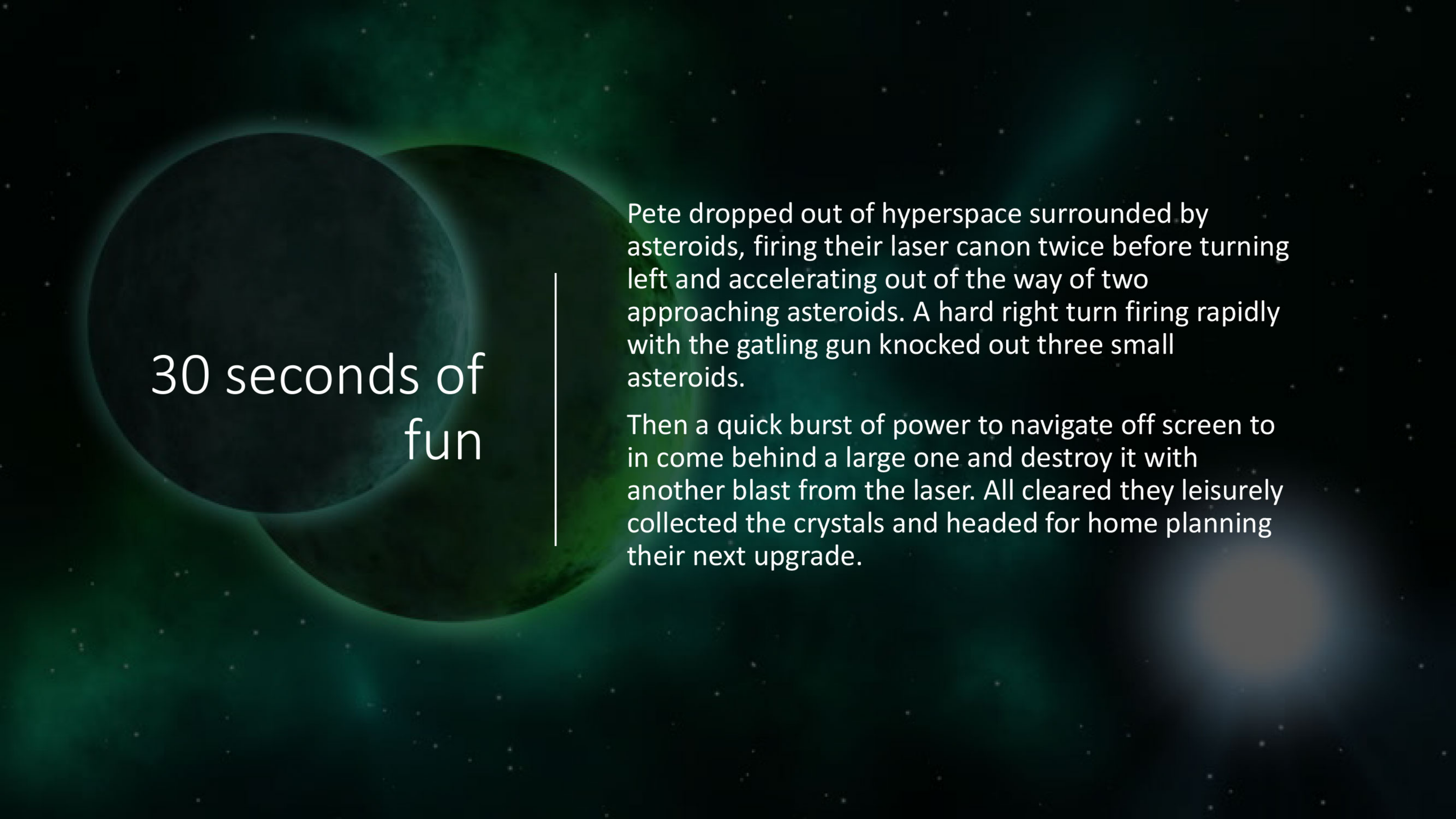# Asteroids Concept

Sample by Pete

30 seconds of fun

Pete dropped out of hyperspace surrounded by asteroids, firing their laser canon twice before turning left and accelerating out of the way of two approaching asteroids. A hard right turn firing rapidly with the gatling gun knocked out three small asteroids.

Then a quick burst of power to navigate off screen to in come behind a large one and destroy it with another blast from the laser. All cleared they leisurely collected the crystals and headed for home planning their next upgrade.

Background

- The game takes place in a distant future where the need for crystal derived energy of the planet earth have made it worth while for mining corporations to strip the asteroid belt for profit. The crystal core of each asteroid is worth loads of money. Where there's money there's pirates and space it's no different.

- One plays as Pete the best crystal miner since forever, run missions collect crystals upgrade your ship and be the best of the best.

Screen Shot

Features

- Flying
- Shooting
- Set collection
- Tech Tree

Pillars

- Flying 55%
  Navigate your craft using it's momentum and the screen warp feature to minimize fuel.

