# Game Design Document

# Space Escape

Table of contents

## Overview

Title: Space Escape

Genre: Sci-fi Action Adventure

Art style: Retro 8/16-bit pixel aesthetic

Perspective: Top-down view

Audience:

Primary: Sci-fi Enthusiasts

Secondary: Teens and young adults who enjoy action games.

## Introduction:

Space Escape is a fast paced, pixel-art action-adventure game where players take on the role of a lone space traveller whose ship has been destroyed after being sucked into a mysterious black hole rift. Stranded in a chaotic dimension with no way back, players must fight, explore, and adapt to survive.

Each level takes place on a uniquely dangerous alien planet. The goal? Collect the rift vials to open the next portal and gather ship parts to one day rebuild your way home. Combat is intense and unforgiving, offering only three lives for the entire journey. Every step is a choice between risk and reward, and failure means starting all over again.

The game features a life-based progression system with high replay value. Players only have three lives to complete their journey. Once lost, the entire game restarts. Each playthrough is dynamically altered through random boss spawns, rare weapon drops, and unique planet mechanics, creating a loop of trial, failures, and mastery that encourages players to improve with each run.

As players progress, they face increasingly hostile alien worlds, and defeating rare alien boss enemies becomes crucial. These encounters may give powerful weapon like a plasma slingshot, long sword, or laser gun, which can all mean the difference between surviving and starting over.

## Core Game play:

## Main View (what will the game look like?):

## Core player activities:

## User Interface:

Control scheme

In game UI, HUD (heads up display)…

## Game Mechanics:

Key features

Algortihms that govern game play

## Story:

## Mission / Level Description:

## Cut Scene Descriptions:

## Audio:

Sound effects, music…

## Script / Voice Acting…

Dialogue

## Required Assets:

2D art, 3D art, animation, sound, etc