**Cam’s Space Defender**

**Game Design Document**

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**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)?**

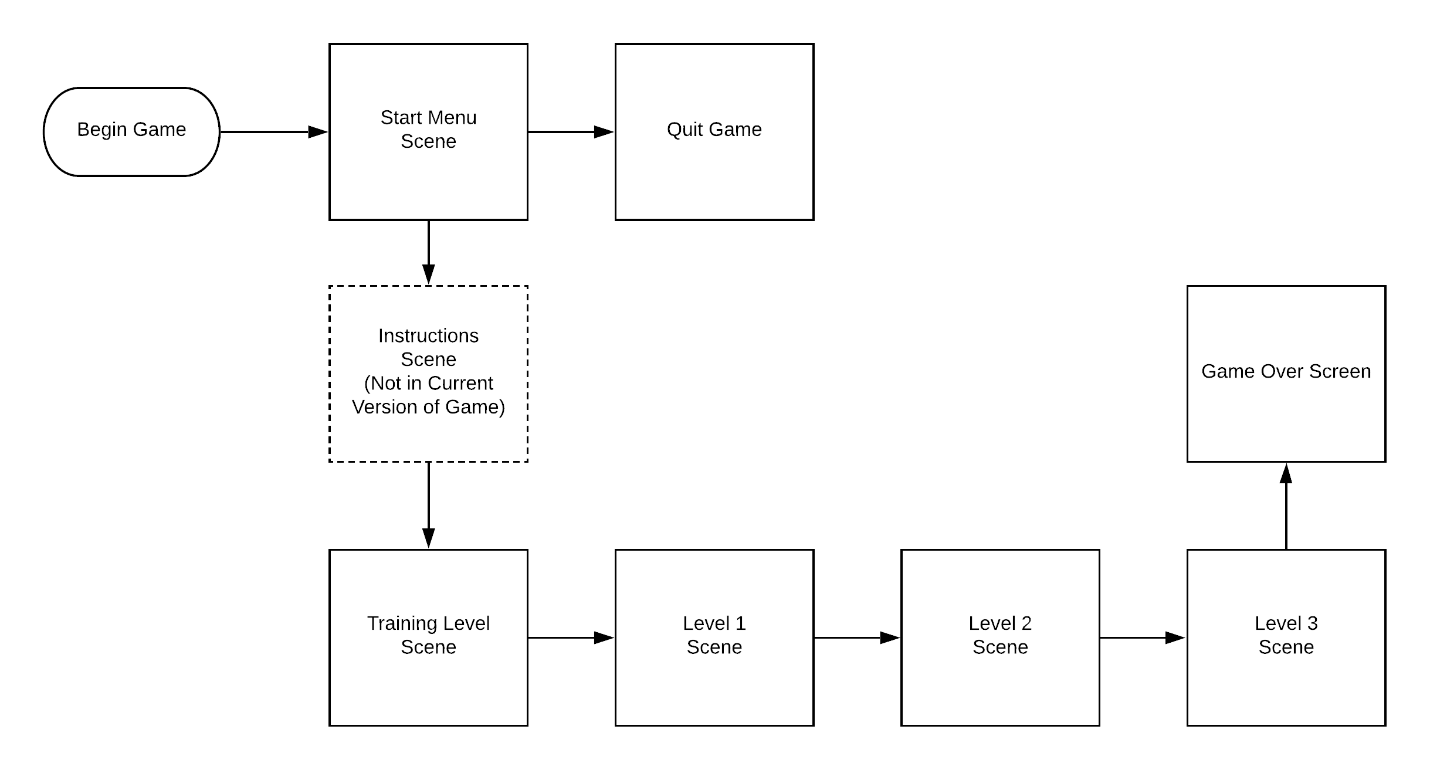
Single level, endless play where player shots enemies for points until health is zero and the game is over.

A close up of text on a black background

Description automatically generated

**Game Flow**

**TODO - Not this game’s game flow**



**Game Feature Areas**



**Scenes**

A screenshot of a cell phone

Description automatically generated

**Start Menu Scene**

A picture containing LEGO

Description automatically generated

**Training Level Scene**

A screen shot of a city

Description automatically generated

**Instructions Scene (Not in Game)**



**Level 1 Scene**

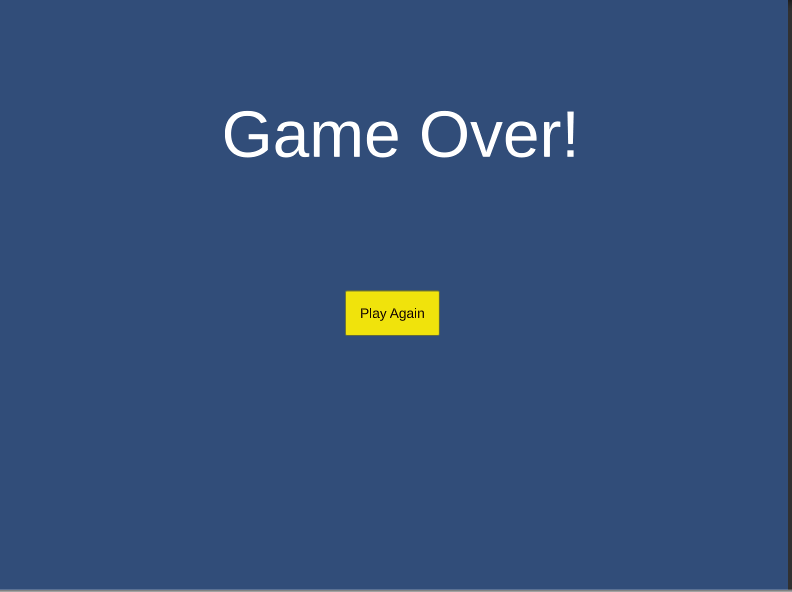


**Level 2 Scene**

A sign in front of a building

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**Level 3 Scene**



**Game Over Screen**

**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:
11. GameDev.TV
12. Art by Kenney Assets
13. Music by SketchyLogic

**References:**

SaveMyGame.com Link