so get ready for a really bumping ride.

**Unique Selling Points**

The front box art will have a ship facing upwards towards the top-left corner, with a couple of explosions happening in the background with the tittle hanging just under the ship.

The back will have a mini description about the game; after discovering the details of the galaxy known as Pinwheel Galaxy, and being attacked by the population of it, they take our arrival as a threat and declare war against as, are you ready to defend your world and defeat the incoming army?

The back will also show two pictures, one of a battle scene between a one on one between both armies. The second picture will show the different customs you can add to your ship, both with captions describing what is happening in each picture.

**Game Features**

The battle field will take place in outer space, the camera will be centred, and your ship is able to fly around the whole screen being able to reach each corner, the camera will be behind the ship. There will be X amount of levels, each level your goal is to defeat the aliens that come up. They come in groups, so your aim is very important. The higher the level the more enemies spawn and the stronger they will be.

Each time you destroy a ship you gain experience points, depending on how many you experience points got will you be able to level up, this will increase your skills such as Health, Weapon Power, and Defence.

There will also be a point system, after killing each enemy you get points, depending on your ship’s level, the level you are on, and which enemy you kill. You can trade in these points to get upgrades for your ship, so if you want a stronger weapon, or more defence, you can upgrade your parts.

You will also have a choice between 4 ships, each with their own specialty. And depending on what their stronger element is (Health, Weapon Power, or Defence) they will get their own special attack. For example, if your stronger element is Defence then for 10 sec you will not get hit when you active the special.

**Platform**

The platform my game is going to be made for is PC, since it’s not HD graphics or online play the PC will be a great platform, since the computer is also portable it will be advertised easier.

**Genre**

Third Person Shooter – Since my game’s camera is located behind the ship, it makes it a third person, and well, you shoot down the UFO’s that are attacking earth so it makes it a shooter.

**Rating**

Everyone 10+

My game does have weapon uses so it’s mild violence, it also has aliens which can lead to fantasy, a high level of fantasy.

**Target Audience**

My audience I am aiming for kids (10+) and teenagers, more towards boys. I find boys like to destroy stuff; even exploding stuff is entertaining to them. My age group was chosen because at that age (10+) you get to understand that aliens aren’t real (I think) and that it won’t corrupt their minds.

**Competitive Analysis**

A game that is very similar to mine is Star Fox 64.

The two games are very similar to each other in the fact the camera follows behind the space ship, your face other space crafts, you also go through many waves. Age group is also the same.

There are also differences, In Star Fox, you stick with the one ship, no upgrades or states, unlike mine, you can level up and watch your states go up, and also upgrade ship parts. In Star Fox, the end of each level you face a boss, my game has so many number of rounds, then you get to go back to the menu to level up and upgrade parts then continue on the levels. In Star Fox, you only get to use the basic ship; in my game you have a choice.

**Financial Analysis**

Most games get boring because you play the game and after getting to a level you notice it’s just the same thing over and over again, with this game it’s different. Not only is it unless for levels, the levels get harder with more challenging enemies. You can also level up your ship to make you stronger, and upgrade your ship to also make you stronger. Since they are different ships with different elements, players will want to try using them all.

**Technology**

The games will be made using C#, it will not have online so no servers will be needed. The game will also be burned onto CDs and not to be downloadable. I will also have a lot of sound effects in my game, no recording voices just sounds like “BOOMS!”