

# Game Design Document (GDD)

1. Game name: SpaceX Patrol
  - Developed by: Group 10 at Game Dev School (GDS)
  - GDD author: Marcin Jagielak
2. Overview of the Game:
  - Game concept:
    - 1) SpaceX Patrol is a classic 2D arcade game, remake of “Moon Patrol” released in 1982
  - Key Features:
    - 1) (Coming soon)
  - Genre: Scrolling shooter
3. Elements of the world:
  - Grid
  - Indestructible world elements
  - Destructible world elements
  - Enemies
4. Mechanics:
  - Movement:
    - 1) When player takes control, the vehicle never stops.
    - 2) Player can speed up or slow down the car.
    - 3) Player can jump.
    - 4) Wheels of the vehicle always stick to uneven ground but the body of the car stays in the straight line.
  - Camera:
    - 1) Camera is following the vehicle all the time.
    - 2) Vehicle can only reach middle of the screen.
    - 3) Camera speed adjust to vehicle speed.
  - Combat:
    - 1) Vehicle Combat:
      - I. Vehicle has two cannons. One is shooting up, and second is shooting straight.
      - II. Player shoots both cannons at the same time with one press of a button.
      - III. Cannon that is shooting up can fire multiple times. But cannon that shoots straight can only fire one shot until projectile hits target or gets out of range.
      - IV. Every enemy and obstacle can be destroyed with one shot of each cannon.
      - V. Players vehicle projectiles can destroy enemy rockets and projectiles.
      - VI. Player can jump over obstacles and enemies.
      - VII. Every enemy and obstacle can be destroyed by one projectile from players vehicle.
      - VIII. Players projectiles follow the speed of a vehicle.
    - 2) Enemies and obstacles:
      - I. Flying enemies:
        - UFO: Flies above players vehicle, drops down rockets, ship and rockets can be destroyed.

- UFO double rockets: Flies above players vehicle, drops down rockets, ship and rockets can be destroyed.
- UFO triangle: Flies above players vehicle, drops down projectiles which create hole in the ground, projectile and rockets can be destroyed.

## II. Obstacles:

- Hole in the ground: Static object, some enemies can create in random position, player dies when he drops down into the hole.
- Rocks: Static object, player dies when he comes to contact with the rock, can be destroyed.
- Mines: Static object, player dies when he comes to contact with the mine, cannot be destroyed.
- Rolling rocks: Moving object, player dies when he comes into contact with rolling rock, can be destroyed.

## 3) Death:

I. When player dies, he respawns in the nearest checkpoint.

## II. (Coming soon)

- Score: (Coming soon)

## 5. Levels:

- Game contains four levels.
- Each level contains checkpoints which are numbered alphabetically A-Z.
- On checkpoints E,T,O,T,Z game summarizes your progress.
- (Coming soon)

## 6. Interface: (Coming soon)