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| Galaga Remake |
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| **Game Design Document dated** |
| **3/6/2014** |

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# Game Overview

Galaga is a shoot’em up video game originally released in 1981 by Midway and Namco. The remake introduces endless waves and harder difficulty progressions as well as having different types of weapons and powerups. In this version of the game, you only have one live.

## What is the game?

Humanity has been invaded in space by alien invaders. Your job is to pilot a space ship and fend off the waves of invaders while taking care not to be blown up by them.

## Why create this game?

We wanted a fresh new take on Galaga that does away with repetitiveness and instead brings in ideas from modern video games such as skill progressions and unlocks.

## Unique Selling Point

A shoot’em up with tons of unlocks with endless waves. The game is suitable for anyone who wants to cool off steam as well as enjoying Michael Bay’s movie because of the particle effects and explosions.

# The Game World

## Art Direction

The art assets being used it the same as the original game with the exception of modern particle effects, new weapon graphics and background.

# Game Mechanics

## Overview

The game starts by spawning invaders from outside of the screen that follows it’s own flight path and ultimately lands in a pre-defined grid a la Space Invaders. The players goal is to eliminate all enemies on the screen before the next wave can commence. As the wave number gets higher, difficulty gets higher as well.

## Weapon

Homing Missile:

The homing missile when fired will home in on a random enemy and destroy it.

Turret:

The turret is a standard bullet shooter that can only fire 2 times at one go. Not more than 2 volleys can exist on the screen at any one time. If a player destroys an enemy ship s/he is able to fire another one immediately after.

## Triggers

Particles

When any of the player or enemy ships dies, an explosion of particles will appear and spread out from the position of the ship that gets hit. This is to provide feedback to the player that s/he has destroyed something.

Enemy Waves

When all of the enemies have been cleared, the next wave will be called in and a text will be displayed to notify players of the wave change.

Game Reset

When the player ship dies, the game over screen will appear, and will return to menu afterwards.

## Victory Condition

There is no victory condition as the waves will keep coming until your spaceship gets hit. To balance this out the player’s high scorewill be credited to their bank balance which is used to purchase upgrades.

# Controls

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| **Key Mapping** | **Action** |
| Arrow left / Joystick Left | Ship Movement Left |
| Arrow Right / Joystick Right | Ship Movement Right |
| Spacebar | Jump |
| Mouse Move | Moves cursor on screen/Moves block |