**SPACE SALVATION**

COMP305-002-2019

**Game documentation v.2**

**Level 1**

**Theme:**

Player needs to dodge from all of asteroids to complete the level. Along that, player should pick up stars in order to get scored.

**Controls:**

Left / Right arrow buttons

**Preliminary player’s conditions:**

Initially, player has 3 lives. After each hit to asteroid, player is considered dead, live is discounted, and game resumes if player still has at least one life left. If not, game starts from the beginning.

**Features:**

While playing, player is able and encouraged to pick up stars in order to get points. Each star weighs 100 points of score; after 100 point are collected, player is benefited with 1 extra life.

**Level 2**

**Theme:**

Player struggles with enemies’ space ships to enter the area of Boss space ship. At the start, only one enemy is presented; however, once it’s hit, the second one will appear.

**Controls:**

Player movement – follows mouse.

Fire – Space button.

**Preliminary player’s conditions:**

Initially, player has 3 lives, as well as 100% of health on each try. After each hit of enemy’s bullet, player loses 3-5% of health. Once all 100% are used, live is discounted, and game resumes if player still has at least one life left. If not, game starts from the beginning.

**Preliminary enemy’s conditions:**

Initially, enemy has 5 hits to die. Enemy’s hits are counted after each player’s bullet hit. Once first enemy is destroyed, the second one comes to the scene. Frequency of enemy’s shooting can be altered both by script and inspector.

**Features:**

While playing, player is able and encouraged to pick up stars in order to get points. Each star weighs 100 points of score; after 100 point are collected, player is benefited with 1 extra life. Additionally, player should pick up health kits, each of which will bring it 10% of health.

**Level 3**

**Theme:**

Player has entered the Boss space ship area and now comes into real fight with it; however, there’s another frontier defending Boss. At the start, player has to eliminate two simultaneously attacking enemies. After they are destroyed, Boss space ship comes into scene.

**Controls:**

Player movement – follows mouse.

Fire – Space button.

Nuclear fire – “V” button

**Preliminary player’s conditions:**

Initially, player has 3 lives, as well as 100% of health on each try. After each hit of enemy’s bullet, player loses 2-3% of health. Once all 100% are used, live is discounted, and game resumes if player still has at least one life left. If not, game starts from the beginning.

If player is lucky to pass through enemies, each Boss’s dropped bullet will take off 10% of player’s health.

**Preliminary enemy’s conditions:**

Initially, enemy has 5 hits to die. Enemy’s hits are counted after each player’s bullet hit. Once both enemies are destroyed, Boss comes to the scene. Frequency of enemy’s shooting can be altered both by script and inspector.

**Preliminary Boss’s conditions:**

Initially, Boss has 100% health. Health is decreased by 25% if hit by player’s nuclear bullet, and by 5% in case of regular bullet. Once Boss is eliminated, game is considered to be over.

Boss is dropping 2 sorts of bombs: regular and nuclear.

Frequency of Boss’s bombs dropping can be altered both by script and inspector.

**Features:**

While playing, player is encouraged to pick up nuclear remains after each enemy destroyed, which will give a chance to hit Boss with 25% damage impact. Also, player can regularly shoot Boss to cause less effect. However besides regular bombs, Boss is emitting nuclear ones that should be picked by player as well (they have the same 25% power), despite player in this case is prone to get hit by Boss’s regular bombs.