INFILTRATION AMONGST THE STARS

Concept:

A top-down space shooter similar to Asteroids where you protect your base from waves of enemy ships.

Gameplay:

You play as a ship in space that rotates to point toward your mouse, and flies toward that point when the thrusters are activated. Navigate around asteroids with the floaty space movement, and shoot at the enemies before they reach your base in the center of the map. If the enemy ships reach your base, it becomes increasingly damaged until its health reaches 0 and you lose.

Mechanics:

CHARACTER CONTROLLER

-Aim. The player always aims at the mouse.

-Thrust. Hold down the thrust button to thrust the player toward the mouse.

-Shoot. Press the ‘shoot’ button to shoot a bullet. Player bullets kill enemies, and damage/destroy asteroids.

ENEMIES

-Default. The default enemy moves in a straight line toward the base at a medium speed.

-Speeder. The speeder enemy zig-zags toward the base at a fast speed.

-Tank. The tank enemy shoots at the player and moves at a slow speed toward the base.

-OTHERS

-Base. The base will have an HP stat that decreases a little when shot by an enemy, and a lot when colliding with an enemy.

-Asteroids. Hazards that float around space and kill the player if touched by one.

-Camera. A simple camera that follows the player.

-Score. Score increases when an enemy is killed, or you successfully survive a wave.

Systems:

-Player controller. The player will point toward the mouse, and thrust towards it when the thrust button is being pressed. Movement will be floaty and the player’s velocity will have little to no drag when the thruster is not activated. Click the ‘shoot’ button to shoot a bullet in front of the player.

-Asteroids. Asteroids slowly float around the map and bounce off each other when they collide. Asteroids can be broken into 2 half-sized asteroids when shot, just like in the game ‘Asteroids’. Asteroids do not reward any points and only exist as hazards.

-Base. The base is the player’s spawn point, and the enemy’s target. The base has a set HP limit that decreases anytime an enemy shoots or crashes into it. If the base HP reaches 0, you lose the game.

-Enemies. Enemy ships come in a few different types. They spawn at the edge of the screen, and move toward the center where your base resides. If the player crashes into an enemy, both will die. Enemies are not affected by asteroids because I don’t want to program a pathfinding around mobile objects.

-Waves. Each wave will have a preset enemy pool and spawns the enemies in random spots around the edge of the map when the wave starts. When all enemies are defeated, the wave will complete and the next wave will start.