

**GAME DESIGN DOCUMENT (GDD)**

**Game Name:** 3D GALAXY SPACE SHOOTER

**Genre:** Shooting

**Team members:**

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**Player:** Single Player

**Game Description:**

The Galaxy Space Shooter is a 3D game in which the player(SpaceShip) needs to shoot the enemies i.e aliens, Asteroid and needs to escape from opponents.

**Design Goals:**

* Create Space environment with movement to it
* Create a Player who can move in left, right ,top and bottom within the specified bounds
* Create enemies that spawn randomly
* Create Bullets and make reuse through Object Pooling
* Play Sound Whenever enemy is Destroyed
* Play Particle Effects When enemy is Destroyed
* Score is given differently

If Player hits the Alien, his Score gets updated by 10 for alien and

If Player hits the Asteroid, his Score gets updated by 5

* If Player scores 50 points then, player go to next level and the speed of enemy gets increased

**Game Play Outline:**

• Opening the game application

• Play Game

• Instructions

• Help

• Exit the Application

• Player’s controls

• Game Over

• Restart

**GAME FLOW:**

