**Game Mechanics Analysis**

**Ship Wars**

**By: Michael Molella**

**Student Number: 810-123-430**

**Elements**

**Space**

The space is discrete, when you turn your ship to the right, it’s not like the camera turns, the game just shows the player shifting to the right.

The game is in 3D since the enemies do show up on front of your ship, they are able to move closer and father away from your ship.

**Resources**

In this game play you have one life, once your health bar reaches its end its game over. There is a currency in this game, the only value it will have is the ability to trade it in for upgrades to your ship. Depending on which ship you picked from the start of the game, your ship has its own special move (Power Up).

**Actions**

The player has full control over their ship, and not just driving it and firing bullets out of it, they also can choose the upgrades they want to add to their ship. When driving, the player must use timing to dodge bullets in order to survive, turning the ship or barrel rows are the main actions for dodging.

**Rules**

The player must survive multiply waves of enemies, after an “x” amount of waves (depending on level) they will come to a boss, where wasting their HP is the only way they can be defeated.

Each ship has their own special move that can be used after defeating so many enemies, the move will only last a certain time limit.

When it comes to how to play, one of the main menu options will be “how to play” which will show all controls from the keyboard that are used in game.

After defeating a boss a player is awarded with more points and experience then they normally would for defeating a normal enemy, as you go on through the story you unlock more upgrades (both stats and parts), which getting these upgrades will help you defeat bosses and levels easier.

**Skill**

Not too much skill is needed to play this game, but having that extra knowledge will be helpful. Ex. if you have a ship with high HP but low Attack Power, you have to know that you have to fire as many times as you can, even if you get hit it’s fine since you have the HP to support this. Ex. if you are using a ship with high Attack Power but low defence, you have to know that you have to dodge as much as you can, and the second you see an opening you take that shot.

Another skill is being able to observe your opponent. Watch which attack they use, doing this will help you dodge them better. But the real skill is fooling you opponent, you use their own attack against them. Ex. let’s say one of their attack is to shoot a bunch of lasers across the screen (X-axis only) then you know to dodge this by moving your ship up, then since your opponent can’t defend while they are attack this is your free shot (fooling them)

**Objectives**

The plot of the game is that earth is attacked by aliens from another galaxy. You the objective of the game is to go through each level and defeat all the enemies they throw at you.

The player is able to re-do levels they beat, so if they need points to upgrade their ship or want to level up they can by simply going back to the older levels (Mostly used in case they are having trouble in the new area).

Even though the player isn’t forced to upgrade the ships parts (they have no say in levelling up), the game is harder for them, a simple upgrade of the armour or upgrading the weapon will make the game easier, but not enough to fly by the whole game.

**Controls**

Keyboard

|  |  |
| --- | --- |
| **Key** | **Action** |
| Right Arrow Key | Moves the ship to the right |
| Left Arrow Key | Moves the ship to the left |
| Up Arrow Key | Moves the ship up |
| Down Arrow Key | Moves the ship down |
| Shift + Right Arrow | Barrel Row to the Right |
| Shift + Left Arrow | Barrel Row to the Left |
| Space Bar | Fires |
| Z | Uses Special |
| Enter Key | Brings Up Menu |
|  |  |

I know the controls are basic, just to go into more details. When hitting any of the arrow keys the ship goes in the same direction, ex. if you hit the left arrow the ship will move towards the left of the screen, if you hit the up arrow key the ship will move towards the top of the screen. If you are holding shift when you hit one of the side arrow keys you do a “barrel row” (or a rotation side flip) to the side you picked. The space bar is used to fire the weapon (can’t go into more details then that). Each ship has their own special, once the special can be used hitting the Z button activates it. Hitting enter during game play opens the in-game menu.

The mouse is mostly used to click on screen, if you’re buying upgrades for your ship or hitting “next” to read the next part of your mission. The mouse isn’t used in game play.

**Game Mechanic Types**

When looking at the game mechanic types (Behavioral, Progression, and Feedback) my game has features that apply to all of these.

**Behavioral**

Epic Meaning

* After killing multiply waves of enemies the player is set off to unlock upgrades for the ship and also gain access to the next level of game play.

Status

* The more enemies you defeat the more experience points you get. Once you reach a certain amount of points the players ship levels up. This gives the ship higher live, makes it stronger, etc.

Urgent Optimism

* There will be a lot of last second actions in this game, you can’t just look at where you’re aiming, but pay attain on who is aiming for you. A last minute dodge can keep you playing a bit longer.

**Progression**

Level

* As the same as status, the more experience points you get, the higher your level will be.

Points

* You don’t just get experience points for defeating enemies in this game, you also gain points. This points can be redeemed to upgrade your ship by stats or upgrade parts

**Feedback**

Bonus

* A bar will fill up on the side of the screen showing you when you are able to use your ships special. This bar is filled by defeating enemies

Quests

* Each mission has a boss at the end of it, so the quests are most likely the same, but they keep you into the game, also defeating a boss does give you extra money and experience.