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| C:\Users\Jack\AppData\Local\Microsoft\Windows\INetCache\Content.Word\space1.jpg  Otter Space  Design Document | © Down Under Thunder® |

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# Document Information

Begin Date: 14/06/2017

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## Version History

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| --- | --- | --- |
| V 0.1 | Document created, added basic overview information | 14/06/2017 |
| V 0.2 | Edits to overview information to match brainstorming   * Backstory * Razor * Game Theme | 15/06/2017 |
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# Game Overview

## Genre

2D Space-Exploration

## Target Platforms and Market

Android

## Razor

The player will drift through space, trying to collect fuel in order to make it back to their home-world. The player will receive motivation through indicators displayed around the edge of the screen, showing different planets or secrets the player can discover.

## Game Theme/Setting

The player starts adrift in space, with a limited supply of fuel and food. Throughout the game, the player will battle against black-holes, space debris, hostile encounters and foraging on foreign planets.

## Backstory

Performing routine maintenance checks on a space station in what is known as the “Fercon” galaxy, a surprise meteor shower struck the station, a stray rock hitting the player, sending them drifting far away from the station. Several of the larger asteroids strike the station, breaching the hull and destroying the docked ships – killing the crew remaining on the station.

You see other maintenance crew in a similar situation, drifting helplessly away from the station, and each other.

With limited fuel supplies left, a dwindling nutrient supply from your space suit, and a damaged omni-jet, you must find a way to gather fuel, nutrients, and the materials required to find a way home.

Whether or not you are able to rescue any of the other maintenance staff… let’s just hope they’re as resourceful as you are.

## Unique Features

While the game is based off the runner genre, which is a heavily saturated market; this game has unique features in that the runner is not necessarily linear. With skill, the player may be able to jump across orbiting objects and reach nearby moons…

# Gameplay

## Core Mechanics

* Jumping
* Moving

## Primary Mechanics

* Collecting fuel

## Secondary Mechanics

## Features

# Actors

## Player

## Planets

## Obstacles

## Enemies