- Shooting 35%
  Track asteroids and destroy them with a forward pointing gatling gun.

- Resource management 10% collect sets of crystals to complete contracts to upgrade your ship.

Skills Students will use

- Classes [asteroids, bullets, crystals, ship, scenes ...]

- Arrays [bullets, asteroids, contracts ...]

- Graphics [sprites, animations, dynamic colours]

- Source control [git and git hub]

- Software [VS2022, photoshop, audacity, premier ..]

- Teamwork

- Documentation [concept, GDD, comments..]
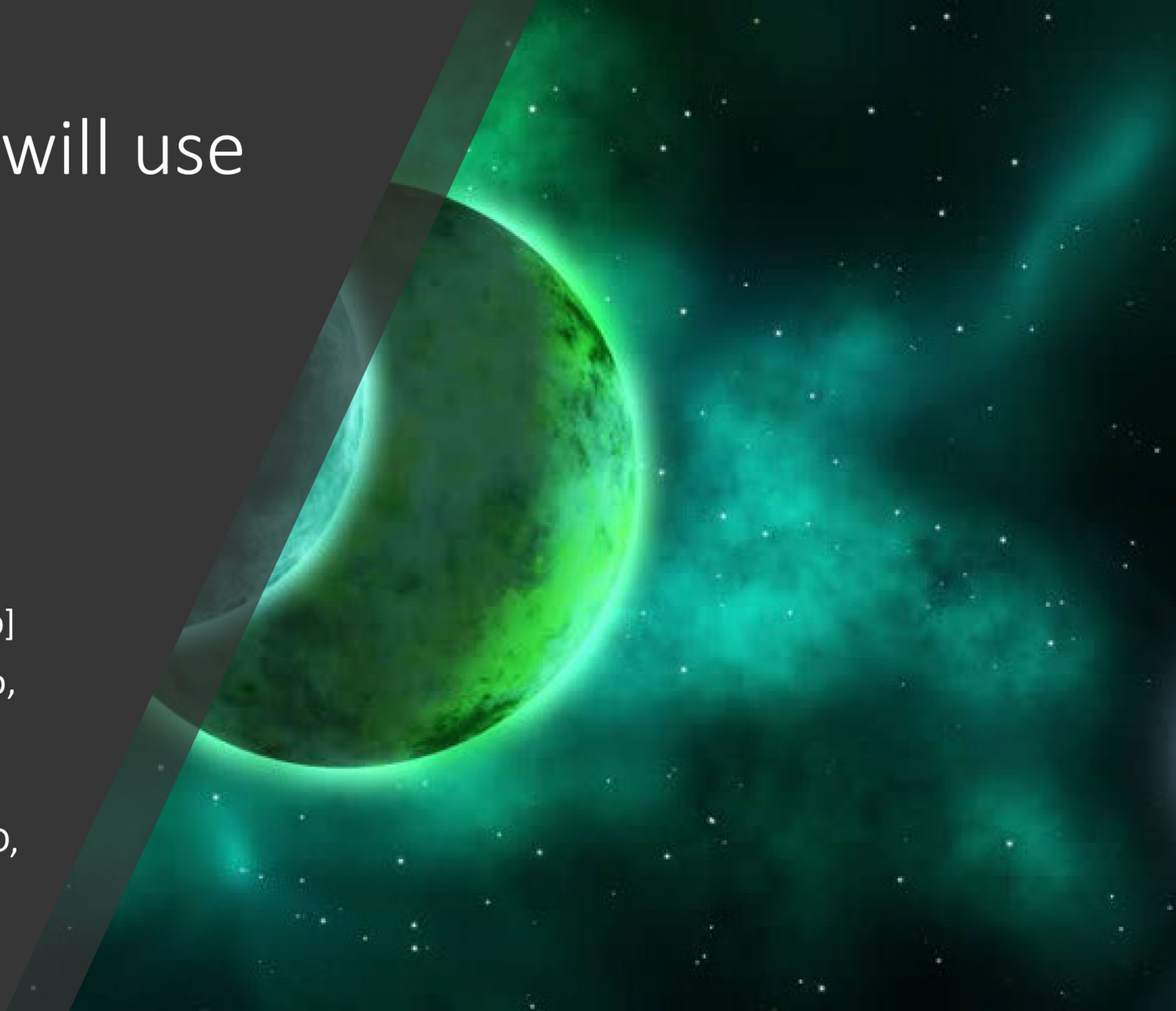
Fun
To
Work
On

The game play of asteroid has always had the right level of challenge while not being too asset intensive. Testing the upgrades shouldn't be too much of a chore and balancing the difficulty should be enjoyable.

Personally I could play the game all day, that's the way they made those old coin op games, you just needed to concentrate a little harder than was comfortable for long periods of time.

The waves of asteroids perfectly suits a varied excitement level making testing fun.

