Lost Galaxies

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Game Overview

Backstory:

A massive was has erupted across the known universe. The aliens from Terra Venture have attacked Earth. You were in the middle of a hyper space jump when it happened, and now our solar system is just a bunch of asteroids. As the last ranger in your squad, you must escape the asteroids floating around, before the Venturians come back for you.

Gameplay:

The game is a top down space shooter.

Setting:

The game is set in the post-apocalyptic space, centered around where Earth should have been.

Objective:

The primary objective is to avoid or shoot the asteroids that appear on screen, along with the enemies that may also be presented. Enemies and asteroids will be able to be shot, and inflict damage to the player, which after a certain amount will cause the game to lose. The game is never ending, the objective is to simply survive for as long as possible.

Key Features and Specifications

Engine:

The game will be created using an inhouse engine, known as Aura, in 2D.

Input:

The game will use a mouse and keyboard for input.

Target Platform:

The game will be created for windows PC.