

Infinite Space Shooter

15th January 2018

OVERVIEW

The game is an arcade style infinite space shooter in which the player has to encounter different types of enemies and obstacles and overcome them with fast reflex dodging and/or destroying them.

GOALS

1. To implement an infinite space shooter.
2. To polish the game and make it release worthy on single or multiple platforms (android, ios).

GAME FEATURES

With the basic prototype setup now complete the focus can be shifted towards implementing the USP's of the game. Following are the features that will be under development :

- A scrolling background.
- Enemies which seek and fire at the player.
- The curve spawning of the asteroids needs fine tuning with the overall game flow. This includes the following subtasks :
 - ◆ Multiple types of curve paths for the asteroids to follow.
 - ◆ Flexibility for the game controller to decide as to which path should be followed by the spawned asteroids.
 - ◆ Destroying the spawned asteroids once they have finished traversing their path.
- Spawning a boss enemy after the player has cleared a certain number of waves or has reached a score threshold. This includes the following subtasks:
 - ◆ Boss has a certain amount of health. Player needs to land definite number of shots on the boss to kill it.
 - ◆ Progressive increase in boss difficulty (Boss A.I.).
 - ◆ Stopping asteroid wave spawning once boss is live.
 - ◆ Changing game music when boss is alive.

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- ◆ Release a powerup when the boss has died which upgrades the player's shooting or dodging ability.
 - ◆ Boss has different types of firing mechanics.

ART CHANGES :

1. Neon outline to the game view and main menu. (Subtle)
2. Better looking spaceship model for player.
3. Different models for asteroids, curve path asteroids and seeking enemies.
4. Popup and buttons.
5. Different texture for game BG.
6. Main Menu image.
7. Pixel font for all kinds of game text.
8. Usage of extensions : TextMesh Pro (Free), Post Processing Stack.

TIMELINE

1. UI changes (including art) by 31st January, 2018.
2. Boss implementation - Abhinav (Mid February). First prototype by 31st January, 2018.
3. Wave spawning and different kinds of enemies (Mid February).
4. Testing and polishing - End of February.
5. Release - March 2018.