

# Game Design Structure nach Fullerton

- Player

Player vs Game (nice to have cooperative play: two players vs game)

if more than one player the difficulty scales accordingly

- Objective

Capture: destroy enemy units and survive/protect the goal of the enemies

- Procedures

- Who: one player (or two)
- What: move unit up/down maybe left/right too
- Where: on a set playing field
- How: button inputs, most likely arrow keys and 2-3 additional buttons for interactions
- Starting action: start game with button interaction (not decided which button yet)
- Progression of action: Move unit up/down (maybe left/right) with arrow keys and/or joystick (DMI-Cade), manual shoot or auto shoot is still open
- special actions: special shot via button press after a certain threshold has been reached by killing/surviving enemies
- resolving actions: quit game via menu or after winning/losing the game via button presses

The player controls a unit which shoots in one direction while enemies slowly make their way to the player. The player can move the unit in different directions to damage the enemies. After surviving long enough or killing enough enemies the player can use a special shot which does more damage (or other effect). The game gets more difficult

over time (more enemies, more health, faster movement....etc.). The player wants to prevent them from running past the player or hitting the player directly.

- Rules

- Rules restricting actions: movement is limited to the playing field, you can only shoot in one direction, upgrades only available after certain progression, special shoot only available after certain time/kills
- Rules determining effects: if a certain number of enemies makes it past the player → restart game, if health reaches 0 → restart game

- Resources

simple assets, simple enemy and unit models and easy to read UI (no concrete decisions made here)

- Boundaries

Game revolves around challenge and maybe scoring high points or reaching a certain level → motivation to play

solo game (maybe coop game) only interaction against the game itself

- Conflict

Enemy units which are trying to run into the player unit or run past

- Outcome

Survive long enough to reach a high level or score a high score or lose and have to start over