**Interactive Multimedia 2013 – individual project part 1 – Game Concept**

**Nicky Randles “Rocky space"**

**1. Aim of the game**

The aim of the game is to travel in the space shuttle from earth and try and reach mars. You will need to avoid all of the rock in your way to reach mars. If you hit one the rocks your space shuttle will explode, ending the mission. If you reach mars, you will have completed the game.

**2. Story**

* The man in the space shuttle is an astronaut from nasa who plans on becoming the first person to reach mars.
* Your role is to travel from earth to mars and to avoid all of the rocks in your way.
* If you reach mars you will have completed the game with a victory. If you crash you will end the game with a loss

**3. Game play**

* You will start in the space shuttle at earth with the anticipation of traveling through clear air space.
* You will then be warned by one of the space monitors at nasa that there is a rock storm ahead of you.
* You will then have you carefully work you way around these rocks.
* If you hit one of these rock you will die and lose the game.
* If you make your way around these rocks you will reach mars and win the game.

**4. Possible additional game features**

* There will be a number of different sounds added to the game for when the space shuttle is approaching the rock storm, when the crash and for when they reach mars.

**5. Annotated sketch of running game**