Game Design Document

**Name of Game:** World Invasion ver. 1.0(2021)

**Developer Name:** Axel J. Tirado Rodriguez (Game Developer and Administrator)

**Overview of Game:**

**Description:**

It is 2078 and the world is on its highest peak of technological advances. Everything that we deemed to be impossible at some point it became true. Cities all over the world are full of hover cars and hover motorcycles like those that you used to see in spy movies. Higher buildings are built over the clouds with amazing views of the sky all around, but the only way you could get there is if you have a higher position in society. Communication technologies have advanced so much that we have the capability to reach out farther than our own galaxy. Little did we know that we had succeeded, but in doing so we also unleashed a great burden in the world as these creatures would travel to great distances to conquer our world, and now its up to us to take back our world.

**Characters:**

* Player: Larry (private first class)
* Enemies: Aliens, blobs, Alien with wings

**Concept:**

This game will have a similar concept to 2d adventure games like Super Mario (NES) that will involve the player to pass different levels which would contain several enemies. The Player is going to have weapons available since his backstory include him being in the military. Some levels will have boss fights at the end. Complete all levels, defeat as much enemies as you can and save the world.

**Game Development Procedure and Tasks:**

The implementation process will be divided into different phases which would be carried out every two weeks. At the end of each week, performance tests would be done to ensure that the game is working properly. Also, at the end of each week a report analysis would be done documenting specific details of the process mentioning everything that was done and if there was any inconvenience.

Implementation Taks:

Phase 1(Week 1 and 2): Initial Setup, World implementation, Physics, Objects, Colliders.

Phase 2(Week 3 and 4): Game Graphics, Character & Object Sprites, Different Level Implementations.

Phase 3(Week 5 and 6): Finishing touches involving displaying score and lives on game screen, Implementation of State 1 screen (Main Menu).

Phase 4(Week 7): Beta Testing and Conversion to APK Application for Android Beta Testing.

Project Duration: approximately 2 months

\*Android beta tests will involve sending the APK app to a small group of individual and each will review the game and give out their final thought. Depending on the quality of the game and the reviews of the beta testers a final decision to publish the game will be conducted.