**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 Alien fighters while dodging or destroying all incoming asteroids to win!

**Any Feature that has a Question mark (?) At the end still needs to be decided**

**Core Game Mechanics**

* Space shooter (top down view)
* Single player only
* Endless survival mode? < one
* Levels / Waves mode? < or the other
* Only 3 Lives (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 wide spread of rockets )
* Pickups (weapon upgrades for the player)?
* Extremely weak enemies (compensating the number of enemies)
* Unlimited Ammo
* Scoring system (100 points for destroying ships, 10 points for destroying asteroids)

**UI Elements**

* Score (Middle Top)
* Lives (Bottom Left)
* Timer (top left)

**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)
* Arrow keys (to move up, left, down and right)
* Q and Z (to shoot primary weapon)
* E and X (to shoot secondary weapon)
* R (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 get 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 (Star wars in a more pixelated theme?)
* NO SHIP ENGINE SOUNDS ( SUPER ANNOYING)

**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