DEVELOPED BY : ROOPAK

# SpaceLift

## 'A FREE-TO-PLAY 2D SHOOTER'

### GAME DESIGN DOCUMENT

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# Executive Summary

**SpaceLift** is a free-to-play 2d pvp shooter game with multiple game modes and additional Arcade elements. The player has to kill opponents and complete the objective to win the game.

# Game Description

SpaceLift is a pc game which is inspired from various classic arcade games. It is designed with a comination of shooter arcade genre elements.

It is also designed with multiple game modes, including Free For All, Domination, Capture The Flag that vary in goals and gameplay elements for the player and are designed for different elements of gameplay

SpaceLift consists of a simplistic but satisfying 2d pixel and vector art style with a axonometric 3/4 perspective. This combination of perspective and art style creates a game experience that is vastly enjoyed by large range of audiences, from children to adults.

The aim of the game is to move your character through the generated levels work together with teammates and kill opponents and complete the objective. The game is focused on multiplayer elements and with no focus on singleplayer elements.

# Design Features

1. SpaceLift consists of multiple game modes that are purposely designed for different elements of gameplay. This allows players to select a mode that is most appropriate to their liking and style of gameplay.

2. SpaceLift is placed in a niche spot within the market. This is because players are likely to be familiar with the game elements.

# Game Information

SpaceLift is aiming to release with a focus on PC, with an emphasis on Windows Platform. The target audience will be both children and adults. Once the game has been released we will begin to look at expanding the game to Mobile Devices such as Phones and Tablets, with an emphasis on Android and iOS Platforms.

# Background

SpaceLift doesn't have a related story or plot linked with the game itself. However contains easter eggs and references to other tv shows and games.

# Game Overview

SpaceLift requires the player to move the character using the keyboard and to aim and shoot using mouse. Kill opponent by shooting them, The game will be won when completing certain objectives depending on the game mode.

# Game Modes

**Free For All:**
Free For All is limited to 10/5-minute mode where the player has to move in the generated level and kill other opponents as fast as possible to increase the score. When the time runs out the player with the most score wins

**Capture The Flag:**
Capture The Flag is limited to 10/5-minute mode where the players have to navigate through the generated level to find the opponents's flag and capture it at your flag to score. When the time runs out the team with the most score wins

**Domination:**
Domination is limited to 10/5-minute mode where the players have to navigate through the generated level to find and capture the most domination zones scattered though the level. Captured zones give scores. When the time runs out the player with the most scores win

# Singleplayer

There will be no singleplayer elements in the game. However a practice mode wll be added for new players to get a better understanding about the game elements.

# Multiplayer

SpaceLift will mainly be focused on multiplayer elements. This will allow players to play various game modes with other players to create a more competitive and engaging enviroment.