**Space Juan (Space Shooter)**

Play as a Fighter pilot battling it out for the fate of humanity against Alien ships in the midst of an asteroid field, Fight to survive against oncoming waves of Asteroids while dodging or destroying all incoming Alien Fighters to win!

**Targeted Audience**

This game is targeted towards younger groups between average ages of 8-16, people who would want to go online and play a simple fun space shooter on a Website

**Core Game Mechanics**

* Space shooter (top down view)
* Single player only
* Endless survival mode
* Bonus modes (Extremely hard mode, Fun drawing and funny “Meme” mode)
* Only 1 Life (2 hit deaths)
* lots of bullets being fired (both player and enemy)
* Primary Weapon for the player (a straight line of machine gun bullets)
* Secondary Weapon for the player ( a penetrating laser ball )
* Dark Matter Cannon (Requires charging before being fired)
* Extremely weak enemies (compensating the number of enemies)
* Unlimited Ammo
* Scoring system (varies between what weapon is used and what target was destroyed)

**UI Elements**

* Score (Middle Top)
* Health (Bottom Left)
* Timer (middle Top)
* Charge Bar (Bottom Right – Charge progression for the dark matter cannon)

**Map Design**

* Vastly open (asteroids and ships will randomly spawn in to change paths)
* Scrolling background
* Very Large game canvas size (To enjoy and see more from the game)

**Controls**

* W A S D ( to move up, left, down and right in that order)
* Q (to shoot primary weapon)
* E (to shoot secondary weapon)
* R ( to shoot Dark Matter Cannon)
* Shift (To reload the game only after end screen)

**Artificial Intelligence**

Enemy ships in this game will be blind, so they will randomly come in and roam the screen but randomly fire bullets in any direction hoping to hit the player

**Sounds**

Looking to create a strong space techno vibe, the type of music you would hear in any space shooter, very futuristic but sounds right for an arcade game

* Shooting (different for both primary and secondary weapons)
* Ships exploding ( Both player and enemy)
* Start-up music / Background music / Game over sound
* NO PLAYER SHIP ENGINE SOUNDS ( SUPER ANNOYING)
* Alien ship flying past

**Animations**

* When the ship takes one hit, it will switch to a flaming model of the ship (will explode on death)
* The explosions will have some small animation to it

**Objectives for the player**

The Player will focus heavily on killing out numbering waves of enemies gathering score and trying to survive, at the end hopefully defeating their previous record

**Schedule/Splitting up the tasks**

Since there are only 2 group members to be confirmed working on this project, tasks will be easily shared between us; whenever we want to make changes to each other’s work (while also notifying the others of the change of course), however we will primarily be separating ourselves to what files we will build from up from scratch and where we should be at certain points of time, so we can meet and merge the files together, listed here is what we decided should be done during the 4 weeks and by whom,

**Brendon Bano’s To Do List**

* Player.js
* Main.js (the second half)
* Primary survival Game Mode
* Editing Images used for in game
* Editing Sounds used for the game

**Jaymie Gobbett’s: To Do List**

* Main.js (the first Half)
* Website to Display the game
* Bonus modes including extremely Hard
* Finding images to use in the game
* Finding Sounds to use for the game

The planning of this chart was measured by at which point where expected elements meant to be completed at, measured from day 1 to day 28 (4 weeks)

Final notes: During this task we were only limited to 2 people the entire time, we had to limit our work to specific weekdays since both our weekends were mostly occupied, but overall we stuck mostly to the original plan.

**Changes to the Project**

The following had to be either scrapped or changed entirely due to either a timing issues or intense difficulty.

* **Scrolling Background:** Attempts were made to try and fit in lovely backgrounds of stars and planets, however some versions that were created were causing some extreme errors and were removed to prevent any game breaking moments
* **Lives:** Originally we wanted to have 3 lives to give the player more chances to improve their score, though we noticed with our designed difficulty level it would be very difficult to have the player spawn into a death trap, so we changed it to allowing the player take multiple hits
* **Animations:** We were unable to focus on this idea after a lot of debugging we ran low on time and adding animations to the player had slipped our minds and had to be cut, same went for the asteroid explosions
* **Enemy Ships:** We were unable to create a fully operational alien ship, instead of firing rounds randomly they are only a bonus target for the player to fire at when they zoom across