Interstellar Interceptor

A game by Stephen Brimhall

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# Game Type / Audience

The audience for Interstellar Interceptor is those who like working together to accomplish a common goal in a complex, dynamic, and challenging setting. It is especially targeted towards players who wish to unlock everything and accomplish everything, as well as those who just like to blow stuff up.

# Tools Employed

There are many tools being used for the development of this game, listed below.

### Code Development

* YoYo Games GameMaker Studio
  + Game engine used, integrated IDE with code-completion help
* GNU Emacs
  + Cross-platform shell-based text editor used for quick edits before committing changes
* GitHub Atom
  + Modern cross-platform text editor with GML support

### Image Creation

* GNU Image Manipulation Program (GIMP)
  + Used on Windows
  + Editing of downloaded images for recoloring, removing background, etc.
* Pixelmator
  + Used on OS X
  + Editing of downloaded images for recoloring, removing background, etc.
* paint.net
* YoYo Games GameMaker Studio
  + Minor touch-ups that can be done with low-quality editors

### Audio Creation

* Audacity
  + Used for editing previously-existing sounds
* LMMS
  + Used for creating new audio

### Level Design

* YoYo Games GameMaker Studio
  + Used to implement level designs created in paint.net
* paint.net
  + Used to design the level before creating
  + Extremely useful for determining necessary objects that may or may not exist

### Version Control

* Git
  + Open-source widely-used reliable version control system
  + Supports multiple remote code storage sites
  + Allows reverting to previous versions with no hassle
  + Supports collaboration
* GitHub
  + Free online storage for git repositories
  + Simple yet powerful collaboration tools

# Narrative

The story of Interstellar Interceptor begins in the outer reaches of Human civilization, in the outermost sectors of the galaxy. An alien race of unknown power and hostile intent is beginning incursions into our space. It is the player’s job to stop them. The climax of the story occurs in the final sector, when the player must protect the ancestral home of the Human Race, Earth, from utter and complete annihilation.

# Characters

The protagonist of the game is the player, who pilots a light interceptor into battle against droves of enemy fighters. The antagonist is the alien society that views the Human Race as a plague to the universe that must be eradicated.

# Levels / Environment

The environment of each level consists of a solar system. In that solar system there will always be at least one star with a gravitational field reaching beyond the edge of the room. Harder levels may have planets with their own gravity, asteroid belts, and even binary and/or trinary systems with multiple stars. This will add an element of dynamic gameplay that is unique to Interstellar Interceptor.

# Sound / Music

Sounds will be from a combination of royalty-free online sound files and effects made myself.

Music will consist of royalty-free music files from online repositories. All sound creators will receive credit in the README file in the repository.

# Gameplay

Interstellar Interceptor will have unique gameplay mechanics such as realistic, essentially lag-free real-time gravity simulation and progression no matter the result of the level.

The gravity adds a unique gameplay element because the player must always be moving. Otherwise, they will fall into a planet or star.

The progression is another interesting aspect. The player will start with a small number of interceptors. If they survive the level, they warp to the next sector in, to defend against enemies that made it through other systems. If the player dies, either through crashing or explosions, their Emergency Spatial Displacement Device (ESDD) will activate, returning them to base to retrieve another interceptor whilst allowing the enemies to capture that sector.