The ship of survival

# Synopsis

## Draft

The game will be based on a fast growing level system regarding to the limited time that the player has.

The terrain of the game is a broken and dark space ship landed on a hostile planet and attacked from evil creatures. The player has a start amount of energy to lighting up the space, but during the game he will need more. He also has limited time to rich the transport room from where he can escape. He is constantly attacked from the evil creatures and also searching for energy while he is trying to find the right way.

The light in the ship depends on the amount of energy he has.

The ship is also like a labyrinth and the distance between him and the transport room depends on his level.

To rich the next level, the player needs to gain enough XP (experience points). The XP depends on the stats of the player: HP (health point) from the found energy and the average of the gained hP (hit points) and the dP (damage points) when fighting with enemies. To calculate the exact amount of points we could use dice rolling system. The enemies are always with the same amount of points but the higher the level is, the more of them he has to fight with and the more energy he has to find.

The fights are short.

Sometimes the player will need to escape from the fight running through the ship corridors.

We could also make him hide behind stuff so the enemies can’t see him.

If an enemy appears during the player is searching for energy, the player needs to stop searching immediately or the enemy will bit him.

From the found energy depends both the HP and the scale of the light in the ship.

The timer never stops except when the user pause the game through a button.