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| Unlimited games |
| Space Patrol |
| Game Design Document |
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**Table of Contents**

[Version History 3](#_Toc82420)

[I. Game Overview 4](#_Toc82421)

[II. Game Play Mechanics 4](#_Toc82422)

[III. Camera 4](#_Toc82423)

[IV. Controls 4](#_Toc82424)

[V. Interface Sketch 5](#_Toc82425)

[VI. Game World 5](#_Toc82426)

[VII. Levels 5](#_Toc82427)

[VIII. Game Progression 5](#_Toc82428)

[IX. Characters 6](#_Toc82429)

[X. Enemies 6](#_Toc82430)

[XI. Weapons 6](#_Toc82431)

[XII. Items 6](#_Toc82432)

[XIII. Scoring 6](#_Toc82433)

[XIV. Sound Index 7](#_Toc82434)

[XV. Story Index 7](#_Toc82435)

[XVI. Art and Multimedia Index 7](#_Toc82436)

[XVII. Design Notes 7](#_Toc82437)

[XVIII. Future Features 7](#_Toc82438)

# Version History

Version 1.0

Creation of the GDD.

Version 1.1

* New Interface Sketch.
* Scoring table improvement.
* Sound index update.
* Art and Media index update.

# Game Overview

*Flight in your spaceship destroying obstacles and enemies that want to stop you to have your revenge against the Space Patrol Organization. Enemies shoot against your spaceship creating a hard path. You must have nerves of steel and good reflexes to get into this challenge. Do not wait to start having fun with this addicting game.*

# Game Play Mechanics

*Use the arrow keys to move your spaceship.*

*Use the space bar to shoot, and destroy obstacles and enemies.*

*Press B for bombs.*

*Press M for missiles.*

*When the player got shot or collide with an object, they lose one life.*

*The player have five lives.*

# Camera

*Orthographic.*

# Controls

*Arrow keys: Move the spaceship.*

*Space bar: Shoot.*

*B: Bomb.*

*M: Missiles.*

*Q: Quit the game.*



# Interface Sketch

**

*The first number to the left top is the quantity of missiles and bombs.*

*The second number to the right top is the score.*

*Lives are In the bottom right.*

# Game World

*It is a space background with some objects floating, for example, asteroids.*

*The enemies come from the top-down direction.*

# Levels

*There are three levels in a single player mode.*

*The levels are similar with different difficulties and bosses.*

# Game Progression

*The player has to pass through three different levels destroying the enemies, bosses and avoiding space objects.*

# Characters

Hero’s spaceship is silver and can use different weapons.

# Enemies

Meteor: A static object that appears some times through the level.

Enemy: Enemy spaceship that shoots against the player’s spaceship.

Boss: A different enemy spaceship with special weapons.

# Weapons

Normal shoot.

Missiles.

Bombs.

# Items

Missiles are limited and the player can get some extra destroying enemies.

# Scoring

|  |  |
| --- | --- |
| ***Object*** | ***Points*** |
| *Enemy 1* | *10* |
| *Enemy 2* | *20* |
| *Enemy 3* | *30* |
| *Enemy 4* | *40* |
| *Space objects* | *5* |
| *Boss* | *1000* |
|  |  |

# Sound Index

* Bensound-epic.mp3 from bensound.com.
* Explosion.mp3 from Beginning HTML 5 Games with CreateJS book example.

# Story Index

# Art and Multimedia Index

* Explosion sprite sheet from shutterstock.
* Hero’s spaceship from millionth vector.
* Alien Spaceship Pack from OpenGameArt.

# Design Notes

# Future Features