SPACE-X DEFENSE PROGRAM

**Game Proposal Document**

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# High Concept Statement

Space-X defense program is a 2D side scrolling shooter for iOS. In the game you control a space ship on the left side of the screen and use it to attack incoming enemies. The point of the game is to survive until you killed 30 enemies for the win.

# Story

Space-X has become too popular at pushing the boundary of space exploration. Defend the head-Quarter from human and alien competition.

# Genre

This is a 2D side scrolling shoot-em-up game.

# Gameplay

You control your ship on the left and shoot incoming enemies. Tapping on the screen will deploy missiles from the ground base to aid in your defense. Your ship will constantly shoots while moving and enemies will spawn from the right endlessly. Avoid incoming spaceship and their attacks to survive, if collided you lose, and the game is won when you killed over 30 enemies.

# Setting

The game takes place in the air space above Space-X head quarters. It occurs in the near future after Elon Musk colonizes mars and proclaims himself King. At the same time making endless enemies, so in order to keep the throne, he needs to fend off his foes.

# Hardware Platforms

We’re aiming for iOS devices such as Mobile phones and Ipads.

# Game Controls

For our game, you control the spaceship by moving your finger up and down on the left side of the screen. The spaceship will shoot as long as it’s moving. You deploy missiles by tapping on the screen.

# Intended Audience

The intended audience for this game is anyone that enjoys an action game. Users will have to have an iOS. Rated E for everyone.

# Development Team

Haifeng Su – Programmer