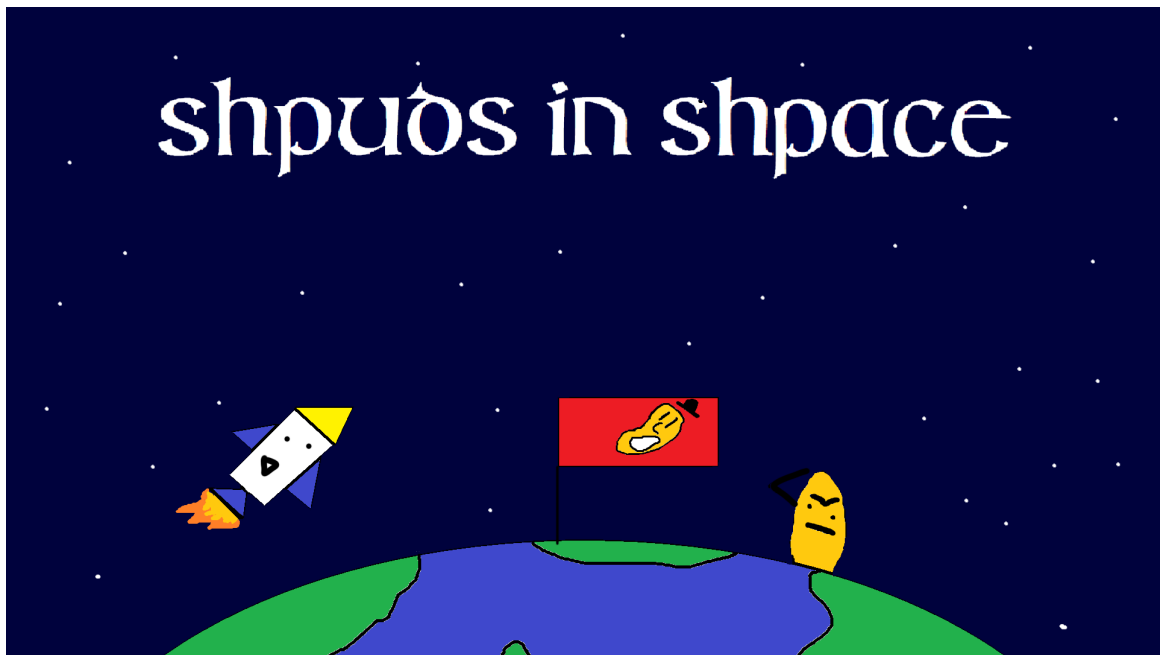


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# Game Design Document

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Game : Shpuds in Shpace.



## OVERVIEW

**Genre:** Arcade, Top Down Shooter  
**Platforms:** PC, WebGL  
**Target Players:** Casual players of all ages  
**Size** Potentially infinite

### Game Description

Top down shooter where you are trying to save the Potato people by terraforming and colonising planets, all while dodging pirates and asteroids.

### Key Features

- Momentum based ship movement
- Charmingly rudimentary MS Paint Art style
- Highscore Arcade Action
- Very dumb humor

### Core Mechanics

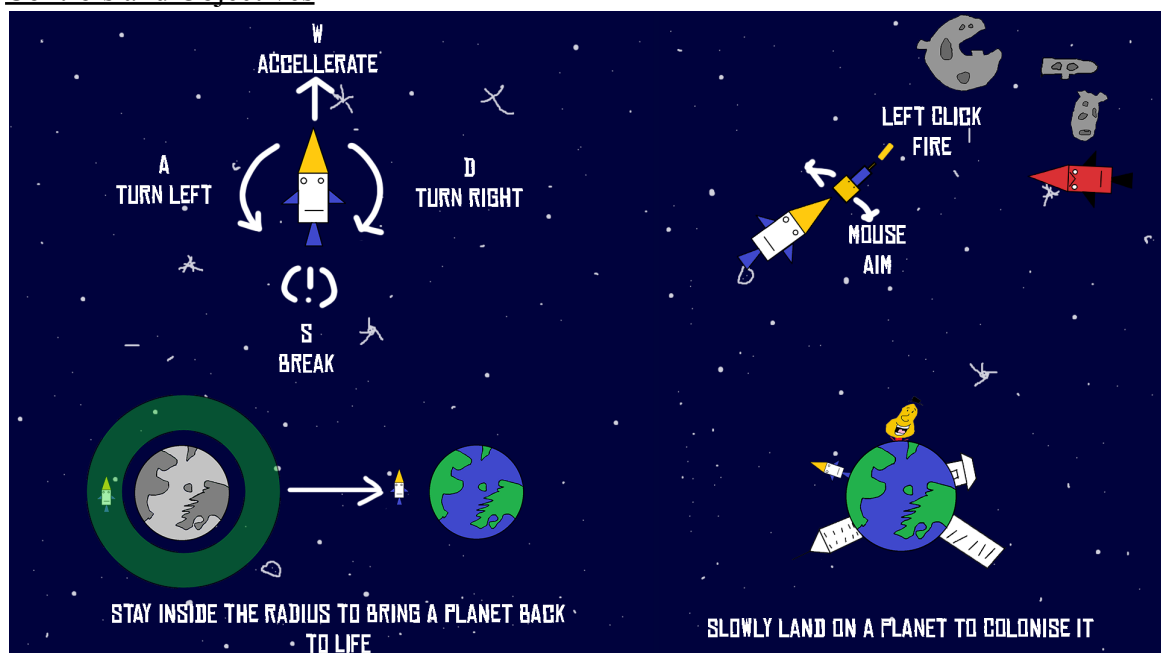
- 3 lives
- Acceleration
- orbiting and landing on planets
- killing enemies and asteroids
- level is procedurally generated
- infinite world

### Design:

**Game View:** 2D Top Down  
**Style:** MS Paint style graphics  
**Theme:** Scifi comedy

## GAME MECHANICS

### Controls and Objectives



## Scoring

Players gain points for repopulating planets, colonizing planets and shooting enemies

## Difficulties

## **GAME OBJECTS**

### **Player**

- A slippery spaceship that can speed up, turn and break. Their movevements carry a lot of momentum, which is where the fun of the game resides.
- They are also equipped with a satellite that follows the mouse pointer and can fire in a 360 degree motion.
- They have 3 lives.

### **Planets**

Planets are all dead when they are found. when they are dead they need their life brought back to them via staying in the radius around the planet to terraform them. Once the planet has been brought to life they then need to be slowly landed on to be colonised. If you crash into a planet at high speeds, it's game over.

### **Asteroids**

Asteroids roam around space, waiting to be collided with. They can be shot and split into 3. They take away one life on contact.

### **Enemy Ships**

Enemy ships spawn nearby the player and shoot on sight. They can be destroyred with a the gun. Their bullets take away one life on contact

### **Powerups**

- Triple Shot: Three satellites surround the player. Lasts 30 seconds.
- Energy Shield: Protects the player from one shot and collision.
- Potato bomb: Screen Nuke.

## **GAME SCREENS**

### **Title**



Game Screen

