RoleplayTalk Studios presents

design document for

Space Invaders

The clone war

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Version 0.1

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# Design History & Planned Milestones

## Version History

None

## Upcoming Milestones

### Milestone 1

* Sprite in game and moving
* Background
* Graphical style

### Milestone 2

* Capture player input
* Enemies in-game and moving
* Shooting including Collision detection
* Menus

### Milestone 3

* Gradually increase game speed
* Award points for kills
* Sounds
* High Score

# Game Overview

## Philosophy

### Get it done!

That’s our philosophy and that is what we will do. This is about a simple, no butterflies-and-rainbows Space Invaders clone to get started, so let’s get started!

## Common Questions

#### What is the game?

Simple Space Invaders clone. Maybe we’ll add some spice later, but first let’s focus on the fundamentals.

#### Why create this game?

To get started and gain some first-hand experience in creating games. Everybody has to start somewhere and this is where we will start!

#### Where does the game take place?

In the year 2345, far far away from earth in space where there are aliens. Kill them. Simple as that!

#### What do I control?

A cool space fighter.

#### What is the main focus?

Create a fun game from start to finish.

#### What’s different?

It’s made by US!

## Production cycle

We will use a scrum-like approach: short, iterative production cycles called sprint. In scrum a single sprint takes 24 hours, but as we don’t work full-time on this project **our sprint will be 4 weeks**. In this 4 weeks you should be able to dedicate some time to the project.

After every sprint there will be a sprint meeting. This meetings will be Tuesdays at 20:00 o’clock and will take place in Skype. A sprint meeting should take around 30 minutes.

# Feature Set

Following is a list of features we plan to implement into the game. This is a complete list showing all features that the final version may contain. To get there we will release several intermediary versions with a partial feature set, continuously working on getting the full feature set implemented.

* Um, a 2D Sprite ship, rendered with D3D10!
* 2D Sprite Enemies, hahaa!
* Maybe a nice background
* And some different types of enemies that award for a different amount of points
* Highscore List
* Some nice graphical pew pew laser effectz!
* GUI and Menus

# The Game World

Provide an overview to the game world.

## The Physical World

Describe an overview of the physical world. Then start talking about the components of the physical world below in each paragraph.

### Scale

Describe the scale that you will use to represent the world. Scale is important!

### Objects

### Time

Describe the way time will work in your game or whatever will be used.

## Rendering System

Give an overview of how your game will be rendered and then go into detail in the following paragraphs.

## Camera

Fixed.

## Game Engine

Describe the game engine in general.

### Collision Detection

Our game engine handles collision detection really well. It uses the such and such technique and will be quite excellent. Can you see I am having a hard time making up stupid placeholder text here?

## Lighting Model

Describe the lighting model you are going to use and then go into the different aspects of it below.

# The World Layout

Basically there will be only one kind of environments: Space.

# Game Characters

## Player

## Enemies

# User Interface

Provide some sort of an overview to your interface and same as all the previous sections, break down the components of the UI below.

# Sound

## Music

## Sound Effects

# Idea Pool