

Space Survive

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Introduction

My Name is Gert and I will be a solo Developer on this Project. I have always been interested in knowing the processes of a game and the frameworks behind it and here I am presenting one. As this is my first Project it's nothing too big but simple enough to make as a solo developer in a quick short time frame. My idea behind it is keep it fun and simple and the aim would be to be able to run on all any platform as it won't have very high system requirements. I am looking forward to this and I hope you will enjoy the process as much as I do.

Mission Statement

Make a fun space survival game where survival is key.

Concept

The idea behind this is a simple top down two dimensional game. There are no story driven factors but a drive for a high score where you can compete against yourself or give your friends a try for a competitive feel. You will have the freedom to move within a space but you won't be alone, there will be two ships in this space and an unknown flying drone / ship that wants to take your ship down. There is no escape but how long will you last. Can you outlast the ship or will you be destroyed. There will be a score system to show how long you have lasted and possibly a leaderboard. Is there an end one can reach? Who knows there could be.

So the core idea is Survival and as the current idea stands Yes there will be an end after some time. As you survive in this space the ship that's haunting you will become faster and faster requiring the player to get faster. It's a small game that will challenge you to try to do better each run you play and these will be short play times so easy to do when you are out and about or on a computer waiting a few minutes.

Selling Points

- Low System Requirements. This means if it's possible we can have this on a phone or even just a basic notebook. This will be able to be played by anyone as long as they do meet the low requirements. Something simple that will run even on your phone. This will allow more accessibility to this Game
- All ages. As there is no dialog or graphical violence there will be no age restriction. This will be for all ages and make it more accessible to more people out there whether they are kids or the oldies that remember Space impact or snake.
- Pick up and play. You can just pop in and start a game straight away.
- Short play sessions. This will not be very time consuming as it is round based. So whether you want to spend an hour on it or if you want to spend 10 min on it both will have the satisfaction of the game's entertainment.

Project Parameters

Project Duration - 2 weeks

Alpha Due - Within first week

Engine - Unity

Target Platform - Computer || 2GB Ram || Processor 2Ghz ||
Windows 10 or greater || 500mb Video Memory, Shader model
3.0+|| DirectX 10 || 500Mb Available Space (Mobile and consoles
in the future) * These can differ slightly with future updates or
changes but is the target*

Team Size - 1 Developer

Budget - \$2000

As this is a small Project with only one developer These are the targets I wish to reach. There are some things that could change in the future when it comes to requirements and these things will be updated on platforms it releases on such as Steam / Epic / GoG.

Gameplay Overview

Core Mechanics

Movement: Player Will be using W (up) A (left) S (down) D (right) keys to move in directions.

NPC: Player will need to move away from the other Ship to survive.

