Space Invasion Feature Design Document

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# Game-play

### **Space Invasion Game-play Description**

In "Space Invasion," players are thrust into an intergalactic battlefield where they must defend Earth from an onslaught of alien invaders. The game combines elements of classic arcade shooters with modern graphics and game-play mechanics.

#### **Game-play Mechanics**

1. **Controls: <<Control Keypad Up, Down, Left, Right>>**
   * **Movement:** Players control their spaceship using arrow keys, up, down, left and right
   * **Shooting:** A primary fire button allows continuous shooting, while special weapons are activated with secondary buttons.
2. **Objectives:**
   * **Defend Earth:** Prevent alien ships from reaching the planet's surface.
   * **Destroy Alien Mother-ships:** Each level culminates in a boss fight against a massive mother-ship.
3. **Enemy Types:**
   * **Drones:** Weak but numerous, these aliens attack in swarms.

Executive Summary/Elevator Pitch

Input score and name in the leader-board’s button in the “menu”

S the tracks scores in the leader-board, the leader-board will appears on the screen. All scores input will be shown on screen.

Create a variable called "Score" in the Variables tab. Add a text object “score” game's interface to display the score, in the use events to update the score variable whenever the player hit the enemy. if the player destroy the enemy’s ship, it could increases the score variable add 1.

by implementing a high score, you'll need to save the highest scores achieved by players and display them in the game's leader-board interface.

Summary

### **Improving Game-play for "Space Invasion"**

"Space Invasion" is already an engaging and action-packed experience, but there are always ways to enhance game-play to make it even more immersive and enjoyable.

Things that Updated

-Score Tracking

Assets

|  |  |  |
| --- | --- | --- |
| **Asset Name** | **Short Description** | **Source** |
| **Player** | Main character Blue ship | Gdelevop Asset’s store |
| **Enemy(1)** | 1 Enemy Character Red ship (diffident shape) | Gdelevop Asset’s store |
| **Enemy(2)** | 2 Enemy Character Red ship (diffident shape) | Gdelevop Asset’s store |

|  |  |  |
| --- | --- | --- |
| **Enemy(3)** | **3 Enemy Character Red ship (diffident shape)** | **Gdelevop Asset’s store** |

|  |  |  |
| --- | --- | --- |
| **Background** | **Tree and ground view** | **Gdelevop Asset’s store** |
| **Texts** | Health and score | Gdelevop Asset’s store |
| **Sound** | Explosion sound | Gdelevop Asset’s store |