Astro Hopper
Design Document
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Games Fleadh 2024

Genre:
Arcade/Puzzle

Description:
Tile based game with the goal of collecting enough tile points by stepping on Blue tiles to unlock the exit to the level. The player must be careful as to not touch the negative space in the level (the space background), or else they will lose a life and restart the level.

As the player steps over a tile, then said tile will dissapear and be added to the Tile Counter. This forces the player to make creative decisions when moving throughout the level as it will dynamically changes based on their choices. With each tile you collect the Barrier that is blocking the Exit (Earth) will change sprites and being to crack until it is fully destroyed. We give the player several safety grids to allow them to move about after a tile disappears, however this grid can be grown or shrunken based on collecting either Bonus or Trap tiles. Another accessibility choice is having Grey tiles not be collectible allowing the player to stand/backtrack on them without any risk.

There will only be a small amount of levels with each being short in length. This is to encourage an easy to pick up and play feeling aswell as giving the incentive of replayability to get a better score/time on each playthrough.

UI:
The gameplay elements to record progress such as Life amount, Tile Counter and Enemy Spawner Timer are at the top of the canvas of the HTML and are always visible to allow for ease of viewing when playing. Certain details such as text that appears and moves when collecting a Bonus/Trap tile helps communicate to the player what affect will change the game.

Theme:
Space themed where you play as an astronaut that is connected to their ship via a safety line. They must make their way from deep space back to Earth while avoiding hazards like asteroids and UFOs.