**Captain Cameron’s Space Defender**

**Game Design Document**

**Introduction**

****

**Who is the player?**

The casual game player

**What is the player experience?**

Fast action and frantic

**What is the game theme?**

War in Space

**What is the core mechanic?**

Shoot Enemies and dodge bullets

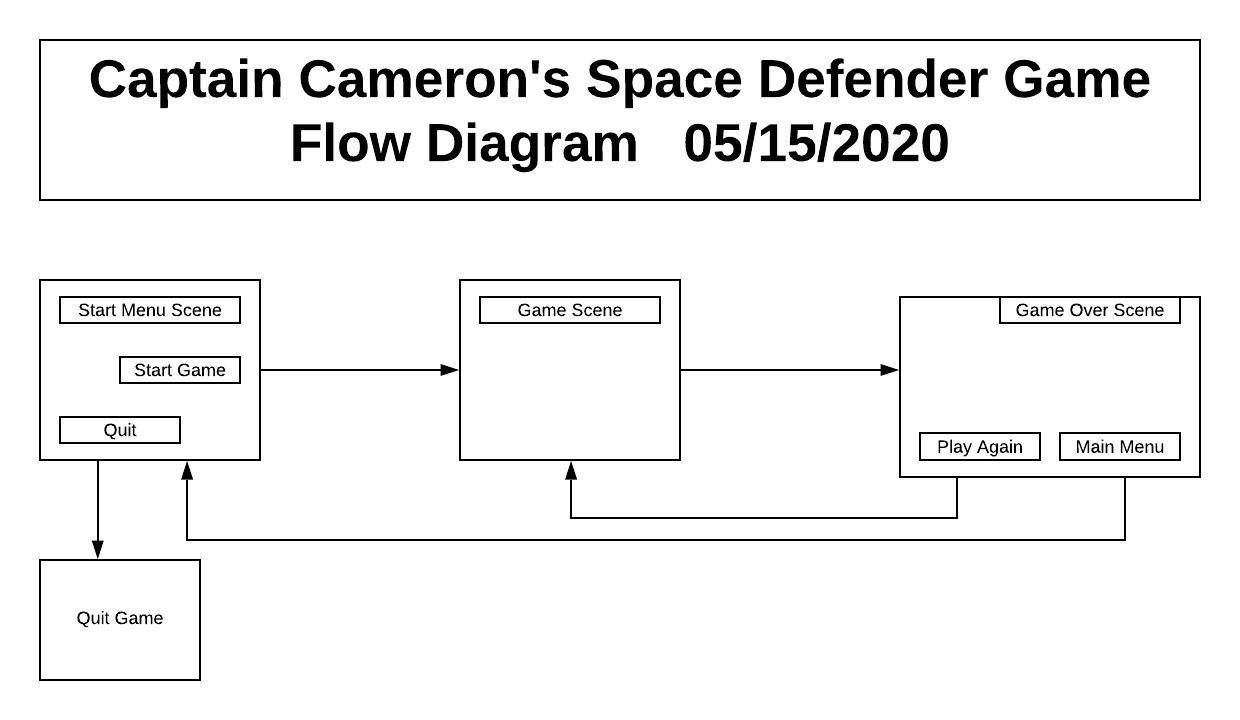
**What is the goal (core game loop)?**

Single level, endless play where player shots enemies for points until health is zero and the game is over.

A close up of text on a black background

Description automatically generated

**Game Flow**



**Game Feature Areas**



**Scenes**

A black sign with white text

Description automatically generated

**Start Menu Scene**

A star filled sky

Description automatically generated

**Sample Game Scene**

**Instructions Scene (Not in Game)**

A screen shot of a computer

Description automatically generated

**Game Over Scene**

**To Do List For Next Version**

1. Create and display an instructions screen
2. Allow player to select difficulty level (Ie. easy, medium, hard). Adjust enemy spawn rate based on player’s input.
3. Create and display a persistent High Score screen that shows three player’s initials and high scores.
4. Adjust score based on type of enemy
   1. Green Enemy = XX points
   2. Blue Enemy = XX points
5. Add energy shields
6. Add a button on controller to start game.
7. Fix waypoints issues
8. player can hide on the left
9. the enemy ships do not reach the side of the screen before disappearing
10. ~~Add Credits Screen including:~~ **DONE**
11. ~~GameDev.TV~~
12. ~~Art by Kenney Assets~~
13. ~~Music by SketchyLogic~~

**References:**

1. GitHub Repo Link
2. SaveMyGame.com Link

**Game Development Process Checklist**

* Create MindMap (LucidChart)
* Start Design Document (Microsoft Word)
* Create Project (Unity)
* Create local repo (SourceTree??)
* Determine ignored files (SourceTree??)
* Create remote GitHub repo (SourceTree)
* Perform initial push to GitHub (SourceTree)
* Create project in QuickBase
* Update Design Document with reference links (i.e., GitHub…)
* Create Game Design Flow Diagram (LucidChart)
* Prototype Game using Prefabs (Unity)
* Determine core and secondary features to include in this version of the game
* Determine technical specifications (i.e., platform, resolution)
* Create list of tasks based on above steps (QuickBase)
* Create schedule and budget for project (QuickBase)
* Develop the game
* Replace prototype assets with final assets
* Build game
* Test game
* Launch game
* Obtain feedback from players
* Modify the game based on player feedback