Two-pager/High-level document

Project Name: Earth's Gambit	Developer: Group 13
Platform: Android	Genre: Space shooter

Elevator Pitch: As a pilot of a space fighter your objective is to avoid obstacles and destroy enemies in order to get to and defeat the aliens who pose a threat to humanity. The game is a 2D side-scrolling shooter.

Gameplay

The gameplay consists of maneuvering the space ship to avoid the obstacles and enemy fire and shooting at the enemies to destroy them and proceed further in the level. There are power-ups on the level that can be picked up in order to enhance the player's ship temporarily.

When a projectile is moving towards or an obstacle is in the way of the ship, the player can move the ship up or down in order to avoid taking damage. The player can shoot to deal damage to the enemies and switch between two different firing modes. When the ship comes in contact with a power-up, the effect of the power-up is active for a short time, for example the ship fires scattering shots that hit all enemies in front of the ship for the duration of the power-up effect.

The ship flies to the right constantly, without needing the input from the player. This allows player to focus on avoiding dangers and shooting at the enemies. On the left side of the screen the player can swipe up or down to make the ship move up. The player can hold the finger after swiping to make the ship move further up or down. On the right side of the screen there are two buttons, which activate different firing modes when pressed. The button for ordinary fire-mode can be pressed down for constant fire.

Story

The year is 2225. The people of Earth are at war with a brutal race of aliens called the Dofas. The fighting is going on around the Solar System and people are desperate. The Dofas are preparing a large invasion force and have brought a powerful alien monster that is capable of destroying Earth's defenses once and for all. The plan has been intercepted by the Earth's intelligence and a secret mission has been issued to destroy the base where Dofas are preparing the invasion and the monster with it. A large force would be defeated, but a single skilled pilot equipped with Earth's most advanced technology might slip under the radar unnoticed. That pilot is the Earth's last hope for survival.

You are that pilot.

Art style

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Please describe the overall art style and direction your game will feature.
The game is a 2D space shooter designed and built by using 2D graphics. By using different smooth outlined graphics we aim to present different objects and colours to represent an attractive space adventure to our players.

Give a brief description of the art direction for levels, characters and interface.

Use examples of similar art styles as seen in other media such as art inspirations, film, and TV, or anything else.

Core values/USPs

A combination of classic space shooter with Fast paced space battles against aliens in creative ships and weapons. A variety of challenging obstacles that require careful maneuvering. Dodging obstacles and shooting enemies to see them explode. Power-ups can be collected to aid the fight against the enemy and make game more fun. A boss fight at the end which provides a challenge and satisfaction from beating the game.

Game modes

Single player only.

Why is your studio right for this Project?

Our studio has experience with making mobile applications and 2D action games. It feels natural to direct our experience in these two fields and combine them in making a 2D game for a mobile platform.

Why Target Platform?

The game has a simple control scheme, which can be easily developed for a touch screen. The 2D art and smaller levels do not require a lot of processing power, so it fits to make such a game on mobiles. A fast paced game with shorter levels could appeal well to people who do not have much time to spend, but want to play for a few minutes while for instance being on a train or waiting for someone. This is a game aimed at casual gamers, and since almost everyone today owns a smartphone, we have a large audience whom we may attract.

Target audience

Casual gamers who like action games. People over 7 years old, because of the difficulty and mildly violent content of the game.

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