The freedom to use different art styles/ alternate futures / whacky animal themed versions allows for artistic freedom.

Elements [example]

- Visual Asset creation [0-15]
  - Draw spaceships from top down perspective. [5]

- Audio Asset creation [0-5]
  - Edit & distort motorbike sound to sound like spaceship [5].

- Menu system [0-10]
  - Use planets as level menu with grayed out invalid options with dynamic popup info. [10]

- HUD [0-10]
  - Dynamic fuel gauge & cargo area with contents. [10]
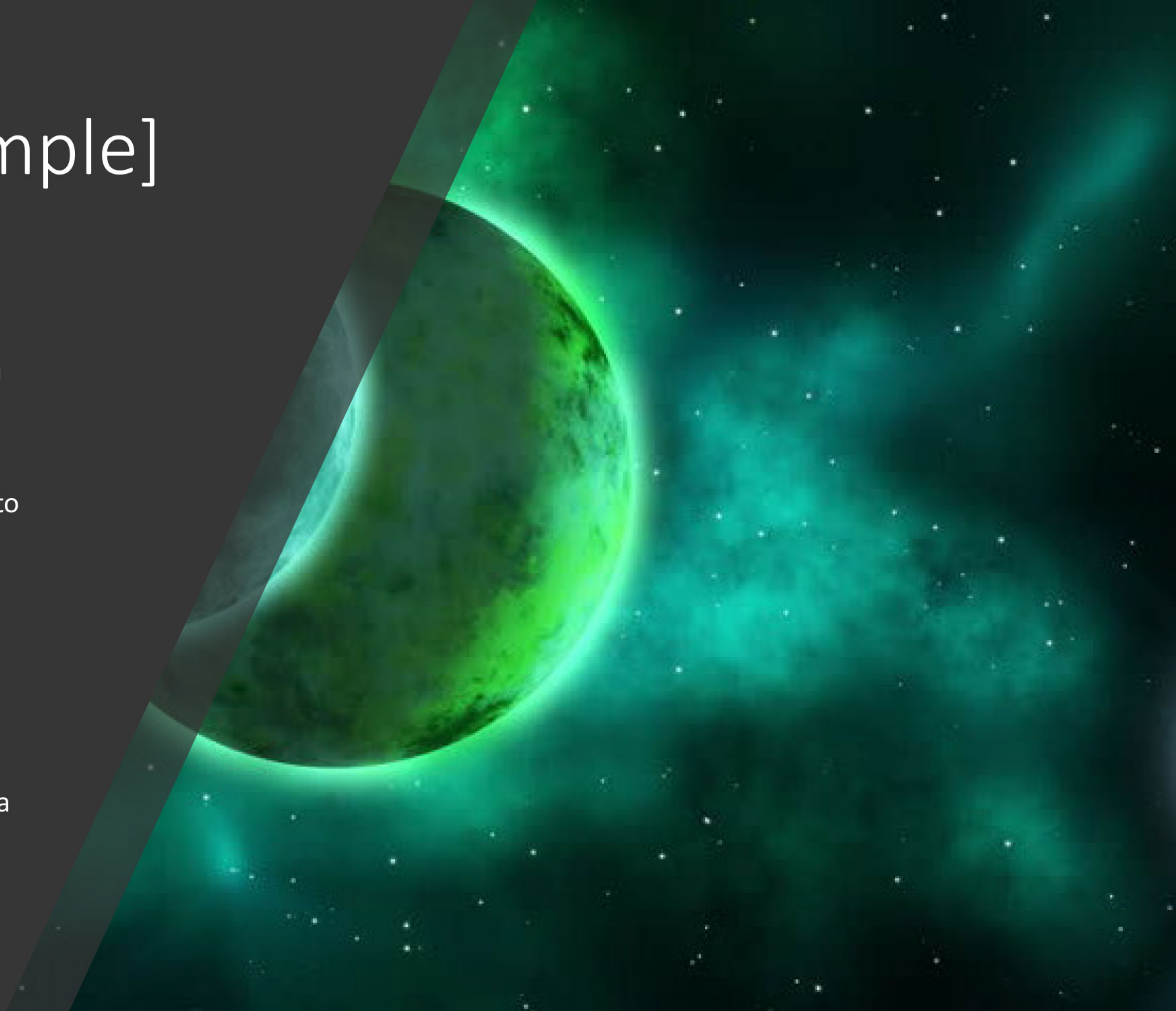
Elements

- Basic Game Play [20]
  - Accelerate, rotate, fire, screen wrap
- Graphics [20]
  - Sprites, Text, Font, Sprite rotate
- Advanced game play [0-20]
  - Emeny AI, variable ships powers, circle based collisions, contract system, level unlocks [10]
- Advanced Graphics [0-20]
  - Animated sprites for thrust & explosion, dynamic colour for fuel gauge [10]
- Video [5]
- Project Management [5]