

# Game Design Doc

## Space Invaders Clone

### Overview

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#### Working Title:

- ❖ Space Attack

#### Elevator Pitch:

- ❖ Clone of the classic arcade game Space Invaders.

#### Concept Overview:

- ❖ **Genre:**
  - Arcade
- ❖ **Target Audience:**
  - Rated E for everyone
- ❖ **Platform:**
  - PC, export to HTML
- ❖ **Tools being Used:**
  - Godot
  - Aseprite

#### Project Scope:

- ❖ **Team:**
  - Programmers: Jordan Klenk
  - Assets: Jordan Klenk
  - Team Lead: Edward Cruz
  - QA: Edward Cruz, Jordan Klenk, Gary Carter
- ❖ **Mechanics:**
  - 2D
  - Movement along X-axis (Left and Right)

- Shooting
- Enemy AI (moving left to right, descending, and firing)
- Score

#### ❖ **Assets**

- Player Ship
- Aliens
- Background
- Lasers
- Bunkers
- UI