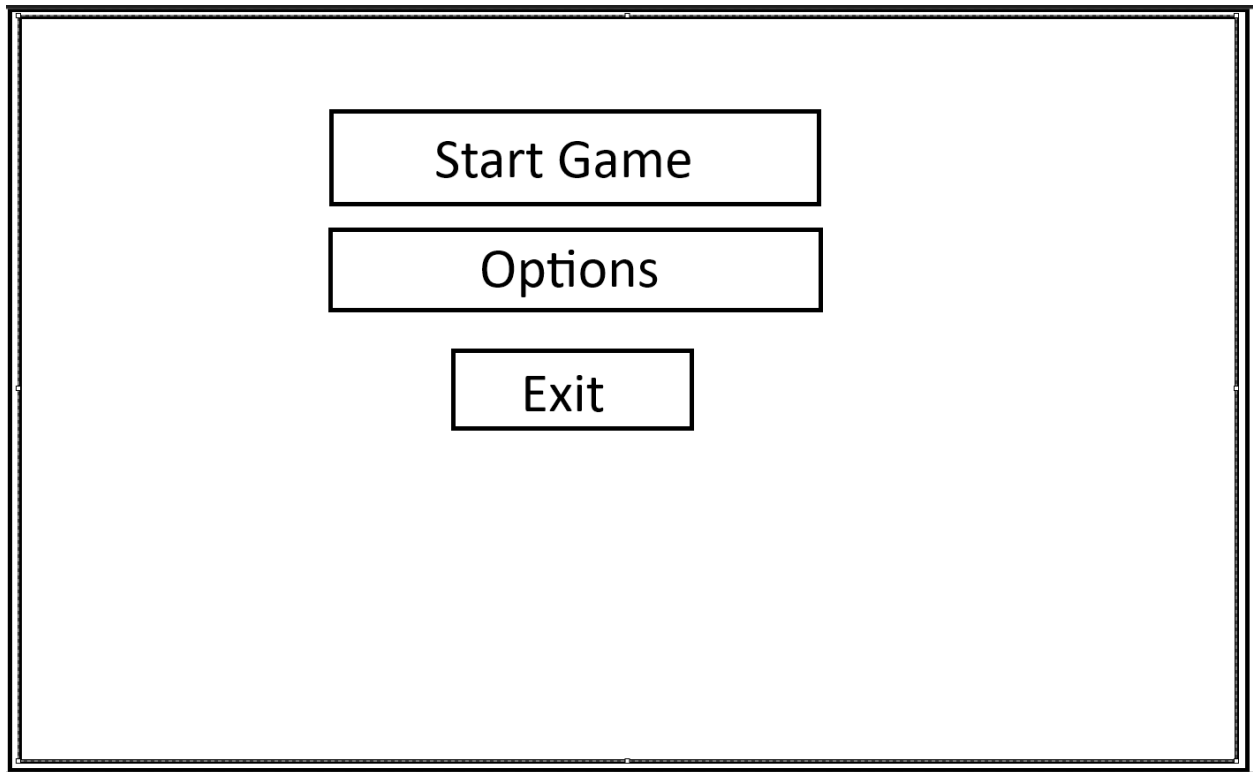
Run Time: How long the player can survive

Leaderboard : Player Times will be kept on leaderboards.

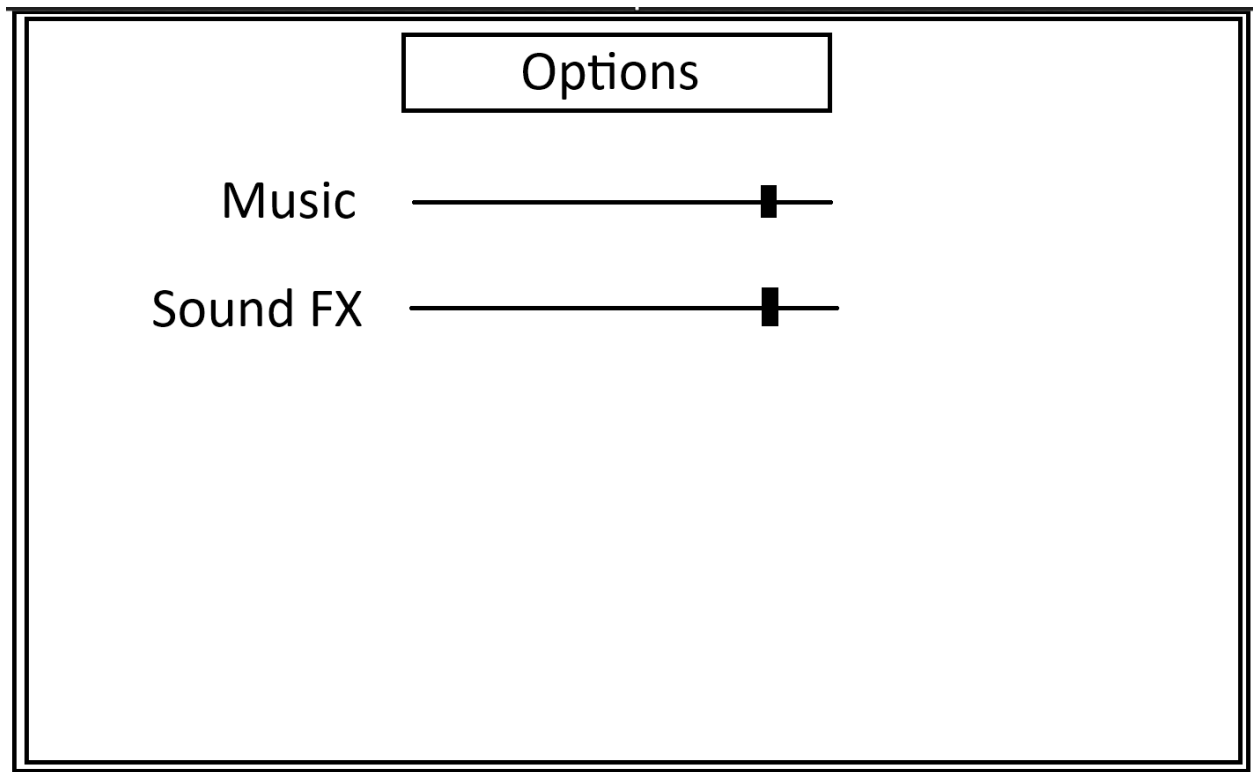
Difficulty: Over time the other ship gets faster and faster making It is more challenging.

