Meteorites

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# Meteorites Design Document:

## Concept:

Meteorites is a 3D low poly reimagining of the 80’s arcade game Asteroids, and is a local multiplayer arena style game where the aim of the game is to shoot the meteorites and make it harder for the other players to survive - last player to survive wins the round

## Mechanics:

### Primary:

* Movement and aiming with Xbox360 controller, movement is physics based but locked to the y axis (2D topdown movement in 3D space).
* Shooting with the A button. Shots deal damage to meteorites, and cause one of the split meteorites to go in the general direction of the shots - bullets also have physics, pushing meteorites that aren’t split by them in the direction of the shot.

### Secondary:

* Minimal menu movement with mouse.

## Aesthetics:

### Artstyle Description:

Low Poly 3D models and terrain with particle system visual effects

### Moodboard:

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### Audio/Music:

Minimalistic Famitracker sound-effects - limited auditory feedback

## Technical Requirements:

Windows PC with Xbox360 usb controller and mouse

## References:

Asteroids Flyer, 1979, Atari, Inc.

Ohnogi, N. (1981). *Galaga* [Arcade, Various]. Japan: Namco.

Reddington, L. (2017). Low-poly Spaceships. Retrieved from <https://www.artstation.com/artwork/Z12EG>