

**Brief description:**

You are a shipment delivery spaceship and your job is to deliver cargo to a space station. You will be piloting a ship trying to dodge whatever obstacles you may come across and your goal is to reach the space station where you can deliver your cargo. You will have 3 shipments(levels) to complete, each level getting more and more difficult.

I probably won't have enough time, but I would also want a final victory screen, maybe depicting what type of shipment you've been delivering or have an end bit where you walk around inside the space station, or something along those lines.

**Game Type:**

It will be a top down game set in space, and be a platform game.

**Techs:**

A menu to select a level to play(having the 2nd and 3rd level being locked until the previous level is completed)

Slippery movement(like skating on ice)

Change the type of slippery depending on how heavy your shipment is

Have thrusters or particles behind the player when reaching a certain speed

Have the player's sprites change depending on what way they want to go

Have a "dash" button that launches the player a certain direction for quick movement

If you collide with an obstacle, you will bounce off of it and take damage

When health reaches 0 your ship will explode and you will lose the level

When reaching the end of a level play an animation of your ship docking at the space station

Have collectable things that you can collect when doing a level and have a "trophy" room in the menu screen showcasing all the collectables you collected

Have a comprehensive tutorial for level 1. Examples being pausing the player and obstacle movement to display how the player will move and then once the player is

moving resume play. Also pausing for when a collectible is shown, to tell the player that this object is collectable and they won't die if they collide with it.

### **Player:**

The player sprite will be the carrier since it has a lot of different sprites each facing different directions.

Movement will be either wasd or arrow keys as well as a “dash” function which will either be space or enter



### **Enemies:**

Will be different types of space debris, very similar to the asteroid used in my midterm

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## Collectibles:

Will be just a random assortment of things, maybe like cheese or carrots



I might change them out to be something more related to space, however I have not decided what they should be yet.

## UI:

A very simple and simplistic UI where its just a background with 3 buttons for the levels and then 1 button for the trophy room(try and think of something a little more creative for UI if there's time)