UI

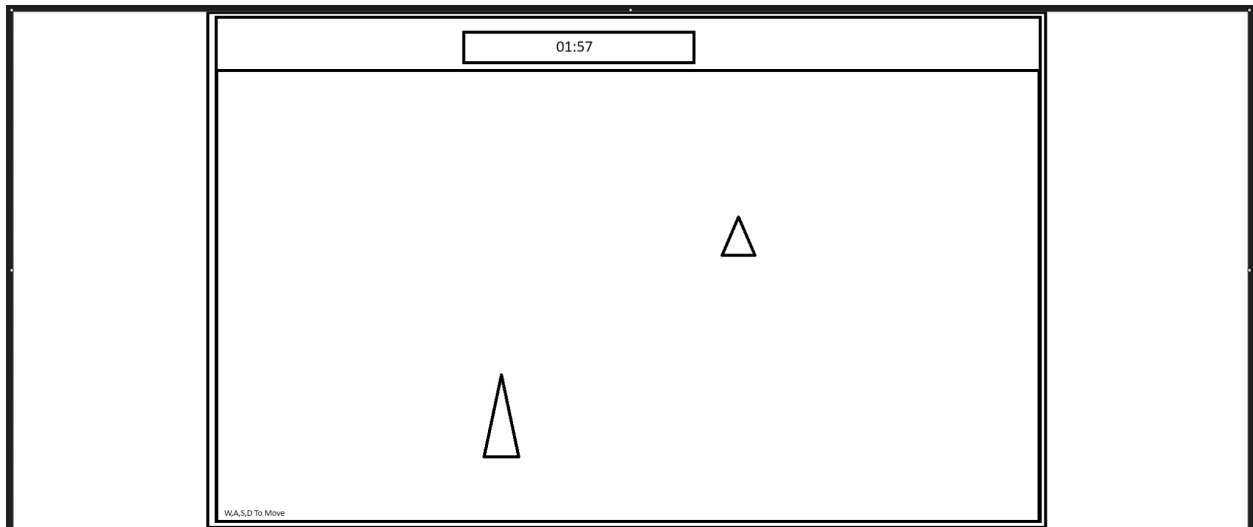
Main Menu



Main Menu - Options



HUD



QnA

Is there a story?

No. There is no story to the game

What Does the application do?

This is purely for entertaining purposes. One can go as far to say it will work on your reaction time.

Does it aim to solve any problems?

Some would say yes if the problem was boredom.

Why is this a Project you decided to do?

I am a solo Developer and this is why I chose this. It's not too much for one person to handle and keep track off

Is it something of interest to you?

YES! As this is my first Project I will learn alot out of my failures and improve upon that. It is small but I am passionate about it.

Is it based on any idea or reference of anything?

This is purely an idea due to being a solo developer. This will give me the understanding of NPC implementation and movement engagement.