The game “Surreal Space” is a survival game taking its roots from games like “Helicopter.” The game itself will base itself around a single unique mechanic. The player’s spaceship will always go back towards the center location. Considering this is a top down version of the game “Helicopter” this means the player will always be in the center unless he or she forces it otherwise. The player may move the spaceship left or right as s/he pleases, but once they have stopped moving the spaceship, it will start to gravitate back towards the origin.

The game will be played in a narrow corridor. The player must navigate through this corridor without getting hit by environmental objects, essentially running into a wall. The game will continue to randomize the upcoming objects giving the player a harder challenge; s/he can’t find a pattern. Score will be based on how long the player survives, and the game does not stop until the player’s spaceship has been destroyed. Considering its simplicity, players will be able to learn it right away.

|  |  |  |
| --- | --- | --- |
| Sprites | Objects | Events |
| Wall (X); x = variations | Wall |  |
|  |  |  |
| None | Controller | Create |
|  |  | Alarm 0 |
|  |  | Step |
|  |  |  |
| Spaceship | Spaceship | Create |
|  |  | Step |
|  |  | Collision: Wall |
|  |  | <Left> |
|  |  | <Right> |
|  |  | Intersect Boundary |
|  |  | press <Shift> |
|  |  | press Z-key |
|  |  | release <Shift> |
|  |  | release <Left> |
|  |  | release <right> |
|  |  |  |
| Spaceship | Spaceship Power Upped | Create |
|  |  |  |