

Team members: **Tien && Krisztián**

Project title: **Mail Man Havoc - Space Edition (Alpha)**

Date: **02/Apr/2015**

Play rules and mechanics

1. How does the game start (e.g., number of lives, score, time remaining, etc.)
 - Score - 0
 - Time limit - 5 minutes (Later Plan, currently there is no time limit)
 - Start Screen - The start screen of every mission will begin with the aircraft taking off from MCS (Mail Control Spacecraft), with the mission details fading in text waiting for the player to “accept” them. (Later Plan, splash screen will be added for Beta)
2. How does the player win or lose
 - Win - Successful delivery of package.
 - Lose - Failure to deliver package on time, or being shot down
3. How the player scores points
 - Number of enemy spacecraft destroyed
 - Time left on the clock when the package is successfully delivered (Beta)
 - Number of lives left (each lives will count for a certain amount of points) (Beta)
4. How the player receives rewards
 - When the player reaches a certain minimum score, the game will start to release upgrade items. At the end of every mission, the player will have the option to upgrade their ship with the parts they collected throughout their mission by spending the points that they earn (points in this game could be equated to credit). (Beta)
 - Upgrade opportunity/bonuses will randomly appear (small chance) for the player to collide with to receive temporary upgrades.
 - Shields: Negate damage
5. When the game is over does the player score start from the score of the last game or resets.
 - It carries over, due to the fact that the point system in this game will act also as a monetary equivalent which the player will then use to upgrade the ship. (Beta)
 - The score resets when the player runs out of lives.
6. Do lives carry over between games or reset, if applicable.
 - Lives will be reset when the players reaches the destination at the end of every mission. The player will start the game with full lives every time, with the option to increase the max life cap in the upgrade options. (Beta)

Level design

1. What objects are in the game world
 - Other ships
 - Planets
 - Stars
 - Asteroids
 - Laser
2. Where are these objects initially
 - Stars and planets - in the background
 - Enemy ships appear as the player scrolls up to them. (Beta)
 - Asteroids will spawn randomly on the page.
3. Which objects move and how (player input, physics simulation, or AI)
 - Player's ship - player input
 - Enemy ships - AI
4. Which objects are animated graphically
 - Static- Stars and planets, initial launch ship
 - Animated - Player ship, Enemy Ship, Asteroids, Lasers, Bonus/Upgrade Items

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5. What are you using for the background, a solid color or a graphic; if a graphic, will it be tiled or monolithic.
 - The background will depict a starry sky, it will be a graphic and will be tiled to match the scrolling nature of the game.

Audio-visual design

1. Where are you getting non-animated graphics, if drawn by the program, how; if a file, are you creating yourself or downloading and if so, give the website.
 - Online - www.opengameart.org/
2. Where are you getting the animated graphics.
 - a. If you plan to reuse the ones in the start game, which ones
 - We do not plan to use any of the images and resources from the original game.
 - b. If you plan to create yourself, which ones.
 - We also do not plan to create any of the sprites ourselves (currently)
 - c. If you are downloading them, which ones and from where (give the website).
 - Sprites - <http://opengameart.org/>
 - Sounds fx - <http://www.freesound.org/>
 - BGM - <http://incompetech.com/>
3. How do you plan to use these graphics. For instance, the lunar lander has four different graphics for the excursion module, floating, left, right, and up.
 - We plan on revamping the whole system, everything from the spaceship to the enemies and the background will be replaced with resources we have found online.
 - The images for the spaceship will change in reference to the motion of the ship.
 - The images for the enemy ships will also change in reference to their motion.
4. Where are you getting the audio assets.
 - Sounds fx - <http://www.freesound.org/>
 - BGM - <http://incompetech.com/>
 - a. If you plan to create yourself, which ones.
 - None
 - b. If you are downloading them, which ones and from where (give the website).
 - Laser - <https://www.freesound.org/people/bubaproducer/sounds/151022/>
 - Launch - https://www.freesound.org/people/Philip_Daniels/sounds/259285/
 - Explosion - <https://www.freesound.org/people/ryansnook/sounds/110113/>
 - Theme - <http://incompetech.com/music/royalty-free/index.html?isrc=USUAN1100879> (Mechanolith)
 - Alarm - https://www.freesound.org/people/rene_/sounds/56778/
 - Yay! - <https://www.freesound.org/people/qubodup/sounds/188432/>
5. How do you plan to use the audio, i.e., which sounds are theme music and which ones are effects.
 - Laser - Effect
 - Launch - Effect
 - Explosion - Effect
 - Mechanolith - Theme
 - Alarm - Effect
 - Yay! - Effect

Interaction design

1. What is the player input, WASD, mouse, etc.
 - WASD or arrow keys, space or Q to shoot.
2. What are the feedback systems (e.g., score, lives, health, difficulty, position, velocity, etc.), in other words, how does the player know the state of the game

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- Lives and Health on top-left of screen, score on top-right (Lives will be added later)
- Position - visible by where ship is on screen
- Velocity - lines coming off the back of the ship, grow as ship gets faster, and ship moves up screen faster with greater velocity
- Difficulty - Stagnant difficulty for first level (alpha). Number of asteroids will be increased for higher difficulty levels. (Later Plan: with each new level, the difficulty is raised; more enemies, and stronger ones, as game goes on)
- Health - 100 (decrements of 10 for every collision with asteroid)
- Death - Game over screen is display with the Player's score displayed on the side. Player is given option to continue by clicking "Yes" and quit by choosing "No". (Later Plan: ship explodes, new one comes up from bottom of screen, picks up package, keeps moving based on player input)

All the images we are using for this project can be found at this link: <http://goo.gl/mEROYs>